

R.O.T. Cup 2014 Rules Pack (ver 1.1)

"COME AND TAKE IT!"

Saturday April 26, 2014 Check In 8am - Dice Roll 9 a.m.

The Premier Blood Bowl Tournament of Texas held each year in Austin, TX.

Presented by the Austin Blood Bowl League

LRB6/CRP Rules, plus rules listed in this packet

4 Rounds of Texas-style Blood Bowl mayhem

Cost: \$20 per team (paypal: mattmcd31@yahoo.com)

Onsite NAF registration: \$10 (Please try to join ahead of time, <http://www.thenaf.net>)

Website: <http://www.rotcuptx.com>

Contact us: rotcuptx@gmail.com

Follow us on twitter: @rotcuptx

Venue:

Holiday Inn Express Hotel & Suites Cedar Park (NW Austin)

1605 East Whitestone Blvd

Cedar Park, TX, 78613

Mention "ROT Cup" for special rate of \$109 per night

512-259-8200

Tournament Schedule

8:30 A.M.	Registration Starts
9:00 A.M.	Registration Ends
9:15 A.M.	Round 1 (Random)
11:30 A.M.	Lunch 1 Hour
12:30 P.M.	Round 2 (Swiss)
2:45 P.M.	Break
3:00 P.M.	Round 3 (Swiss)
5:15 P.M.	Break
5:30 P.M.	Round 4 (Swiss)
7:45 P.M.	Break
8:00 P.M.	Results/Awards

What you need to bring:

- Your Painted AND Labeled Blood Bowl Team (3 Colors, Player #s, Positions and added skills)
- 6 Copies of team roster (1 - Tournament Organizer, 1 - you, and 1 - each of your opponents)
- Blood Bowl Field/Dugouts/Templates
- GW or NAF Block Dice & D8
- Printed Copy of Competition Rules CRP/LRB6 can be found here:
http://www.gamesworkshop.com/MEDIA_CustomProductCatalog/m780049a_Blood_Bowl_Competition_Rules.pdf
- Plus the 3 new teams list: http://www.thenaf.net/files/NewTeams_LRB6.pdf
- If you need to borrow anything please let me know in advance

Special D8 Weather Table

Standard kick off table will be used. The following weather chart will be used for all weather rolls. Table #1 will roll the initial weather for all tables. Weather changes occur as normal during each game.

- 1 Frozen Texas Ground: +1 to ALL Armor Rolls. *"Texas: the only place where you can get a sun tan and frostbite in the same day"*.
- 2 Texas Mud: -1 to ALL Armor Rolls *"Everything is bigger and better in Texas, even the mud"*
- 3-6 Perfect Texas Day: Same as "Nice" *"A perfect day in Texas for Blood Bowl"*.
- 7 Refreshing Texas Breeze: All Passing Rolls are -1 and all KO Rolls are +1. *"Nothing is better on a hot Texas day than a nice breeze"*.
- 8 Rowdy Texas Crowd: Moving from any space adjacent to the crowd requires a Dodge roll, but the crowds do not exert a tackle zone for the space being Dodged into. *"Don't mess with Texas, especially our sports fans"*.

Team Building Rules

- You will have 1,150K gold pieces to build your team using the team lists in the Blood Bowl CRP/LRB6, or the 3 additional teams approved by the NAF (Chaos Pact, Slann, and Underworld.) You may purchase players, rerolls, fan factor, coaches, and cheerleaders as normal.
- You may also use up to 150K of the 1,150K to purchase skills for your team.
- 20K Normal Skill, 30K Double Skill, no Stat increases allowed.
- You may assign no more than 2 additional skills per player.
- No skill may be taken more than 4 times per team.
- You may not assign a skill to a Star Player.
- You are required to have at least 11 players on your team, not including Star Players. "R.O.T.y" Starhoof is an exception, see rules below.

List of inducements as part of your team build:

- Bloodweiser Babes (0-2) - 50,000 gold pieces
- Bribes (0-3) - 100,000 gold pieces (50,000 gold pieces for Goblin Teams)
- Halfling Master Chef (0-1) - 300,000 gold pieces (100,000 gold pieces for Halfling Teams)
- Igor (0-1) - 100,000 gold pieces
- Star Players (0-2) - Various prices
- Wandering Apothecaries (0-2) - 100,000 gold pieces
- Wizards, Journeymen, Special Play cards, and Mercenaries are **NOT ALLOWED**.

Star Players

- Star Players follow the rules in the CRP/LRB6 Rule Book. 0-2 Star Players may be purchased per team. Exceptions listed below.
- The same Star Player may play for both teams at the same time. There is no "Highlander Rule".

The "R.O.T. Stars"

The following R.O.T. Star Players may be taken by any team, with the same Stats, Skills, and Costs:

- Max Spleenripper
- Fezglitch
- Lewdgrip Whiparm
- Crazy Igor
- Humerus Carpal
- Lord Borak The Despoiler
- Grashnak Blackhoof

"R.O.T.y" Starhoof: A Star Player Pestigor who will only play in the state of Texas. He will play for ANY team, AND is counted as one of your 11 roster players.

