

Rocky Mountain Rampage

(Blood Bowl Tournament)



Date: April 30th, 2016 - Registration will begin at 9:00am with games starting at 9:30am.

Location: Blakfyre Games
391 South Main Street, Pleasant Grove, UT
84062

Contact Us: Go to
www.RockyMountainRampage.com
or email us at info@rockymountainrampage.com

Payment:
15\$ Pre Registration until March 31st, 2016
20\$ after April 1st and at door.

Each participant will receive customer RMR dice, custom reroll and turn markers and the opportunity to purchase our custom Big Foot model at a discount.

Register at www.RockyMountainRampage.com

10\$ NAF Membership (optional - you will get official NAF block dice and your results will be entered into the NAF rankings)

Schedule:

9:00-9:30 Registration
9:30-11:45 Round 1
11:45-12:45 Lunch/Paint Judging
12:45-3:00 Round 2
3:00-3:10 Break
3:10-5:25 Round 3
5:30-6:00 Awards Ceremony

What to Bring:

- 1) Your painted Blood Bowl team-- Feel free to bring any team from any designer. The team must have its players numbered clearly. The models you use MUST represent the position being played.
- 2) 3 copies of your team roster-- one for your opponents, one for use during games and one for the official.
- 3) Your Blood Bowl Blocking Dice, templates, assorted bits, board, dugouts, etc.

- 4) Copy of the LRB 6.0 -- freely available for download from www.games-workshop.com via "Specialist Games" --> "Blood Bowl" --> "Blood Bowl Resources"

Tournament Format:

Tournament will be a Swiss style, resurrection tournament. So any injuries your team suffers will not carry over to the next game. Each round will see a coach play against a random opponent. In each subsequent round, the highest ranked player plays the next highest ranked player they have not previously played. The roster you start the tournament with will be the same for each round you play.

Rules:

We will be using Blood bowl Competition Rules
There will be no overtime.

In the spirit of good sportsmanship, Illegal Procedures will not be called -- please simply bring the issue to your opponent's attention and ask that he/she move their marker.

Weather Table: The weather table will not be used and the weather is always Nice - Perfect Blood Bowl Weather. Instead, a custom Kick-off table will be introduced that will add enough randomness to the match.

The Kickoff Table in the LRB 6.0 will not be used, we will be using the RMR custom kickoff table.

Team Creation:

Starting team value will be 1.1 million gold pieces. This gold may be used to purchase players (minimum 11 players) and other team benefits (rerolls, apos, etc.) as well as individual skills and upgrades.

Normal skill 20,000
Double skill 30,000
+1 move or armor boost 30,000
+AG 40,000
+ST 50,000

Maximum of 3 duplicate skills (e.g a dwarf team can only have three players with guard)

Maximum of 50k of upgrades per player.

Inducements may be purchased by Stunty teams.

The LRB 6.0 NEW teams may be used. These include Slann, Underworld and Chaos Pact.

Timing:

The two hour and 15 minute rounds will be 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 time limit. He may insist on a timer being used and enforcing the 4 minute turn rule.

Scoring:

Tournament points may be gained through game play with several ways to accumulate bonus points.

Points from Game Play

Points from game play are as follows:

Game Result	Tournament Points
Win	60
Tie	35
Loss	10

During the tournament, additional points may be earned. They are as follows:

Event	Tournament Points
Lost by 1 Touchdown	2
Caused 2 more CAS from Blocking than Opp.	2
Caused 3 or more CAS from	5

Blocking than Opp.	
Cleared the Pitch (1 per match)	5
Won by 2 Touchdowns	2
Won by 3 or more Touchdowns	5
One-Turn Score (1 per match)	5

* For the sake of bonuses, only CAS sustained using blocking dice will count, Blocking into the stands or fouling does not count.

Awards:

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

Award	Description
RMR Champion	Most overall points after round 3
2 nd Place	Second most overall points
3 rd Place	Third most overall points
SmallFoot Champion	Most overall points with one of the following teams: Goblin, Halfling, Ogre, Lizardman (Skinks only)
BigFoot Defends	Team that allowed the fewest TDs
BigFoot Scores	Team that scored the most TDs
BigFoot Hurts	Team that inflicted the most Casualties from Blocking
BigFoot Likes	Best looking team as decided by participants. Tournament Organizers will break ties.
Bigfoot’s Buddy	Best Sportsman as decided by participants via Rating sheet. Tournament Organizers will break ties.

Other awards may be given away as well.

A Coach may only win one award.

QUESTIONS? Go to www.RockyMountainRampage.com