

CCKO 2014

Date/Location/Cost

The tournament will begin on Saturday, January 25th and finish on Sunday January 26th, 2014. The tournament is being held at BOUTIQUE FDB, a gaming store located just over the bridge on Gatineau. All information has been posted on the NAF Canada website (<http://nafcanada.ca/>). Cost is \$40 for NAF members and \$50 for non-NAF members (with \$10 going towards NAF registration).



<http://www.boutiquefdb.com/en>

Please Bring

- 1) Blood Bowl Board and templates
- 2) Living Rule Book CRP
- 3) NAF Blocking dice
- 4) Two copies of your team roster

Schedule

Day One:

09:00-09:15 Registration
09:15-09:30 Match-up Announcements
09:30-11:45 *Game 1*
11:45-12:45 Lunch (included)
12:45-15:00 *Game 2*
15:00-15:15 Break
15:15-17:45 *Game 3*
17:45-18:45 Draft & Dinner (included)
18:45-21:00 *Game 4*

Day Two:

09:00-11:15 *Game 5*
11:15-11:30 Break
11:30-13:45 *Game 6*
13:45-14:00 Calculating Results, Best Painted
Voting & Lunch (included)
14:00 Awards & Closing Ceremony

Tournament Format

Swiss-Style

The tournament will be conducted using the Swiss-system. In the first round each coach will play

against a random opponent, not from the same residential area they declare. In each subsequent round, the highest ranked player plays the next highest ranked player they have not previously played. No coach may play the same opponent twice, so if two coaches are drawn together who have previously played each other; the higher ranked player plays the next highest ranked player he has not previously played.

Tournament points system

The winner of the tournament will be the coach with the highest combined score from the Game play, Sportsmanship, and Team appearance categories.

Game-play points

Points from game play are as follows,

Game Result	Tournament Points
Win	3
Tie	1
Loss	0

Final Standings & Tie breakers

During the tournament, teams tied will be ranked by the following tie-breakers:

Order	Tie breaker
1	Wins
2	Opponents Score
3	Net TD + Net CAS
4	TD Scored
5	TD Against

This will be important to determine which coaches play each other in any given round.

The winner of the tournament will be determined by the player with the most points after game 6 (combination of game play points, sportsmanship and team appearance).

CCKO 2014

If two players are tied on points, then the same tie breakers will be used.

Dice Etiquette

- Only standard Blood Bowl or NAF blocking dice may be used for blocking
- All rolls using conventional six-sided or 8-sided dice must be made with the dice provided by the tournament
- Rolls requiring multiple dice to be rolled must be done rolling all dice at once, not one at a time.
- If, after rolling any quantity of dice, any of them are cocked or fall off the table the entire pool of dice must be re-rolled.
- If an incorrect number of dice are rolled then that entire roll is nullified and a new roll is made with the correct number of dice.

Dice cups may be used as long as, when rolling, the cup is shaken vigorously and turned completely upside down.

Sportsmanship points

At the end of the tournament, each coach will score their opponents on sportsmanship, ranking them from 1-6 (1 being the lowest, 6 being the highest score). These scores are ranked from your tournament experience, so giving one coach a score of one (1) does not mean he was a bad opponent, it simply means he was not your favorite game. At the end of the tournament, the scores will be added up, and the highest scoring total will be crowned "Mr. Nice Guy". As well, the average of your score over the 4 games will be added to your total game play points to decide final positioning.

Team appearance points

A total of 3 tournament points are available for team appearance. It should be possible to gain maximum points with a little effort.

Appearance category	Scores
Painted Each model has at least three paint colours.	0.5
Detailed The models have the details painted with noticeable effect.	0.5

Based The bases are painted and textured.	0.5
What You See Is What You Get Models are obviously representative of the player they portray.	0.5
Numbered Each model has a number which is obvious from the front and the back.	0.5
Uniqueness The team is unique in some way, and are not just "off the peg".	0.5

Rule set

Rules

The tournament will be using the rules system available currently on the Games Workshop specialist games website (CRP/LRB6.0).

Overtime

There will be no overtime; games will finish after 16 turns.

