

Rotten Bowl '11

When: March 12th

Where: Holiday Inn Indianapolis North
3850 Depauw Blvd
Indianapolis, IN 46268

Convention Info: Whosyergamers.org

Cost: FREE

Things to Bring:

*** Your Painted Team *** 2 copies of your team's roster *** Bloodbowl Board *** Copy of the LRB 6.0 AKA The CRP.***

General Information:

- 3 games in one day! Opponent matching will be Swiss style.
- This is an NAF sponsored event.
- Any official team in the LRB 6.0 is welcome. As well as the 3 new teams.
- Rosters are to be at TV110 (including the value of skill increases).
- Tournament will be a resurrection style tournament. So any injuries your team suffers will not carry over to the next game, and any SPPs earned will also be erased. The roster you start the tournament with will be the same for each round you play.
- In the spirit of good sportsmanship Illegal Procedures will not be called. The 4-minute turn rule will not be strictly enforced. But if the Tournament Referee feels the game may not finish in the 2-hour time allotted, he may insist you use a timer and begin enforcing the 4-minute rule.
- Allowed Inducements: Bloodweiser Babes (0-1 only), Bribes, Extra Team Training, Master Chef, Star Players, Wandering Apothecaries
- Inducements NOT allowed: Wizards, Mercenaries, Igors, Journeymen, Cards
- Exactly one and only one set of dice will be used in each game. If you and your opponent can not agree on the set to use, a set of dice will be provided.

Additional Skills (Upgrades):

Players will not gain skills with SPPs. Before the tournament begins, you can give any number of your players an upgrade. No player may receive more than one upgrade (i.e., a player may not receive a second additional skill or the combination of a skill and an upgrade). Allowable upgrades include skills, +1 movement, and +1 armor value. Upgrades not allowed include +1 agility and +1 strength. These upgrades will be calculated in your overall team value per LRB 6.0.

Painting:

No teams will be turned away for painting, but... Paint your teams! It's a lot more fun that way! Note: Because players will have different skill sets, it **must** be readily apparent as to which player is which (i.e., positions must be identifiable, and players must be clearly numbered).

Schedule: 3-12-11

8:30-9:00 Registration

9:00-11:15 Round 1

11:15-12:15 Lunch

12:15-2:30 Round 2

2:45-5:00 Round 3

Awards shortly after.