

### Chaos Cup 2010 rules:

The Rules will be using the Competitive Rules Pack (CRP). See [CRP Handbook at Games Workshop](#) to download the CRP if you do not have it.

1) Rule Changes to the CRP for this tournament:

a) You may purchase any inducement as part of your team other than Mercenaries, Wizards or Special Play Cards. However your team must still have 11 rostered player from the team list (if you are going to add on one or two Star Players.

b) The 3 new NAF/BBRC endorsed races may be used (Chaos Pact, Slann & Underworld). You can find the rules for these teams here:

[http://www.midgardbb.com/GW\\_LRB\\_PBBL/NewTeams2008\\_LRB5.pdf](http://www.midgardbb.com/GW_LRB_PBBL/NewTeams2008_LRB5.pdf)

2) Tournament Rounds, Team Set-up, and Skills. The tournament will be 5 rounds of Swiss. Starting team will be 1,100,000 and you must have at least 11 roster players on your team. You may add up to one advancement to each roster player on your team. The value of these is per the CRP (20k for normal skills and 30k for doubles, +1 MA & +1 AV). The value of your skills is added to the value of your team that must be 1.1M in value. No player may have more than one advancement and no +1 AG or +1 ST advancements can be given to any player. No one skill or advancement can be used more than twice on your team (so you can only give up to 2 players Block and up to 2 players Guard for example). This will be the team you use for all 5 games.

3) Dice: Before each game you and your opponent both agree to use ONLY ONE set of D6 dice and one set of 3 Block Dice from one of the players for the entire game ... the other player puts his dice away where they cannot be used. If you cannot agree on the dice to be used, a referee will decide by rolling for it. If you are superstitious about people touching your lucky dice ... the tournament would like to suggest that you bring a different set of dice to the tournament that you don't care if other people touch as this rule will be enforced.

4) Miniatures: You will be allowed to use ONLY GW miniatures or figures where over 50% of the figure is from a GW miniature. Figures do not need to be from the Blood Bowl range of miniatures just GW or Citadel in origin. HOWEVER, the figures MUST be READILY identifiable as their positions as determined by the head referee or his assistants. All miniatures must be painted with a minimum of 2 colors and the bases must be decorated or painted or you will not be allowed to play. Also mutations and weapons if you plan on having them on your team ... you MUST have a figure that clearly shows the mutation to take it. You cannot give Claw to a Skaven Blitzer if you don't have a football geared ratman with a Claw for a hand to replace the player without a Claw on your team.

### 5) SCORING:

GAMES: Win: 55 points (5 win points)

Tie: 35 points (3 win points)

Loss: 10 points (1 win point)

Won by 2+ points = +10

Lost by only 1 point) = +10

Caused 2 or more casualties than opponent = +10

Caused one casualty more than opponent = +5

(note: ONLY Casualties caused through blocking will count for the above bonuses and towards the Most Casualty award)

### PAINTING:

+3 Based: All the bases in the team (including coaching staff) are painted and textured in some manner. The baseline for texture is flock as a minimum. Just being painted green is not enough!

+3 Painted: The team is painted, all models have at least 3 colors on them. Different colors should be used for different areas. Undercoats must not be visible.

+3 Detailed: All models have had the details of the model painted in a variety of colors or with noticeable effects. This can be shading or highlighting, or 'black-lining' etc. This discriminates between the merely painted team and the team that has had attention paid to it.

+6 Representative: All models on the team are representative of the race and position that they are meant to portray. Extra weapons that are not part of a finished and painted figure should be removed. This does not mean that you must use official Blood Bowl miniatures. Only that an Ogre should look like an Ogre, a Dwarf should look like a Dwarf and so on.

Important: For all 4 of the above ... In order to get the full points for a category all the models in the team must fulfil the criteria. If even one fails, the points can't be scored.

### SPORTSMANSHIP:

At the end of the tournament, coaches will award sportsmanship rankings to their opponent. Each coach should give **one and ONLY one** of the five players he played against a 1 rating for sportsmanship as the best sportsman of his five opponents. Players may also award a 3 rating to players who were poor sportsmen. You do not have to award any 3 rating if you do not feel any players desire it and likewise you may award more than one 3 rating if you had more than one poor sportsman opponent (excessive use of 3 ratings will be questioned by tournament organizers). All other players should receive a 2 rating for sportsmanship. Points for each of these ratings will be scored as follows:

1 -- 11 points

2 -- 6 points

3 -- 1 point

If you have an opponent who drops out without voting you will receive 6 points from that coach.

