

Necronomican Bowl

This is a BloodBowl tournament at TumBacon 5-6 March 2016 at Tumba gymnasium, ca 20 km SW of Stockholm. The easiest way to get there is to go by commuter train from Stockholm to Tumba (24 minutes), and after that walk the remaining 187 meters.

Intro

Welcome to the first ever incarnation of PellevinBowl. This is a two day tournament with four rounds played day one, and two rounds day two.

Necronomican Bowl is a NAF-sanctioned event. Participation fee is 40 SEK for NAF-members and 300 SEK for others. (NAF-membership is 60 SEK). This tournament takes place within the confines of a convention. If you want to parttake in other games during this convention, you will have to pay the 50 SEK attendance fee, but if you're only in it for the BloodBowl and shops, there are no additional charges beside the participation fee.

Prizes

150-200% of the participation fees will be used as prizes in the form of gift certificates at our only sponsor, Alphaspel. They will have a shop at the venue, and they have an excellent web shop. They are Sweden's leading suppliers of BloodBowl paraphernalia.

The prizes will be distributed close to this way: the winner gets 45%, the runner up gets 25%, best stunty gets 15% and a random player who has played all six games will get 15%. No-one can win more than one prize. You get the most glittering prize you are entitled to, and any other goes to the next most eligible player.

Rules

We use the CRP, unless otherwise noted here, and the three standard additional teams.

This is a resurrection tournament. Casualties are ignored at the end of the game, no SPPs or winnings are ever earned and your team-value is never calculated. You play with the exact same team all 6 games.

Illegal procedure will not be used.

Each game will have 2 hours and 15 minutes to be completed. If the game seems to be progressing too slowly, a referee can place a chess clock with half the time remaining per coach to be used for the rest of the game. When your time has run out you are only allowed to stand your models up, or place them for kickoffs, but may not take any further actions.

No dice hogging, any dice used are allowed to be used by both coaches. Any cocked dice should be rerolled.

If a team has too many players on the pitch, the surplus players, and one additional player, will be randomly selected to be removed from play and placed in the reserves box. If the ballcarrier is removed, bounce the ball from the square he was placed in. This does not cause a turnover.

Pairing is done using a Swissy method (possibly Monrad).

Points are awarded as follows: win 9 points, draw 4 points, loss 1 point.

Tiebreakers (in order of importance): Strength of schedule, Net TDs, Most TDs, A 10-yard dash to the death.

Team Creation

To be allowed in this tournament, your team has to be fully painted and based, and there can be no ambiguity as to what position each player is. Implementing the base colouring guidelines is encouraged.

Every team get the amount kgp their race is entitled to (see the list below) to purchase at least eleven players. In addition to that, the money can be used to buy skills, rerolls, staff and inducements. All inducements in the CRP are allowed. Normal skills cost 20 kgp, and double skills cost 30 kgp.

Stacking of skills is not allowed for races #1-10. Races #11-24 are allowed to stack two normal skills on one player, at an extra cost of 20 kgp. (This means that if for instance a Tomb Guardian got Stand Firm and Multiple Block, it would cost 60 kgp for the skills: 20 kgp for each skill, and 20 kgp for the right to stack. It would also mean that this Khemri team would not be able to stack skills on any more players. Only one stack per team.)

Races #22-24 also get either an apothecary or a Bloodweiser Babe free of charge.

1. wood elf 1200	2. undead 1210
3. lizardmen 1220	4. amazon 1230
5. dark elf 1240	6. skaven 1250
7. chaos dwarf 1260	8. dwarf 1270
9. norse 1280	10. orc 1290
11. necromantic 1300	12. elf 1310
13. human 1320	14. chaos pact 1330
15. khemri 1340	16. high elf 1350
17. nurgle 1360	18. chaos 1370
19. slann 1380	20. vampire 1390
21. underworld 1400	22. ogre 1410
23. goblin 1420	24. halfling 1430

Signing up

To play in this tourney, you need to send an email to erik.leander at botkyrka.se with the text "NB-anmalan" in the subject line. The email should contain your name, your NAF-name, your NAF-number and your team's roster. I need this mail no later than 2 March.

What you need to bring:

Your team
40 SEK
A smiling face

C u at Tumba gymnasium ☺

Please be there by 9.30 on Saturday 5 March, we start playing at 10, and the pairings depend on you being there in time. The tournament will end no later than at 16 on Sunday.

And don't forget to support our sponsors, the beautiful people at Alphaspel.

