



The 4 Diamonds Cup BloodBowl Tournament

April 25th 2009

Steelton-Swatara Masonic Lodge No 775
350 N Harrisburg St
Oberlin, PA

This is a 3 round, NAF sanctioned, Swiss-style Blood Bowl tournament.

For complete information and online registration go to:

[4 Diamonds Cup Website](#)

(<http://www.nerdsandgamers.com/fourdiamondscup/>)



Are you ready for a big day of hot BloodBowl action?

If you are, and I KNOW you are, come to Harrisburg and join us to compete for glory on the pitch!

Cost to participate will be \$25, which includes a home-made lunch and beverages.

Please contact me with any questions: Jamie 'ForceCommander' Fischer forcecommander@comcast.net

THE GOAL OF THIS TOURNAMENT

I'm holding this tournament to benefit the 4 Diamonds Fund, a fantastic organization that supports patients and families struggling with pediatric cancer of all kinds, and also in memory of my daughter Evan, who passed away in 2000 from an invasive brain tumor; the care and support we received from the people of the 4 Diamonds was nothing short of a blessing.

I was inspired by a similar benefit tournament held by the delightful Joe 'RuneMaster' Forsstrom, so thanks Joe!

THE VENUE

The tourney will be held at the Steelton-Swatara Masonic Lodge:

Steelton-Swatara Masonic Lodge No 775
350 N Harrisburg St
Oberlin, PA
(717) 939-7869

We can neither confirm nor deny the presence of the most Holy Grail at this location.

SCHEDULE

9:30 am	Tournament Location Opens and Registration Begins
10:00 am	Round One Matches begin
12:00 pm	Lunch Break and teams will be set up for painting evaluation.
1:30 pm	Round Two Matches begin
3:30 pm	Round Three Matches begin
5:30 pm	Awards and Raffles!

THINGS TO BRING

Please remember the following:

- Your team
- 3 copies of your team roster
- Block dice and a d8
- If you have them: Blood Bowl board, templates, and markers (we may need a few extras)
- Writing implement(s)

REGISTRATION

Registration for The 4 Diamonds Cup will primarily be online at the official website:

[4 Diamonds Cup Website](http://www.nerdsandgamers.com/fourdiamondscup/)

(<http://www.nerdsandgamers.com/fourdiamondscup/>)

Pre-registration is highly recommended to allow us to better coordinate prizes and lunch.

So do it, jerks.

COMPLETE TOURNAMENT RULES

TOURNAMENT FORMAT

The tournament will be played on Saturday April 25th. You will participate in a series of three games. After each game, you will play against a different opponent. In the first round special consideration will be paid to avoid pairing players from the same league. Pairing will otherwise be done randomly.

After that, in each round the two players in 1st and 2nd place (based on their points for coaching) will play each other, the players in 3rd and 4th place will play each other; the players in 5th and 6th place will play each other, and so on.... You will play a different opponent each round and shouldn't play the same person twice. Should this happen accidentally, see an official and a referee will step in and sort things out so that the players face fresh opponents of a suitable caliber.

After three rounds of play the top point earner (including painting) will be declared the winner.

ROSTERS

Coaches have the standard 1,000,000 crowns with which to build their teams. Coaches must CLEARLY indicate on their rosters what their pre-game skill choice is and who it was given to (see Skill Advancement below). This money can also be used to purchase inducements.

Official Races: Amazons, Chaos, Chaos Dwarf, Chaos Pact, Dark Elf, Dwarf, Elf, Goblin, Halfling, High Elf, Human, Khemri, Lizardmen, Necromantic, Norse, Nurgle's Rotters, Ogre, Orc, Skaven, Slann, Undead, Underworld, Vampire, Wood Elf

RAISING THE DEAD

The extra player in both cases is added mid-match and is removed from the roster after the match. The positional maximums do apply (no more than 16 zombies).

TIMERS AND ILLEGAL PROCEDURE

No timers will be used unless both coaches agree at the beginning of the match. Illegal procedure may not be called during the tournament as it does not promote the spirit of the event appropriately. If a player forgets to move his turn marker, just remind him.