**6) Prizes:** 8 prizes will be award at the tournament. Prizes will be awarded for 1<sup>st</sup> and 2<sup>nd</sup> based on a final game played between the two highest WIN point teams from the first 4 matches, and a prize to the MVP coach not in the final match who has the most total points (game+sportsmanship+painting) after all 5 rounds. Prizes will also be given for Best Sportsman, Best Appearance, Most Touchdowns, and Most Casualties. Winning any of the prize makes you ineligible to win any of the other prizes. So if you take 1<sup>st</sup> place and score the most touchdowns, the player with the 2<sup>nd</sup> most touchdowns would win that award. **There will also be a Stunty Cup prize for the Chaos Cup.** All players coaching a Halfling, Goblin, Ogre, Underworld (without Skaven) or Lizardman (without Saurus) team are eligible to win this extra prize.

### 7) Schedule for Events for Chaos Cup:

#### SATURDAY

9 am-10 am Register

10 am-Noon Game 1

Noon-1 pm Lunch Break

1 pm-3 pm Game 2

3 pm-4 pm Break

4 pm-6 pm Game 3

#### SUNDAY

9 am-11 am Game 4

11 am-Noon Lunch Break

Noon-2 pm Game 5

3 pm Awards

### 8) THE TOURNAMENT RULES

All models must be painted – this means more than an undercoat! In fact the models must have a minimum of 2 different colors and the bases must be flocked/decorated or at a minimum painted or you will not be allowed to enter the tournament (NO EXCEPTIONS!!!) The tournament will try to have a couple spare boards available, but please bring a Blood Bowl board with you for the tournament.

All the official teams from the CRP will be allowed including the 3 new team (Chaos Pact, Slann and Underworld). No other teams outside of these 24 are allowed. Teams must be written out on the official Blood Bowl team roster pad or some source that creates easily readable sources. You MUST bring two copies of your roster, give one to the officials at registration and keep the other for your own reference. Make sure your team is correct as team rosters will be checked and any mistakes (even if not deliberate) will result in that player getting a yellow card if tournament play has begun.

### 9) REFEREES

The primary purpose of our Tournament is to get together for the weekend, so that we can play our favourite game and meet other players who share our interests. Finding 'champion players' of our games is a by-product of this, and we're really much more interested in creating a quality gaming experience for all the people that take part, where they get to play lots of games and meet a whole bunch of new players.

This being said we do understand that sometimes even the friendliest of players can lose their cool, especially if the dice have been going against them all day. The most common causes of friction in a game are questions about the rules of the game. Rules questions arise in most games of Blood Bowl, both because the huge number of variables involved in the game make it just about impossible for the rulebook to cover every situation that might occur, and because different people interpret the rules in different ways. In order to avoid arguments we recommend that you refer to the appropriate rulebook as soon as a question arises. If the rules do not cover the situation, then roll a dice to decide what happens. In other words, a friendly dice roll should decide any question that cannot be answered by referring to the rules. Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves!

If you really want a Referee to sort out a rules question, then you are free to call one over, and our Referees may intervene if they see an argument. Be warned, however, that our Referees are under strict instructions to give players one of two answers to any question they are asked:

1. They will show you the rule in its relevant place in the rulebook.

2. To roll a D6 to sort out any rules problems not solved by the above. You should also note that the prime duty of our Referees is to make sure that the majority of players in the tournament get a nice friendly game where winning is secondary to having a good time. Anyone who keeps on spoiling a game with picky rules questions or who consistently bends the rules in their favour will be asked to desist or suffer the consequences.

Referees will have a simple card system to adjudicate this kind of ruling:

**YELLOW:** A Yellow Card will be shown to the player(s) and their player number and name logged. In addition, 50 points will be taken from a booked player's Tournament totals.

**RED:** A Red Card will be shown to the player(s) and their player number and name logged. In addition, 100 points will be taken from a booked player's Tournament totals.

The decision of the Chief Referee is final, and no discussion will be entered into. Arguing with the Chief Referee following a decision will be a RED CARD offence.