

The ARBBL club present

THE ARBBL PICK 'N' MIX EVENT 2014



<http://arbbl.webs.com/>

The *ARBBL* wargaming group in Andover is pleased to present:

The ARBBL Pick-a-Mix Event 2014

1st – 2nd November 2014

VENUE & ACCOMADATION

St. Anns Hall
Suffolk Road
Andover
Hampshire
SP10 2JD

St Anns Hall is a couple of minutes from the town centre and bus station, and about 15 minutes from the train station. Location is relatively easy to find on foot, as it's next to BT building. Parking is available on a first-come, first served basis (approx. 12 spaces), though local "pay & display" parking is nearby (free on Sundays).

Just as a reminder, alcohol is not allowed to be consumed in the venue, including the car park – please abide by this, as it's a condition of having the venue. If you can't last without a drink, please don't attend. There are plenty of pubs nearby if you really need a drink.

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 yourself. B&Bs are pretty common, and there's a Premier Inn just outside town. Andover tourist Information can help with finding accommodation (01264 324320 or andovertic@testvalley.gov.uk).

**(Well, inexpensive for trains anyway!)*

COSTS AND CONTACTS

Entry is £12 for all NAF members, £15 for non-NAF (though you may sign-up at the event). Payment can be made via PayPal to darkson@gmail.com (if using PayPal please use the **"Personal"**, **"Gift"** option, else some of your ticket price goes to PayPal) or via cheque/postal order 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 [TalkFantasyFootball/NAF forum](#) (Darkson).
On the day contact Simon on 07842230766

SCHEDULE

Day 1

09.15 – 10.00 registration and coffee (hopefully!)
10.00 – 12.15 Game 1
12.15 – 13.30 Lunch
13.30 – 15.45 Game 2
16.00 -- 18.15 Game 3
18.15 -- BEER/All-You-Can-Eat Chinese

Day 2

10.00 – 12.15 Game 4
12.15 – 13.00 Lunch
13.00 – 15.15 Game 5
15.30 – 17.45 Game 6
17:45 Awards and Conclusion

RULES

Each coach must select 2 rosters using the rules listed below, one for day 1, one for day 2.

Coaches must inform me by Friday 31st October which rosters they will be using, and which they will be playing on the Saturday; otherwise I will randomly determine it for them.

Roster selection

Each coach must spend a minimum of 5 “tier” points to choose what rosters they take over the two days.

Tier 1 (1 point):

Amazons
Chaos Dwarf
Dark Elf
Dwarf
Lizardman
Necromantic
Norse
Orc
Skaven
Undead
Wood Elf

Tier 2 (2 points):

Chaos
Chaos Pact
High Elf
Humans
Elf
Slann

Tier 3 (3 points):

Khemri
Nurgle's Rotters
Stunty Cup-legal
Lizardman
Underworld
Vampire

Tier 4 (4 points):

Goblin
Halfling
Ogre
Stunty Cup-legal
Underworld

TV120. 6 rounds, Swiss ranking. The Event will be NAF ranked.

[Blood Bowl Competition Rules](#), the official 21 teams and the 3 “official-but-not-in-the-CRP” teams are allowed. These rosters can be found at: [New Teams for Blood Bowl](#)

The Cyanide Khorne roster can **NOT** be taken.

Except for the Wizard, any inducement can be included in the roster, including cards, which must be drawn in the presence of your opponent – if you want to use cards, please make sure you bring your own deck.

All teams must have 11 rostered players before Stars and/or Mercs are included.

SKILLS - Each day's roster may have 5 skills added, one of which may be a double. No skill stacking. **Additional skills may not be taken more than 3 times – for example, 3 Guard players are fine, 4 Guard players are not.**

Games should last max 2 hours. Time for rounds will be quite relaxed, but for the sake of the other players, please try to play at a sensible speed - if everyone else is finishing, and you're just starting the 2nd half, you really need to speed up. We reserve the right to call matches if they will hold up the rest of the tournament.

Dice – before a game, coaches should agree on what constitutes a “cocked” dice, and point out any faces that have graphics instead of numbers/dots. If you're using non-standard Block dice, please make sure your opponent is aware of what face means what.

If you want to share dice, please tell your opponent before the game starts, and decide on which dice to share.

Finally – **NO “lucky” dice** that only get pulled out of the bag/dice box for crucial plays – it can foster the impression they're not fair dice.

Please bring with you a pitch and dugout, templates, dice and two completed rosters (one to hand in, one to use/show your opponent).

Stunty Cup

To be eligible for the Stunty Cup, an Underworld team must consist of Goblins and Trolls only. Similarly, a Lizardman team must consist of Skinks and Kroxigor only. Stars are exempt from these rules. If unsure, please email me in advance, and I will double-check it.

SCORING

Each game will be scored in the following manner:

50 points for a win

25 points for a draw

5 points for a loss

0 points for conceding

3 bonus points will be awarded for each touchdown scored (Max 9pts)

2 bonus points will be awarded for each Casualty scored (Max 6pts)

1 bonus point will be awarded if you keep a clean sheet.

For bonus purposes, a Casualty is any result of 10+ on the Injury roll (9+ for Stunty players) resulting from a Block, Secret Weapon, Stab, Crowd Push or Foul.

Failed Dodges, GFIs, Throw a Rock kick-off results etc. do not count.

Casualties caused on your own team (Chain Pushes, Bombs, Ball & Chain etc.) do NOT count as a Casualty for that team. I.E. A goblin Bomber blowing himself up doesn't count as a casualty for the Goblin team.

Tiebreak will be TD difference, Cas difference, total TDs then total Cas.

In the event of a concession, the non-conceding player will be giving a 2-0, 2-0 win (unless already better than that), regardless of the score at that point (but I will be questioning any concessions).

Sportsmanship

Should go without saying, but we're playing to have fun, so please play nice, but try your best at all times. Anyone deemed to be playing contrary to this will be given a "quiet word" – no deliberately playing to get to the bottom of the table.

Miniatures

Non-GW miniatures are allowed, and indeed encouraged, but please make sure that if using non-standard figures that they are easily distinguishable. If you opponent says they have problems telling different positions apart please have some way to mark the players (skill rings, rubber bands, pieces of paper etc.). It's your team, your responsibility.

Prizes

Winner, Runner-up and Wooden

Most Touchdowns, Most Casualties, "What Defence?" and "Ouch!" individual awards.

Stunty Cup award

Simon and the guys at [ARBBL](#) look forward to seeing you.