

NUTFLEWEEEN



TOURNAMENT RULES PACK 1.2

2514

NuffleWeen Tournament 2014

November 1st at Wizards Asylum
749 South Jenkins Avenue. Norman, OK 73069

Cost

\$25 at the door

\$20 If you Pre-register by October 27th 2013 at [website](#).

Things we will provide

Pen

Nametag

Match Sheet

Custom Dice

Awards

Pre-Registration Bonus

If you pre-register by October 27th will also get 2 additional NuffleWeen D6's (the rarer alternative pair), plus \$5 off.

Tournament Schedule

8:00 – Registration Starts (Donuts will be provided for Breakfast!)

8:15 – Registration Ends

8:30 – Round 1 (Random)

10:45 – Break

11:00 – Round 2 (Swiss)

1:15 – Lunch

2:15 – Round 3 (Swiss)

2:30 – Break

4:45 – Round 4 (Swiss/Finals)

7:00 – Break

7:15 – Results/Awards

What you should bring

- Your Painted Blood Bowl Team
- Only bring rosters IF you don't pre-register. We will print off Pre-Registered Rosters (Click here for [Blank Roster template](#))
- Blood Bowl Field/Dugouts/Templates
- GW or NAF Block Dice & D8
- Printed Copy of Competition Rules (CRP)/LRB6 can be found here-http://www.games-workshop.com/MEDIA_CustomProductCatalog/m780049a_Blood_Bowl_Competition_Rules.pdf
- Plus the three new teams list http://www.orclahomabowl.com/documents/New_Teams.pdf

NuffleWeen Tournament Special Rules and Team Building

Special Weather Table (None)

The Tall Man uses his sentinels to try and settle the wild Orclahoma weather. The weather table will be normal weather table for these games.

NuffleWeen Kick Off Table

There will be a Special NuffleWeen Kick-off Table on the last page of this document (page 7) that will be used instead of the Normal Blood Bowl Kick-Off Table.

Team Building Rules

You are given 1,100,000 gold pieces to build your team using CRP team lists or the three additional Team Lists. You may purchase players, rerolls, apothecary, fan factor, coaches, and cheerleaders as normal. You will be able to purchase skills later, see **Additional Skills** next page.

Journeyman, Special Play cards, and Mercenaries are NOT ALLOWED. With that said, you may purchase any other inducements as part of your team built.

NOTE: A single WIZARD may be purchased for 100K but may ONLY use the Fireball Spell.

CRP Star Players

Note: If you are including a regular Star Player from the CRP Rule Book, you must still have 11 players on your team BEFORE being able to hire them. Having 10 players plus a Star Player is NOT allowed.



NuffleWeenSpecial Star Players Rules

Note: You can purchase any of the Dead/Undead superstar's listed in CRP Rules pack. The following players can be used on ANY team.

- Count Luthor Von Drakenborg
- Crazy Igor
- Hack Enslash
- Humerus Carpal
- Icatha Benoin
- J Earlice
- Ramtut III
- Setekh
- Sinnedbad
- Wilhelm Chaney – Not really Dead or Undead, but Nuffle said he can play so we don't argue!

Each of these players will have **Fan Favorite** skill for free. The Fan Favorite will not stack for this tournament.

You DO NOT have to have 11 players in order to purchase a NuffleWeen star player. If you purchase one CRP Star Player and one NuffleWeen Star Player, you must have 11 regular team players first. Example: Having a Chaos Team with 10 players plus two of these NuffleweenStar Players is allowed. Any questions about this please email us at bothdownpodcast@gmail.com please put NUFFLEWEEN in Title of all emails.

Rule for Multiple of the Same Star Player

This is a once in a lifetime event for most of the guys. As such, some players may pretend to be a Star Player or some of the smart ones will be cloned by Wizards to get double the pay. What does that that mean? **Star Players may play for both teams as there is no “Highlander Rule”.**

All Star Players follow the same rules that are in the CRP Rule Book. 0-2 Star Players may be purchased per team. Apothecaries cannot be used on Star Players

Additional Skills

After you build your team with the 1,100,000 gold pieces your team gets an additional 150K that you can choose to spend however you would want on skills for your team.

A normal skill upgrade costs 20,000
A doubles skill upgrade costs 30,000

You may only assign one additional skill per player, and no skill may be taken more than three times. You may not assign a skill to a Star Player. The skill Leader cannot be taken.

All Injuries will reset as this is a Resurrection Tournament

“Trick” or “Treat” Tournament Rule

Before **each round**, Nuffle will give you either a “Trick” or a “Treat”. If you won or tied your last game Nuffle will give you a “Trick”, if your last game was a loss Nuffle will give you a “Treat”. The 1st Round will be played as if Nuffle has given everyone a “Trick”. All skills lost during the Treat or Trick phase of the game are gone for the rest of the tournament so choose wisely.

“Trick” – If you won or tied your last game, Nuffle will select a player at random that received a purchased skill and that player will lose that skill for the rest for the Tournament.

“Treat” – If you lost your last game, Nuffle will let you pick a player that received a purchased skill and that player will lose that skill for the rest for the Tournament.



NAF Tournament Info

This is a NAF approved US Major tournament. If you wish to receive limited edition colored Block Dice and have your tournament progress tracked, there will be an NAF Official onsite accepting registration for the cost of \$10/year. More information can be found at TheNAF.net

Illegal Procedure

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

Timing

The two hour rounds WILL be strictly enforced. You will receive 'Time Remaining' updates from the Tournament Organizer to help you stay on pace.

