

Vampires & Merchants present

The ARBBL Open 2007



Thanks to Impact! Miniatures and Tritex Games for the prize support.



The *Vampires & Merchants* wargaming group in Andover is pleased to present:

The ARBBL Open

15th – 16th March 2008

VENUE & ACCOMADATION

Scout Association Gilliat Scout Hall,
28 Marlborough Street,
Andover,
Hampshire
SP10 1DQ.

Gilliat Hall is a couple of minutes from the town centre and bus station, and about 10 minutes from the train station. Location is relatively easy to find on foot, as it's just behind the college/theatre. Parking is available on a first-come, first served basis (approx 10 spaces), though local parking is nearby.

Andover is just off the A303, which links to the M3 near Basingstoke, which itself joins the M25. Trains are regular, and inexpensive from London Waterloo.

You need to find accommodation for yourselves. B&Bs are pretty common, and there's a Premier Inn just outside town. Andover tourist Information can help with finding accommodation (andover@testvalley.gov.uk 01264 324320).

COSTS AND CONTACTS

Entry is £20 for NAF members and £25 for Non NAF members.

Payment via PayPal to darkson@gmail.com or via cheque to Simon Ashe, 51 Constable Court, Artists Way, Andover, Hampshire SP10 3PX.

If you have any questions, please email me at darkson@gmail.com, or send me a PM on TalkBloodBowl.com (Darkson).

On the day contact Simon on 078422030766

RULES

TR115

LRB5 Rules, only the official 21 teams allowed.

No Star players/wizards/inducements, except for stunty teams who can take 1 Star player. All teams must be legal, with at least 11 rostered players. Stars do NOT count towards this total. Halflings may hire a master chef at LRB5 prices and Goblins may take 0-2 Bribes at 100K each.

6 rounds, Swiss System.

Games should last max 2 hours. Due to the time restriction on the location this will be enforced, however regular time checks will be announced throughout the games.

The Event will be NAF ranked

Please bring with you a pitch and dugout, templates, dice and two completed rosters.

SCHEDULE

Day 1

09.15 – 10.00 registration and coffee (hopefully!)
10.00 – 12.00 Game 1
12.15 – 13.30 Lunch
13.30 – 15.30 Game 2
16.00 - 18.00 Game 3
18.00 - ?????? BEER

Day 2

10.00 – 12.00 Game 4
12.00 – 12.45 Lunch
13.00 – 15.00 Game 5
15.15 – 17.15 Game 6
17:30 Awards and Conclusion

SKILLS

BEFORE registration, you may choose 4 normal skills and 2 normal or double skills (no stat increases), max of one per player. Number these skills 1-6 (doubles being #2 and #5) – these are the games they come into effect. All skill choices should be shown on your roster. If you do not allocate skills before game 1, you will not have a skill for that game, and will be asked to choose all skills before round 2.

SCORING

11 points for a win

6 points for a draw

1 point for a loss

A bonus will be awarded for each touchdown scored (Max 3)

A bonus will be awarded for each Casualty scored (Max 3)

A Casualty is any Casualty resulting from a Block, Secret Weapon, Crowd push or Foul. Failed Dodges, GFIs etc do not count.

Tiebreak will be results against each other, TD difference, Cas difference.

Prizes

To be confirmed, but hope to include:

1st Place

Runner Up

Wooden Spoon

Best Painted

Most Touchdowns

Most Casualties

Everyone will also receive a free gift.

Simon and the guys at ***Vampires & Merchants*** look forward to seeing you.