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The ARBBL club present

THE ARBBL OPEN 2014



Hades Games
Playing with Fire



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The **ARBBL** war-gaming group in Andover is pleased to present:

The ARBBL Open 2014

1st – 2nd March 201

Welcome Blood Bowl coaches. This is the rules pack for the 7th annual ARBBL Open Blood Bowl tournament. Hopefully this pack will answer any questions you may have, but if not, or you're unsure of any details, please don't hesitate to contact me – see details below.

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 "pay & display" parking is nearby (free on Sundays).

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 (andover@testvalley.gov.uk 01264 324320).

*(Well, inexpensive for trains anyway!)

COSTS AND CONTACTS

Entry is £12 for all NAF members, £15 for non-NAF (but you can sign up on the day, in which case you'll pay the NAF price).

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 078422030766

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 (changes from previous years in red)

TV115. 6 rounds, Swiss System. 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. New team rosters can be found at: [New Teams for Blood Bowl](#)

No Star players, except for Stunty teams (Halfling, Goblin, Ogre and Stunty Cup legal Lizardmen and Underworld teams [which means Skinks/Kroxigor or Underworld Goblins/Troll only]), who can take one (1) Star player (and only one, so no Brick & Grotty). All teams must be legal, with at least 11 rostered players - Stars do NOT count towards this total.

Halflings may hire a Master Chef for 100K and Goblins may take 0-3 Bribes at 50K each.

Any team can hire 0-2 Bloodweiser© Babes at 50K each.

You may spend up to 200K on cards. Cards are drawn at the start of each game.

No other inducements may be taken.

If enough Stunty teams enter, I will run the Stunty Cup.

SKILLS

BEFORE registration, you must choose 4 normal skills and 2 normal or double skills (coaches choice - 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 game 2. No skill stacking.

Vampire, Underworld, Chaos Pact, Slann, Nurgle, Chaos and Khemri can all take one additional normal skill for round 1, for a total of 7 skills. No skill stacking.

Humans, (Pro) Elfs and High Elf can all take one additional normal skill for round 4, for a total of 7 skills. No skill stacking.

As in previous years, the bottom 4 players after round 5 will play in a 4-team Deathbowl-type match. Rules for this will be explained at the time.

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 that 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 teams (Halflings, Goblins, Ogres, Skaven-less Underworld and Saurus-less Lizardmen) may take an additional normal skill for round 1 and another for round 4, for a total of 8 skills. These 2 “extra” skills may be stacked on a player already given a skill, as long as the player has Stunty. Maximum of 2 skills per player (so no 3 skill Snotlings for example!).

I know no-one will do so, but anyone found altering their skills between rounds will have their scores for previous rounds reset to 0. If you or your opponent is found to have taken an incorrect skill, the incorrect roster will be given a basic loss for points (no TDs, no Cas), and the coach asked to correct the skill before the next round is announced.

SCORING

50 points for a win
25 points for a draw
5 point 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, Crowd Push or Foul.
Failed Dodges, GFIs, Throw a Rock kick-off results etc. do not count.

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).

The Joker

Once during the tournament you may play your joker by informing Darkson. You can play the Joker after seeing who your opponent is, but not after you have started your game.

*If you win the Joker game you will gain an additional **25** points, if you draw, you will earn an additional **10** points, but if you lose, you will lose **10** points from your total score. All bonuses/deductions will be made after the end of round 6, so will have no effect on the swiss draw.*

You may only play your Joker against a Stunty Cup team if you are also counted as a Stunty Cup team.

*You do **NOT** have to play the Joker during the tournament.*

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.

Prizes

Winner, runner-up, Most Touchdowns and Most Casualties.

Wooden Spoon (4-way winner), "Defence? What Defence?" and "Ouch!" awards.

If more than 3 Stunty Cup teams sign-up, then a Stunty Cup award.

Roster info

To get the 1st Round started ASAP, please let me know your roster's race and team name as soon as you can. You are not committed to taking the team you send me until the draw for Round 1 is made, but the more info I can enter into Score prior to the Saturday morning, the quicker we can get playing.

Prizes

Finally, I'd like to thank Impact miniatures and Hades Games for the prize support.

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