The 4 Minute turn rule will not be used unless the Tournament organizer feels your game is in danger of not completing in the two hour timelimit. He may insist on a timer being used and enforcing the 4 minute turn rule.

Dice

You are required to share dice with your opponent. Only GW or NAF Block Dice may be used and only the NuffleWeen Tournament D6's received at registration may be used. You and your opponent should decide whose set of dice will be used.

Scoring

After each round you will fill out both the game sheet and the etiquette sheet based on the game just completed.

- A WIN is worth 60pts
- A DRAW is worth 30pts
- A LOSS is worth 10pts
- If you lost by 1 Touchdown, you earn +2 bonus pts
- If you caused 1 more CAS from Blocking than opp you earn +2 bonus pts
- If you caused 2 or more CAS from Blocking than opp you earn +5 bonus pts
- If you clear the pitch you earn +5 bonus pts
- If you won by 2 Touchdowns you earn +2 bonus pts
- If you won by 3 or more Touchdowns you earn +5 bonus pts
- If you finished the game by using all turns +3 bonus pts

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

Overtime

There will be no overtime played. If your game ends in a draw, it's draw.

Tiebreakers

The Scoring system has been setup to hopefully get the most accurate representation of how everyone has per-formed. If, by chance there is a tie in Tournament points, the ties will be broken in this order:

- Total Points
- Winning Percentage
- Strength of Schedule
- Head to Head record
- Net TDs plus Net CAS
- Total TDs plus Total CAS

If it is still a tie at that point, the tournament organizer will use his best judgment 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!

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.

Sportsmanship Awards will be determined based on answers given in the Etiquette Sheet.

Tournament Organizer will strictly enforce the "Don't be a Douche" policy. Basically, it consists of not performing any acts of Douchebaggery.

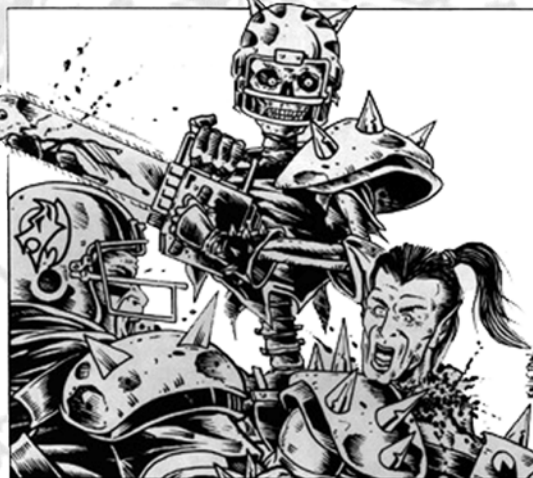
Awards

The following awards will be given out after the last round:

- NuffleWeen Champion - Team that has the most points after 4 rounds
- 2nd Place - Team that has the 2nd most points after 4 rounds
- Del Zine Cup (3rd Place) - Team that has the 3rd most points after 4 rounds
- Best Offense Certificate - Team that scored the most TDs
- Best Defense Certificate - Team that allowed the fewest TDs
- Most Brutal Certificate - Team that inflicted the most Casualties from Blocking
- Fan Favorite - Best fan favorite team as decided by the participants of the event. It could be based on anything, your vote for the best team at the event.
- Best Sportsman - Best Sportsman as decided by participants via Etiquette sheet. Tournament Organizer will break ties.
- Back of the Pack - Coach that finished with lowest number of Tournament points.

Spread The Wealth

A coach may only win one award. If they are in line to win more than one award, they will be asked which one they would prefer and the next coach in line will be given the other award. Tournament organizers reserve the right to adjust the awards, i.e. Back of the Pack has to have played in all 4 rounds.



QUESTIONS? Email us at bothdownpodcast@gmail.com for Answers!

NUFFLEWEEEN

KICK-OFF TABLE

2	"The funeral is about to begin... SIIRRR!" The Tall Man wants to see more bloodshed. Each team gets a free bribe for the rest of the game.
3	"It's time now, boy." The Tall Man has grown impatient with your game. Move the turn marker up one even if it ends the game.
4	"Boooy!" The Tall Man yells this as the kickoff is kicked. Scatter 2 D6 instead of 1.
5	"Now this won't hurt a bit. Well, maybe just a little bit." Roll a D6 and add Fame. The lowest result(Or both if tied) will have a probability wizard in their employ killed by a sphere. Lose a reroll.
6	"You think when you die, you go to heaven. You come to us!" The Tall Man has put the fear of death into the players. Not wanting to die, they take better care when they get hit. All armor rolls are at a -1.
7	The Sentinels descend The Tall Man has brought his spheres into play. They seem to be affecting the weather. Reroll the weather until you get a result you do not currently have.
8	"Small Man, your end approaches but it is not yet. Take great care how you play." The Tall Man's warning has made the coaches worried. They try to call in some favors and get another probability wizard. Each coach rolls 2 D6, add Fame. If the result is 10 or over, you get a reroll.
9	"Where do you think you're going boy. Death is no escape from me." The Tall Man enjoys watching you play. Each casualty this turn will be resurrected and put back into the Reserves.
10	"It's never over." The Tall Man has taken a shine to the kicking team. He sends a sphere to distract the receiving team long enough for one player on the kicking team to take an action. Any one player may take the action.
11	"Careful what you look for. You just might find it." The Tall Man has decided to have a little game with you. Your ball has been replaced by a sphere. Treat the sphere as a spiked ball. Any failed catch(including bouncing ball), pick up or intercept will result in being stabbed and an armor check.
12	"You play a good game boy, but the game is finished, now you die!" The Tall Man has spoken and his spheres do his bidding. One player from each team is randomly killed.