Time-Limit

You have 2 hours and 15 minutes (approximately 4 minutes per turn) to complete your match. When one hour's over, a general notice will be given that you should be close to starting the 2nd half. If, with one hour left, your game hasn't started the second half yet, you and your opponent will get a timer. Each coach will have 30 minutes time for all his turns left in the game.

If you've spent all your time and your opponent hasn't, all you are allowed to do is put any prone players upright and unstun any players that are stunned. You are not allowed to take **ANY** other action than this.

Illegal Procedure

Illegal procedures will not be called during the tournament, a friendly reminder to move your turn marker should suffice. Blatant disregard for your turn marker may however warrant a smack in the

CCKO 2014

head (at the tournament organizer's discretion of course ;)

Team Creation

Team Value

Team value will be 110; therefore coaches have 1,100,000 gps to spend on team creation. Each coach must purchase a minimum of 11 players for their starting roster. You may also purchase re-rolls, fan factor, assistant coaches, cheerleaders and apothecaries. No skills or stat increases of any kind may be purchased.

Inducements

No inducements may be purchased unless you are the coach of a "Stunty" team. Stunty teams include; Halfling, Goblin, Ogre and Underworld (without Skaven), and Lizardmen (without Saurus) teams. Stunty teams may purchase 0-1 Star Players, but must purchase 11 players before they can purchase any Star Player. Goblin teams may purchase bribes and Halfling teams may purchase a Halfling Master Chef, all as per standard CRP/LRB6.0 rules.

Team Improvements

Each team may choose between one of two skills packages after team creation. You may choose either:

- 5 regular skills or 2 regular skills + 2 doubles skills

As well, to promote race diversity, certain races are given additional skills. The following races get additional skills as listed.

- Chaos, Chaos Pact, High Elves, Elves, Humans, Khemri, Nurgle, Slann
 - 1 additional regular skill
- Halflings, Goblins, Ogres, Vampires, Underworld
 - 1 additional regular skill + 1 additional doubles skill

No player may be given more than one upgrade, and no more than two of any upgrade may be taken during skills allocation (i.e. no more than two guard, block or mighty blow etc.).

Skills Draft

After the third game, there will be a skills draft where coaches may select new skills/improvements. A coach may only select improvements which are accessible to their race through standard skill selection (i.e. normal, doubles or stat increase rolls on the improvement table). No player may gain more than two skills/improvements during the tournament.

Each coach will be given 45 seconds to pick a skill/improvement. If the coach does not pick within that time, they lose their spot and the next coach picks. The coach will get to pick a skill at the end of the round rather than at their selection time. Each coach may pick one skill/improvement per round. There will be four rounds in the draft; therefore each coach will select four skills/improvements.

The draft order will be seeded by tournament position at the end of play after the third game. Only tournament points from gaming will be used to determine ranking. The team with the lowest ranking will pick first and the other coaches will follow in reverse ranking order, i.e. first place will chose last, and last place will chose first in each and every round. The draft order will be the same for each round.

For each 12 players, or part thereof, there will be one full set of skills and improvements available for the draft. Because of the limited number of skills available during the draft, the lower ranked coaches will have a better chance to select the more sought after skills, (i.e. stat increases, block, dodge, guard), while the higher ranked coaches will be forced to choose less common skills. The result of this will hopefully give the lower ranked coaches a chance to make their way back up the ranks, and also result in less common skills combinations being selected.

CCKO 2014

General Skills	Agility Skills	Passing Skills	Strength Skills	Mutations	Stat Increases
Block Dauntless Dirty Player Fend Frenzy Kick Kick-Off return Pass Block Pro Shadowing Strip Ball Sure Hands Tackle Wrestle (14)	Catch Diving Catch Diving Tackle Dodge Jump Up Leap Side Step Sneaky Git Sprint Sure Feet (10)	Accurate Dump-Off Hail Mary Pass Leader Nerves of Steel Pass Safe Throw (7)	Break Tackle Grab Guard Juggernaut Mighty Blow Multiple Block Piling On Stand Firm Strong Arm Thick Skull (10)	Big Hand Claw / Claws Disturbing Presence Extra Arms Foul Appearance Horns Prehensile Tail Tentacles Two Heads Very Long Legs (10)	+1 ST +1 AG +1 MV +1 AV (4)