

# CANCON 2007 TOURNAMENT

## *RULEBOOK*

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## CanCon 2007 Tournament

### Basics

All rules unless otherwise specified are from The Blood Bowl Living Rulebook 4.0. All rules will be used except the four minute turn time limit (BB rulebook point 6 of turnovers pp7). This is to develop strategy rather than quick thinking. The latest version will NOT be used, rather this tournament is LRB 4.0. Email me if you need a copy of the rulebook before the tournament.

The Tournament will run for **Seven** games and the final will be in the final (seventh) round between all eligible players. All players play in the final round (excluding a bye team, see below). **ALL** prizes will be awarded after the final game, including for painting. Prizes include whole teams, miniatures from Heresy, Goblin Forge, Impact and Shadowforge as well as free entry tickets to Eucalyptus Bowl 2007.

All players will play in each round, unless there is an odd number of participants and one team requires a bye.

### Structure

The structure is in Swiss style. Each round, the rank of the team will determine the opponent. No two games will feature the same opponent - except possibly if you are one of the highest two ranked teams in the final round (which is on the Monday).

All teams must begin with 1,000,000 gold crowns of value, or TR 100.

Because of the Swiss system, before a new round can commence, each game from the previous round must conclude. This means that rapid players will need to wait for sometimes very long periods before the next round commences.

Friday and Saturday will look roughly like:

Round 1: 9:00 - 1:00

Round 2: 1:00 - 3:30

Round 3: 3:30 - 6:00

These times are not fast and the next round start time will be advised on the conclusion of each prior round.

On the Sunday the final round will commence at 9am.

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## Games

All disputes about the rules will be solved by the commissioner. His word is final. Arguments with the commissioner may possibly result in points being deducted from your team and in extreme cases expulsion from the tournament. **Any** rules clarifications will be taken by the commissioner. The commissioner will be on hand during games for rules clarifications and questions. In the case of a rule question/clarification not being asked from the commissioner, and the opponents point of view being taken (which is the **wrong** way to handle it!), that explanation will stand until clarified. So ask the commish if there is any doubt!

## The Points

Points from **Every** game are added to the teams total. A tournament table is produced every round. Games from the next round may not be able to be commenced until all participants are finished the previous round.

### Points formula

**1 point to each team per game**

Then five points are distributed for each game.

**3 points to the winner (2 points each if tied)**

**1 point to the winner of the casualty count (1/2 each if tied)**

**1 point to the loser if there is only one touchdown difference in the final**  
(e.g. 2-1)

**Otherwise 1 point to the winner (who must have won by 2 touchdowns or more)**  
(e.g. 4-2)

Note that 7 points are distributed between the two teams every game



## Each Round

Each round, each coach will need to have a 'score card'. This score card will need to be filled in by **Each** coach. On this card you will need to record:

- The final score
- The casualty count for you and your opponent (and this includes all casualties inflicted, such as crowd casualties.)
- Your NAF nickname and your opponents NAF nickname.
- The Team rating of the team **before** the game begins
- Points for best sportsperson and best painted team.

At the end of the tournament, each coach will nominate the best three opponents from the games they have played. This will determine best sportsperson.

Each coach receives 35 points (in total) to spend on best painted team (to declare best painted team).

This means that each coach should probably give out an **average** of 4 points for painting each game, in case they are likely to run out of points.

## Miniatures

**All coaches need to be in possession of appropriate miniatures for their team.**

Appropriate is determined by the Commissioner's decision, who has final say. If you do not have possession of an appropriate miniature, then **You may not purchase that player**. To enforce this any new purchases for the team must be shown to the commissioner. All miniatures **must have numbers shown** and all miniatures whose painting is incomplete may be deemed to be an insufficient miniature.

**This rule is to be enforced!**

**All wizards have to be represented by an appropriate miniature!**

Assistant coaches, apothecaries, necromancers and other coaching staff do **not** have to be represented by appropriate miniatures (although they can look great!), but all players, wizards and other special coaching staff (such as Master Chefs, Alchemists, etc.) do.

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## Winning the Match

Due to the annoyance of fighting out a whole game, struggling through overtime with no re-rolls, only to have a wimpy little elf pair steal victory from your grasp, these new rules should allow the grasp of victory to have a little more edge. **There will be no overtime in the regular rounds. Draws are taken and accounted for.** In the final game for the two top ranked players there will be as overtime as per the rulebooks. The **sudden death throw-in** will decide the game in the unlikely scenario that the final game is still tied after overtime (see the commissioner for details for the Sudden Death Throw in).

## Prizes:

- Winner of the tournament (Highest ranking player after seven rounds)
- Runner up
- Third place
- Commissioner's award (biggest crawler to the commish).
- Wooden spoon (lowest ranked player after seven rounds)
- Best sportsperson
- Best painted team
- Best painted single miniature



## House Rules

The following rules **supercede** those printed in the Living Rulebook:

### Star Players

Although the tournament is run like a league, Star Players can **NOT** be purchased. At all.

### Destroyed teams

Everyone realises that it's no fun if the team is smashed in the first round and has to struggle the entire rest of the tournament down players. To prevent this less than enjoyable experience from happening - players can continue their teams from the position they were in at the beginning of the previous round, if sufficient carnage has been inflicted. For example, if a team plays fine for the first three rounds, buying new players and earning experience, then in round 4 has four players killed, that team may play round five with the team roster that team began round 4 with. To help facilitate this, players must keep track of all SPP's, money and injuries and only write it permanently onto their team sheet at the end of the game. I recommend both a pencil and a pen be used on the team roster sheet, writing all information in pen after each game (using 'marks' in bunches of 5 to record SPP's including total SPP's). Note that for a coach to do this, he must first seek the Commissioner's approval.

### Forfeiting the Match

You may choose to concede a match at the start of one of your turns, before moving the turn marker along the track. The conceding rules in the Blood Bowl rules (p44 of the handbook) are to be **replaced** by these rules for this particular tournament:

If you concede then the opponent gains 1 MVP award for each of the four turns remaining in the game (rounding up). E.g. If you forfeit in the first turn of the second half (8 turns remaining), then the opponent gains 2 MVP's in addition to what they normally earn. The forfeiting team also loses one fan factor permanently. They must also roll again to see if they lose a second fan factor with the FF table. Both teams earn money as normal. Unless the forfeiting team is losing by more than 2 touchdowns, the remaining team wins by two touchdowns for the purposes of the tournament rankings.

If you have any questions, or just want to know other things, then I encourage you to get in contact with me on either:

[babs@trentvale.com.au](mailto:babs@trentvale.com.au)

Or ring 0412 179 104 (sane hours) Stephen Babbage (commish & Tournament organiser)