DEATH AND INJURIES

All rosters reset after each match, thus any seriously injured or deceased players will be back for your next match.

SKILLS

Coaches may give a skill to 3 players of their choice before Round 1, following the rules for a normal advancement roll.

Additionally, coaches can choose 1 of the following:

- Give a doubles skill to a non-Big Guy player who has not yet received a skill, following the rules for a double on a Improvement Roll
- Give a second skill to a player who already has a skill (except Big Guys or Bull Centaurs)
- Give an AV or MA up to a non-Big Guy player who has not yet received a skill, following the rules for a roll of 10 on an Improvement Roll.

For the purpose of the additional skill, a Big Guy is any player of S5 or more

KICK OFF TABLE

The LRB 5.0 Kick-Off Table will be used with the following changes:

- Get the Ref changed to "...each team gains 1 Bribe for the game"
- Riot changed to "...1-3: Lose 1 turn, 4-6: Gain 1 turn"
- Perfect Defense will allow all defensive players to move 1 square, but they must maintain a legal defense
- Blitz will allow d3+2 players to act , one player may take a Blitz action
- Intervention of the Chaos Gods is a new addition

TOURNAMENT POINTS

For each game players will be given results forms. Once you have finished your game, both coaches must complete and initial the form and hand it in to the TO. It is important that you fill in all the information as this will determine your ranking and ultimately, the winner of the tournament. Your results will then be entered into the tournament database.

Teams will be ranked after each game using the following criteria in the order given: Tournament points, net touchdowns plus net casualties (all casualties except casualties caused by fouling are counted, including failed dodge rolls, failed GFI's, being pushed into the crowd, etc.). Scores are recorded after each game on the provided results card using the list below.

Win = 20 points

Tie = 0 points

Loss = -20 points

PAINTING

A portion of the tournament points will be awarded based upon team painting and presentation. Up to 10 points are awarded based on the criteria below. The official tournament judges will evaluate each team based on these 5 points and not on the aesthetics of the team. This means that any painter of any standard can gain the maximum 10 points if he/she puts in the effort and follows the guidelines below. All judges' decisions are final.

- | | |
|-------------------------------|---|
| Painted – 2 points | The team is fully painted with at least 3 colors. |
| Detailed – 2 points | All models have had the details painted in a variety of colors or with noticeable effects (shading, highlighting, etc). |
| Based – 2 points | All miniature's bases are painted and/or textured; being painted green is not enough. |
| Numbered – 2 points | All models should be clearly numbered. |
| Distinctive – 2 points | All models on the team are easily distinguishable, and the various positions are represented clearly. |

IMPORTANT: In order to get the points, all models in the team must fulfill the criteria. If even one model fails, the points will not be awarded.

SPORTSMANSHIP

Although we may dream of a championship, at the end of the day we are here for the fun of it. Sportsmanship is not encouraged from attendees, it is **REQUIRED!** Each player will be asked to rank their favorite opponents to determine overall Best Sportsman.

AWARDS

There will be a prize for the Tournament Champion, Best Painted Team, Best Sportsman, Most Brutal, Most Touchdowns, and the humiliating glory of the Paddle of Shame. There will also be a bunch of great raffles!

THE NAF

The NAF is an international association of players dedicated to Blood Bowl – Games Workshop’s game of fantasy football. The NAF’s goal is to act as a central resource for Blood Bowl coaches the world over – offering news, contacts, discussion, sanctioned tournaments, and international player rankings. Whether you’re planning to run your own tournament, looking for a league, or just wanting to catch up on the latest from the world of Blood Bowl, NAF HQ aims to provide everything you’ll need.

Sign up now and get a set of official NAF blocking dice (Rumor has it that they are luckier than normal blocking dice, but officials can neither confirm nor deny this)! This tournament is NAF sanctioned, which means that any matches you play against another NAF member will count towards your overall ranking. It is worth noting that matches against non-NAF members do not count towards your ranking as there is no way of judging the quality of an ‘unknown’ opponent.

There will be NAF staff at The 4 Diamonds Cup who can sign you up at the tournament, making you immediately eligible for ranking.

NAF membership is \$10 per year.

You may sign up now by visiting www.bloodbowl.net