

Muse on Minis
presents

MOMCON 2016

BLOOD BOWL



MADNESS CUP
RULES PACKET

MADNESS CUP

Tournament Rules

WHEN:

Saturday, MAY 14 2016

WHERE:

MOM CON 2016
Holiday Inn Hotel & Suites
4800 Merle Hay Road
Urbandale Iowa 50322

COST

\$30 for single day pass

\$50 for full weekend pass (pre-purchase)

\$60 Weekend Pass (onsite Purchase)

<http://museonstore.com/>

YOU BRING:

- Painted team (Teams must have 3 colors, finished base, and numbered properly. Failure to do so may result in disqualification from tournament)
- Blood Bowl pitch, templates, dugouts, ball, and dice
- Money for food/drinks
- 2 copies of your roster

RULES:

- Living Rulebook 6:

<http://bloodbowlcentral.com/LRB6.pdf>

- All injuries reset after each game
- Apothecaries work as described in the rulebook
- Illegal Procedure will not be used

TEAM BUILDING:

- You are given 1,000,000 gold pieces to build your team. You may purchase players, rerolls, fan factor, coaches, and cheerleaders as normal with this money
- Wizards, Journeymen, Special Play cards, and Mercenaries are NOT ALLOWED
- You may purchase any other inducements for your team, including Star Players
- *Note: If you are including a Star Player, you must have 11 players on your team BEFORE hiring him. Having 10 players plus a Star is not allowed.*
- *Remember: You cannot have the same Star Player as your opponent, if both of you attempt to field the same player, then both of those players sit out for this game. Also, you cannot use Igors or Apothecaries on Star Players.*

SCHEDULE

SATURDAY:

9:00 – 9:30 Registration
9:30 – 11:30 Game 1
11:30 – 11:45 Small Break
11:45 – 1:45 Game 2
1:45 – 2:30 LUNCH
2:30 – 4:30 Game 3
4:30 – 4:45 Small Break
4:45 – 6:45 Game 4
7:00 AWARDS

Please be on time for registration, you should be ready to begin playing by 930, no later.

As you can see the timetable is quite tight so we ask that you play at a brisk pace. If we have games finish ahead of schedule, we will adjust the schedule to match. We want to try to give folks the ability to check out the full convention.

We can supply timers if needed.

- After team is built, you are given +150,000 gold pieces to buy Normal and/or Doubles skills

- Skills Normally available to that player type cost 20,000 each

- Skills that would require a doubles Roll cost 30,000 each

You MAY NOT purchase any stat upgrades

- You may give each player up to 2 additional skills *i.e. Human Blitzer can be given Mighty Blow & Dodge in addition to already having Block*

- Your team may only take up to 4 of each skill total (*i.e. 4 Dwarf Blockers can be given Guard, but you cannot give Guard to anyone else*)

- You may not choose the Leader skill

- You will have 2 hours to complete each round

- You will receive in-game time updates from the Tournament Organizer to help you stay on pace

- All games will begin at the same time, even the top table during the final round

- Lunch break will occur after Round 2. I recommend you eat breakfast or bring snacks until Lunch

- No overtime will be played

DICE

- Each player will receive 2 d6 dice for use in the tournament.
- You may use your own block dice provided they are from GW or the NAF.
- You do not need to share dice

GAME SHEETS

After completing each round, you are required to fill out your game sheet. This includes accurate scoring (please double check your work). Submit yours and opponents sheets at same time.

TOP TABLE/TIEBREAKERS

The #1 and #2 ranked coaches after Round 3 will be playing for the title of Champion and 2nd place. In case of a tie score in this Top Table game, the below bullet points will be used to determine the winner.

Pairings will be determined by wins, then tiebreakers based on the following, in this order:

- Head to Head record
- Strength of Schedule
- Tournament Organizer discretion

AWARDS (Tournament Organizer will break any ties)

- **Champion - Winner of Top Table in Round 4**
- **2nd Place - Loser of the Top Table round 4**
- **3rd Place – Highest ranked coach that wasn't at the Top Table**
- **Best Sportsman - Best Sportsman as voted on by your peers**
- **Wooden Spoon - Coach that finished ranked lowest.**

If you have any questions, please contact Andy Welton at majortusk@gmail.com