

CHAOS CUP 2011

SEPT 17TH AND 18TH AT THE CHICAGO BATTLE BUNKER
1524 BUTTERFIELD ROAD, DOWNERS GROVE, IL 60515

COST

\$35 AT THE DOOR

\$30 IF YOU PRE-REGISTER BY JULY 9TH AT THECHAOSCUP.COM

EVERYONE GETS

- SIX GAMES OF BLOOD BOWL AGAINST OPPONENTS FROM ALL OVER THE WORLD!
- CHAOS CUP 2011 COIN
- CHAOS CUP 2011 PATCH
- CHAOS CUP 2011 DUGOUT
- 2 CHAOS CUP 2011 D6'S
- SPIDER SMITH - LIMITED EDITION CHAOS ALL-STAR MODEL COURTESY OF IMPACTMINIATURES.COM

PRE-REGISTRATION BONUS

IF YOU PRE-REGISTER BY JULY 9TH, YOU ALSO GET 2 ADDITIONAL CHAOS CUP D6'S (ALTERNATE COLOR), \$5 OFF, AND A CHANCE TO PURCHASE 1 OF 20 LIMITED EDITION CHAOS CUP PITCHES FROM FF-FIELDS.COM!

SCHEDULE

SATURDAY 9/17

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| REGISTRATION | 8:00AM |
| ROUND ONE | 9:00AM |
| BREAK | 11:00AM |
| ROUND TWO | 11:30AM |
| LUNCH | 1:30PM |
| ROUND THREE | 2:30PM |
| BREAK | 4:30PM |
| ROUND FOUR | 5:00PM |

SUNDAY 9/18

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| ROUND FIVE | 9:15AM |
| LUNCH | 11:15AM |
| CHAOTIC ROUND SIX | 12:15PM |
| AWARDS/CLOSING | 2:45PM |

WHAT SHOULD YOU BRING?

- YOUR PAINTED BLOOD BOWL TEAM
- THREE COPIES OF YOUR TEAM'S ROSTER
- BLOOD BOWL PITCH AND TEMPLATES
- GW OR NAF BLOCK DICE & D8
- PRINTED COPY OF THE CRP RULES [HTTP://ZLURPCAST.COM/JP/CRAP-LRB6.PDF](http://ZLURPCAST.COM/JP/CRAP-LRB6.PDF)
- AND THREE NEW TEAM LISTS [HTTP://ZLURPCAST.COM/JP/NEWTEAMS2008_LRB5.PDF](http://ZLURPCAST.COM/JP/NEWTEAMS2008_LRB5.PDF)

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, FAN FACTOR, COACHES, AND CHEERLEADERS AS NORMAL.

WIZARDS, JOURNEYMEN, SPECIAL PLAY CARDS, AND MERCENARIES ARE NOT ALLOWED.

WITH THAT SAID, YOU MAY PURCHASE ANY OTHER INDUCEMENTS AS PART OF YOUR TEAM. NOTE: IF YOU ARE INCLUDING A STAR PLAYER, YOU MUST STILL HAVE 11 PLAYERS ON YOUR TEAM BEFORE BEING ABLE TO HIRE HIM. HAVING 10 PLUS A STAR IS NOT ALLOWED.

YOU MAY ALSO CHOOSE TO SPEND SOME OF YOUR 1,100,000 GOLD PIECES TO PURCHASE ADVANCEMENTS FOR PLAYERS OF YOUR CHOICE

A NORMAL SKILL UPGRADE COSTS 20,000

A DOUBLES SKILL UPGRADE COSTS 30,000

+1 MOVEMENT COSTS 30,000

+1 ARMOUR VALUE COSTS 30,000

YOU MAY NOT PURCHASE STRENGTH OR AGILITY UPGRADES

NO PLAYER MAY HAVE MORE THAN ONE SKILL OR STAT INCREASE

NO SKILL OR STAT INCREASE MAY BE TAKEN MORE THAN TWICE

ALL INJURIES WILL RESET AS THIS IS A RESURRECTION 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 TIME LIMIT. 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 CHAOS CUP DG'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 WON BY 2 TOUCHDOWNS YOU EARN +2 BONUS PTS

IF YOU WON BY 3 OR MORE TOUCHDOWNS YOU EARN +5 BONUS PTS

ETIQUETTE SHEET

A NEW ADDITION TO THE CHAOS CUP IS FILLING OUT A SIMPLE YES OR NO QUESTIONNAIRE BASED ON YOUR OPPONENT'S GAMEPLAY AND PAINTING. THERE ARE 7 QUESTIONS ON GAMEPLAY AND 6 ON PAINTING. THESE ARE VARIOUS TRAITS THE BEST SPORTSMEN IN THE GAME ALREADY DO ON A CONSISTENT BASIS. NOW, IT'S TIME TO FIND OUT IF YOU DO THEM AS WELL...

