

GenCon Bowl '09

Official Rules Pack

As I'm sure you guess GenCon Bowl is held at GenCon in Indianapolis. August 15th 2009.

Location: Indianapolis Convention center, see the GenCon site for directions.

Cost: You must purchase a GenCon Badge to get into the convention, as well as an event ticket for the Bloodbowl tournament. You can pre-register at the Gencon website.

<http://www.gencon.com/2009/indy/default.aspx>

I recommend pre-registering, the lines to register can be long at times during the convention.

GenCon Bowl '09 Schedule

8:00-8:30 Registration

8:45-11:00 Round One

11:20-1:35 Round Two

1:35-2:30 Lunch (voting for painting)

2:35-4:50 Round Three

5:10-7:25 Round Four

7:45 Awards

Things To Bring:

-Your Painted Team

-2 copies of your team's roster

-If you have them Bloodbowl Board, dugouts, and templates. (We can't guarantee how many extra sets we will have.

-Copy of the LRB 5.0 (Available to download from Bloodbowl.com) Don't forget the rules for the three new races.

Tournament Rules

The tournament will be using the LRB 5.0 rules with the addition of the three new races, Slann, chaos Pact, and Underworld Creepers. You can find the LRB here:

http://www.games-workshop.com/MEDIA_CustomProductCatalog/m1310002_BB_Complete_Blood_Bowl_Rulebook.pdf

and the three new races here:

http://www.blood-bowl.net/LRB_PBBL/2007NewTeams.pdf

The tournament will be 4 rounds of swiss pairing. The champion will be decided by tournament points. With the number of coaches we are expecting and the limited number of rounds a championship table will not work.

Teams should be TV 100 starting rosters with the addition of one of the tournament skill packages.

Skill packages

Package A: (4 normal skill rolls)

You may give 4 different players on your team one skill they could normally obtain on a regular skill roll (nondoubles).

Package B: (1 double, and 2 normal)

You may give 1 player on your team a skill they could obtain on a doubles roll. As well as giving 2 other players skills they could obtain on normal skill rolls.

Package C: (2 doubles)

You may give 2 players on your team a skill they could obtain on a doubles roll.

Package D: (10 roll, and 1 normal)

You may treat one player on your team as if they rolled a 10 on their skill roll (+MV/+AV), as well as giving 1 other player a skill they could obtain on a normal roll.

You should clearly state on your roster which skill package you have selected. You will get these skills before the tournament begins. So your roster will look exactly the same for each of your four matches.

The tournament will be a resurrection style tournament so injuries will not carry over, and SPPs will not be kept track of.

Inducements:

Allowed Inducements:

Bloodwieser
Bribes
Extra Team Training
Master Chef
Star Players
Wandering Apothecaries

*Inducements **NOT** allowed:*

Babes Wizards
Mercenaries
Igor
Journeymen
Cards

Illegal Procedure:

In the spirit of good sportsmanship Illegal Procedures will not be called. The 4-minute turn rule will not be strictly enforced. But if the Tournament Referee feels the game may not finish in the 2-hour time allotted, he may insist you use a timer and begin enforcing the 4-minute rule.

Dice: Everyone will share a set of dice during each of their games. You must decide before the match whose dice you will use and those are to be the only dice used throughout the game.

Scoring:

Tournament points

Win = 60 pts

Tie = 35 pts

Loss = 10 pts

Bonuses

For the sake of bonuses CAS will only count if caused by a block.

Kept it close = (lost by 1) 2pts

Caused 1 more CAS than the opponent +2 pts

Caused 2 more CAS than the opponent +5pts

Won by 2 or more TDs +2pts

Won by 3 or more TDs +5pts

Note on TieBreakers

The Scoring system has been adjusted to hopefully get the most accurate representation of how everyone has performed. But no matter what is done there will be ties in the standings. This will be the order ties are broken in.

1. Winning Percentage
2. Head to Head record
3. Net TDs plus Net CAS
4. Total TDs plus Total CAS

If it is still a tie at that point, the tournament organizer will use his best judgement in finding a way to break the tie.

Painting:

All teams are expected to meet the minimum painted guidelines. They must have 3 colors on them and have had some attempt at making them appear finished.

Sportsmanship:

We are here for the fun of the game. Sportsmanship is not encouraged from the coaches it is required! To make sure that everyone who attends will have fun the Tournament official will issue a yellow card warning to anyone who is taking away from the fun environment we are looking for. If the behavior continues a red card will be issued and you will be asked to leave the tournament.

An important note on sportsmanship. 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. Remember we are here to have a good time. After the final round of the tournament each coach will be asked to pick two coaches they played that were the most sporting opponets. These votes will be used to determine the winner of the 'Most Sporting Coach' award.

NAF: (If you don't know what the NAF is go to Bloodbowl.net for more info)

The GenCon Bowl will be a NAF sponsored event. Anyone playing who isn't a NAF member yet and would like to join may sign up at the tournament, as there will be a NAF representative on site.

We are working on several giveaway items for everyone that attends the tournament. As some of these projects have not been finalized yet we don't want to talk about them, but we will guarantee that everyone will leave the tournament with something, along with 4 games of bloodbowl what more could you ask for?