

# **2005 Spike! Tournament Rules**

## **THINGS YOU NEED TO BRING**

- Your fully painted team.
- Two copies of your team roster.
- A Blood Bowl board, templates, dugouts and dice (we can't guarantee that we'll have extras on hand).
- A copy of the most recent Living Rule Book (available for free online at <http://www.bloodbowl.com>).
- Pen or pencil.
- Your NAF username and number (If you're a NAF member, that is. See below for more information.).

## **Schedule**

Since time is limited, PLEASE be on schedule and ready to play at the appropriate times.

<b>Saturday, November 19</b>	<b>Sunday, November 20</b>
9-10 Registration	9-11 Round Four
10-12 Round One	12-2 Round Five
1-3 Round Two	3-5 Round Six
4-6 Round Three	5-6 Awards Ceremony
6-7 Clean-Up	6+ Clean-Up

## **TOURNAMENT FORMAT**

The Tournament is played over Saturday and Sunday. You will participate in a series of six games against different opponents. In the first round, players will be matched up randomly. In each subsequent round the two players in 1st and 2nd place (based on their points for coaching) will play each other, the players in 3rd and 4th place will play each other, the players in 5th and 6th place will play each other, and so on. The only exception is that you will never play the same opponent twice. To keep on schedule, we would appreciate it if you could play at a brisk pace with no time wasting! Each player has a special results form. Once you've finished your game, you must fill in the form and then hand it in. It's important you fill all the information in as this will decide your ranking and ultimately the winner of the Tournament.

## **SCORING**

After each game you will record the points earned by your team on the results form. Points are awarded as follows:

Win = 50

Loss = 10

Tie = 30

### *Bonuses*

“Blow out!” bonus (won by 2 or more points) = +10

“Bag o’ Wheat” bonus (caused the most casualties) = +10

“Keeping it Close” bonus (lost by 1 point) = +10

Any ties in the final standings will be broken by TD Difference and then by Casualty Difference.

## **PAINTING AND SPORTSMANSHIP**

### **Painting**

Tournament points will be awarded for team painting and presentation. Up to 10 points are awarded for team painting based on the criteria below. The official tournament judges will evaluate each team based on these 4 criteria and not on the aesthetics of the team. This means that any painter of any standard can gain the maximum 10 points if he puts the effort in and follows the guidelines below. The judges’ decisions are final.

Based - 2 points: All the bases in the team, including sideline staff, are painted and/or textured in some manner. Just being painted green is not enough!

Painted - 2 points: The team is painted. All models have at least 3 colors on them.

Undercoats must not be visible.

Detailed - 2 points: All models have had the details painted in a variety of colors or with noticeable effects. This can be shading or highlighting etc. This discriminates between the merely painted team and the team that has had attention paid to it.

Representative - 4 points: 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:** In order to get the points all models in the team must fulfill the criteria. If even one model fails the points will not be awarded.

### **Sportsmanship**

After each game, you will award your opponent 1 to 3 sportsmanship points based on the following criteria:

3 - Your opponent was an EXCEPTIONAL and a sporting opponent. He did not endlessly argue about rules, tactics. Reminded you about your turn counter every time, let you reconsider moves, etc.

2 - A good opponent, neither great nor terrible

- 1 - Not an enjoyable person to play against. Argued every single contentious point for the sake of it. Didn't go out of their way to make the game painful, but it was not an enjoyable experience.

## **TOURNAMENT RULES**

### **Rosters**

Coaches have 1,000,000 crowns with which to build their team. All normal team building rules apply.

### **Official Tournament Teams**

The following teams may be used at the tournament. If you have any questions about official team lists please contact the Tournament Director for the official version.

Amazons  
Chaos  
Chaos Dwarfs  
Dark Elves  
Dwarfs  
Pro Elves  
Goblins  
Halflings  
High Elves  
Humans  
Khemri  
Lizardman  
Necromatic  
Norse  
Ogres  
Orcs  
Skaven  
Undead  
Vampires  
Wood Elves

Rules for these teams can be downloaded from [www.bloodbowl.com](http://www.bloodbowl.com)

### **STAR PLAYERS AND WIZARDS**

Star Players are not permitted.

### **Wizards**

No wizards will be allowed with the exception that Halflings may purchase a Halfling Chef for 150K. Undead coaches may argue the call, but may not raise the dead.

### **Team Building**

After every game you may pick a skill and give it to one of your players. You may not stack additional skills on a player. Players may only take skills from their available skill categories and you may only pick normal skills, not traits. This system replaces the League and Star Player Points system in the Blood Bowl Handbook.

### **Casualties**

All casualties that have been inflicted on your team, including death, are wiped away at the end of each game. In other words the team resets after every game.

### **Dice**

All D6s will be supplied by the tournament organizer. Coaches will not be permitted to use their own D6s.

### **NAF**

The NAF is an international association of players dedicated to Blood Bowl - Games Workshop's game of fantasy football. NAF's goal is to act as a central resource for Blood Bowl coaches the world over - offering news, contacts, discussion, sanctioned tournaments and international player rankings. Whether you're planning to run your own tournament, looking for a league, or just wanting to catch up on the latest from the world of Blood Bowl, NAF HQ aims to provide everything you'll need. Sign up now and get a set of official NAF block dice! (Rumour has it they are luckier than normal block dice, but officials can neither confirm nor deny this!)

This tournament is NAF sanctioned, which means any matches you play against another NAF member will count towards your overall ranking. It is worth noting that matches against non-NAF members do not count towards your ranking as there is no way of judging the quality of an 'unknown' opponent. If you are a NAF member, please remember to bring your username and NAF number with you to the tournament!

NAF membership is \$10 per year and may be purchased at [www.bloodbowl.net](http://www.bloodbowl.net)

### **PRIZES!**

There will be prizes not only for the tournament winner's but also for painting, sportsmanship and anything else we can think of!