Stats: MA 6 / ST 3 / AG 3 / AV 8

Skills: Loner, Horns, Block, Foul Appearance, Frenzy, Fan Favorite, Regeneration

Cost: 120K

R.O.T.y Starhoof has been playing Blood Bowl in Texas for quite some time and loves it there. He is quite popular with the fans for his infamous reckless blitzes, many of which end up in the crowd! He takes pride in never being sober during a match and his seemingly never ending case of Texas ROT, which he says give him an edge on the pitch. For the teams who are willing to pay him a fist full of dollars for an appearance (and deal with his "condition"), many think he is worth the gold for just the fan draw and memorabilia sales.

Texas R.O.T.

Texas R.O.T has infected the tournament and is spreading rampantly. Your team is only slowly, due to Texas apothecaries on hand, becoming infected with the Texas R.O.T.

Before Round 1:

- Each team must assign one player Foul Appearance (determined randomly)

Before Rounds 2-4:

- If you won your last match, assign one player Foul Appearance (determined randomly)
- If you lost or tied the last match, assign one player Foul Appearance (coaches choice)
- Texas R.O.T. stays with the player for ALL remaining matches; please note this on your rosters.
- If a player already has Foul Appearance from skills or Texas R.O.T., they may not be selected or chosen randomly to catch the Texas R.O.T. again, if it was random, choose randomly again.

Resurrection

At the end of each round of the tournament, all players are healed of any injuries and dead players come back to life. Texas R.O.T. stays with and affected player for the remainder of the tournament.

Play till the whistle blows

There is a no championship game. The standings will solely be determined by total points.

NAF Tournament Info

This is a NAF approved tournament. For those who wish to receive limited edition dice and have their tournament progress tracked, there will be someone onsite accepting registration for the cost of \$10/year. You can find more information or sign up at www.thenaf.net. The Tournament organizer still has a few discontinued NAF Block Dice left as well.

Illegal Procedure

In the spirit of good sportsmanship, Illegal Procedure will not be called.

Time

Rounds will be strictly limited to 2 hours and 15 minutes. You will receive 'Time Remaining' updates from the Tournament Organizer to help you stay on pace. Once the tournament official calls time, each coach may complete the turn in progress only if there was at least one fully-completed action taken before time was called. A strict 4-minute limit turns will be enforced for this turn.

Dice

Only the ROT D6s are to be used. You must share dice with your opponent. You and your opponent should decide the dice that will be used. Also agree before the game on cocked dice, dice off the table, etc, please just be consistent.

Scoring

After each round, you will fill out your game sheet based on the game just completed.

- A win is worth 60 points
- A draw is worth 30 points
- A loss is worth 10 points

Bonus Points

Pick only one, if any apply:

- Kept it Close: If you lost by only 1 Touchdown, +2 bonus points
 - This Ain't My First Rodeo: If you won by 2 or more touchdowns, +2 bonus points
 - Texas Sized Blowout: If you won by 3 or more touchdowns, +5 bonus points
- Casualties

Pick only one, if any apply:

- Gave As Good As You Got: Caused as many casualties from blocking as your opponent and you must have > 0, +2 bonus points
- Hurt 'Em Bad: Caused 2 more casualties from blocking than your opponent, +3 bonus points.
- Texas Chainsaw Massacre: Cleared the pitch at any time, only once per match, +5 bonus points

Overtime

Overtime will not be played in any round.

Spread The Wealth

A coach may only win one award. If a coach is eligible to win more than one award, that coach may be asked which one he would prefer and the next eligible coach will receive the other award. The Tournament Organizers reserve the right to adjust the awards. The only exception is the "The Fan Favorite" which may be won in addition to any other award.

Awards

We will have awards in the following categories (this may change based on the number of coaches):

- R.O.T. Cup Champion - the coach with the highest total tournament points at the end of 4 rounds
- Runner-up - the coach with the second highest total tournament points at the end of 4 rounds
- Everything is Bigger in Texas - the coach with the most Touchdowns.
- Don't Mess with Texas - the coach whose team caused most casualties from blocking
- The Alamo Award - the coach whose team scored the least tournament points that competed in all rounds
- Desperado Award - The team that caused the most casualties by use of Secret Weapons, Crowd Surfing, and Fouls
- Running with the Big Dogs - Stunty Team with most tournament points (Eligible: Halfling, Goblin, Ogre, Lizardmen w/o Saurus, Underworld w/o Skaven -including stars!)
- Tournament MVP - Player who received the most favorite opponent votes.
- The Fan Favorite - Team that receives the most votes from coaches. taking into account: painting, theme, conversions, etc. Ask yourself, "Which team do I want to take home with me?"

Order of Tie-Breakers

- Head to Head record
- Strength of Schedule
- Touchdown Differential (Touchdowns For vs. Touchdowns Against)
- Casualty Differential (Casualties For vs. Casualties Against)
- If teams are still tied, the Tournament Organizer will use his best discretion to break the tie.

Painting

All teams are expected to meet the minimum painted guidelines. The paint on each model must include at least 3 distinct colors, and some attempt at making them appear finished. Also to clearly identify player #s, positions and added skills

Sportsmanship

- We are here for the fun of the game. Sportsmanship is not only encouraged from the coaches, it is required! We all have bad luck occasionally, but bad behavior will be addressed by the Tournament Organizer!
- Fouling 16 turns in a row and running up the score is not poor sportsmanship, but gloating and ridiculing your opponent while doing so is.

The Last Word

The Tournament Organizer will be the final arbitrator for any interpretation of the rules.

Last Update: 2/10/14