A COACH WILL RECEIVE A -1 PENALTY FOR "NO'S" GIVEN FOR THE BELOW QUESTIONS

- TURNING MODELS THAT HAVE COMPLETED THEIR ACTION
- CONSISTENCY WITH COCKED DICE RULINGS
- PROVIDED COPY OF ROSTER TO OPPONENT
- MOVING PLAYERS INTO EACH SQUARE WHEN THEY MOVE TO MISS A DODGE
- USING ONLY NAF/ GW BLOCK DICE (EVERYONE SHOULD GET THIS ONE!)
- COMPLETING YOUR TURNS IN A SATISFACTORY PACE
- THE MOST FUN OPPONENT TO PLAY OUT OF ALL OPPONENTS
- HAVING YOUR ENTIRE TEAM PAINTED TO A THREE COLOR MINIMUM
- PAINTING OR FLOCKING OR TEXTURING ALL OF YOUR MODEL'S BASES
- EACH POSITION ON YOUR TEAM EASILY IDENTIFIABLE TO YOUR OPPONENT
- SKILL/STAT UPGRADES ON YOUR TEAM EASILY IDENTIFIABLE TO YOUR OPPONENT
- EACH MODEL ON YOUR TEAM CLEARLY NUMBERED AND MATCHING YOUR ROSTER
- PROVIDED MARKER FOR ANY FAILED NEGATIVE SKILLS (IF APPLICABLE)

THE ABOVE WAS PUT INTO PLACE TO TRY AND ENSURE THE BEST POSSIBLE TOURNAMENT EXPERIENCE FOR ALL COACHES INVOLVED BASED ON COMPLAINTS RECEIVED IN THE PAST. SEE....WE LISTEN!

THE CHAOTIC SIXTH ROUND

BEFORE THE 6TH ROUND BEGINS THE CHAOS GODS HAVE DECIDED THEY WILL NEED TO SPICE THINGS UP. UP TO TWO PLAYERS ON YOUR TEAM MAY BE GIVEN MUTATIONS PER THE CRP RULES WITH THE FOLLOWING RESTRICTIONS.

THE PLAYERS GAINING THE MUTATIONS MUST BE THE LINEMAN POSITION (0-12 OR 0-16) ON YOUR TEAM AND CANNOT HAVE BEEN GIVEN AN ADDITIONAL SKILL OR STAT INCREASE FOR THE TOURNAMENT ALREADY.

FOR EXAMPLE, YOUR HUMAN BLITZER CANNOT GET THE MUTATION, BUT YOUR HUMAN LINEMAN CAN. BUT IF YOU ALREADY GAVE THAT HUMAN LINEMAN A SKILL, THEN HE NO LONGER CAN RECEIVE THE MUTATION. ONLY FRESH MEAT!

THE ONLY EXCEPTION TO THE LINEMAN RESTRICTION IS IF YOUR TEAM IS CHAOS, CHAOS PACT, NURGLE OR UNDERWORLD. IF YOU ARE USING ONE OF THOSE TEAMS, THEN YOU MAY GIVE THE MUTATIONS TO ANY PLAYER ON YOUR ROSTER THAT HASN'T ALREADY BEEN GIVEN A SKILL. YOU ARE NOT LIMITED TO LINEMEN ONLY.

THESE MUTATIONS DO NOT HAVE TO BE MODELED ONTO THE FIGURES, BUT IF YOU WANT TO GO THE EXTRA, WE WOULD ALL LOVE TO SEE YOUR MUTATED PLAYERS. WITH THAT IN MIND, PLEASE MARK THESE PLAYERS SOMEHOW SO YOUR OPPONENT KNOWS THEY NOW HAVE MUTATIONS. BASE RINGS ARE A POPULAR AND AFFORDABLE METHOD.

OVERTIME

THERE WILL BE NO OVERTIME PLAYED. IF YOUR GAME ENDS IN A DRAW, IT'S DRAW.

TOP TABLE

THE #1 AND #2 RANKED COACHES WILL BE PLAYING FOR THE TITLE OF CHAOS CUP CHAMPION AND 2ND PLACE. REGARDLESS OF ANY BONUS POINTS, THE WINNER OF THIS TOP TABLE GAME IS THE CHAOS CUP CHAMPION. IF THE GAME ENDS IN DRAW, THEN TOTAL TOURNAMENT POINTS WILL BE USED TO DECIDE THE CHAMPION.

TIEBREAKERS

THE SCORING SYSTEM HAS BEEN SETUP TO HOPEFULLY GET THE MOST ACCURATE REPRESENTATION OF HOW EVERYONE HAS PERFORMED. IF, BY CHANCE THERE IS A TIE IN TOURNAMENT POINTS, THE TIES WILL BE BROKEN IN THIS ORDER:

- WINNING PERCENTAGE
- 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:

- CHAOS CUP CHAMPION - WINNER OF TOP TABLE IN ROUND 6
- 2ND PLACE - LOSER OF THE TOP TABLE ROUND 6
- 3RD PLACE - THE COACH THAT FINISHES WITH THE HIGHEST OVERALL TOURNAMENT POINTS THAT WASN'T AT THE TOP TABLE
- BEST DEFENSE - TEAM THAT ALLOWED THE FEWEST TDS
- BEST OFFENSE - TEAM THAT SCORED THE MOST TDS
- MOST BRUTAL - TEAM THAT INFLECTED THE MOST CASUALTIES FROM BLOCKING
- STUNTY CUP - THE STUNTY TEAM THAT FINISHES WITH THE MOST TOTAL TOURNAMENT POINTS (ELIGIBLE: HALFLINGS, GOBLINS, OGRES, LIZARDMEN WITH NO SAURUS, AND UNDERWORLD WITH NO SKAVEN)
- BEST APPEARANCE - BEST LOOKING TEAM AS DECIDED BY PARTICIPANTS VIA ETIQUETTE SHEET. TOURNAMENT ORGANIZER WILL BREAK TIES.
- BEST SPORTSMAN - BEST SPORTSMAN AS DECIDED BY PARTICIPANTS VIA ETIQUETTE SHEET. TOURNAMENT ORGANIZER WILL BREAK TIES.
- WOODEN SPOON - COACH THAT FINISHED WITH LOWEST NUMBER OF TOURNAMENT PTS

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, IE WOODEN SPOON HAS TO HAVE PLAYED IN ALL 6 ROUNDS.

QUESTIONS? EMAIL US AT CHAOSCLUPINFO@GMAIL.COM FOR ANSWERS!