

# Danish Open 2014, Copenhagen.

## Venue & Accommodation

Welcome to Danish Open 2014.

This year the Danish Open will be held in Copenhagen, on the 7th and 8th of June.

*The location is the same as 2012.*

Starting Point is the Central Station of Copenhagen.



Distance 1.800 meters. Bus appr. 20 minutes, Taxi appr. 10 min.

## Taxi in Copenhagen:

If you call a cab in Copenhagen it will be more expensive than simply catching a random taxi. Copenhagen has lots of taxis and especially areas around the airport and the Central station is packed.

Price starts at 50 Dkr, and is about 15 Dkr pr. km.

The above example should cost around 100-130 Dkr.(You also pay for waiting etc.)

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## Cost and Contact

The entry fee is DKR 150.

This is a NAF sanctioned tournament and you must be member of NAF to participate.

Non-NAF members can get a NAF membership or renewal at the venue, by

Mr. Nuffle.(This will cost DKR 65)

You can pay by the following methods:

PAYPAL - to lars@smail.dk

or

MobilePay to +45 60 64 94 94

If you have any Questions regarding this tournament please use above mobile number or send a mail to: nuffle@bloodbowl.dk

Should you need a place to crash, you have several options.

Danhostel : Click [here](#).

Cab Inn: Click [here](#).

For hotels contact Mr. Nuffle - Mail [here](#).

Or get a free bunk at a random Danish Coach - Mail [here](#).

## What do you need to bring?

Blood Bowl Pitch (*If you have not been contacted by Mr. Nuffle, do not bring a pitch*)

Dice, blockdice, D6 & D8.

Your team ...

Pen & Paper

Super glue

Your roster must have your Real name, NAF NICK or NAF number, Race, skill choice and Team name (or Nuffle will name your team in-appropriately)

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## Schedule

(If you face a delay, please contact Mr. Nuffle +45 60 64 94 94)

### Saturday

08:30 - 09:30 Registration.

09:30 - 12:00 Round 1

12:00 - 12:30 Lunch

12:30 - 15:00 Round 2

15:00 - 17:30 Round 3

17:30 - 19:00 Dinner

19:00 - 21:30 Round 4

21:30 + Round "4½"

### Sunday

09:00 - 11:30 Round 5

11:30 - 12:00 Lunch

12:00 - 14:30 Round 6

15:00 Prizes and Shiniies

## Rules

We play according to the Competitions Rules Pack (CRP) including, Slann, Underworld and Chaos Pact.(Khorn roster is not allowed.)

Teamvalue is set at 1.100.000. All rosters must have team value 1.100.000

All allowed inducements must be on the roster.

Goblins may start with 0-3 bribes on their roster - Value 50.000 each.

Halflings may start with a masterchef on their roster - Value 100.000.

No other inducements are allowed.

The four minute rule is not enforced, but if the game is not proceeding according to the time schedule, the referee may issue a timer. The referee can issue a timer, or battleclock, with a fixed turn-time.

Should one player ignore this, that player will automatically concede his game.

All injuries are reset after each game. Each game will start with a fresh roster.

First round is random draw. Subsequent rounds will be swiss-draw.

The best placed coaches will be seated on the tables with low numbers.

Gametime is 2½ hour. the Tournament Organizer will make an announcement at half-time.

All rosters must be submitted to Mr. Nuffle (Nuffle@bloodbowl.dk), no later than June 2nd, 2014.

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## Skills

All games are played without post-match procedures and thus without winnings, player purchases etc. All injuries and earned star player points are waived after each game. So each game starts with the same players on the roster.

In the beginning of the pre-game sequence before round 1 and round 4 you may assign skills according to the Tier of your selected Race.(See below table)

Both coaches will note down their skill choices and the players getting the skills. Then they reveal the choices simultaneously. You may assign no more than 1 skill per position. Skills must be clearly marked.

If not please take your time to mark your players with the appropriate skills. There will be stickers available at the venue, for you to mark your skills with.

<b>Tier 0</b>	<b>Tier 1</b>	<b>Tier 2</b>	<b>Tier 3</b>	<b>Tier 4</b>
Wood Elves Undead *Lizardmen	Amazon Dark Elves Chaos Dwarves Dwarves Skaven Norse	Necromantic Elves Khemri Orcs Chaos Pact High Elves	*Underworld Slann Humans Vampire	Nurgle Rotters Chaos *Halflings *Goblins *Ogres

**\* Don't forget the Stunty Cup.**

**(Lizardmen with no Saurus, Underworld without skaven.)**

**Tier 0:** 3 normal skills day 1, 3 normal skills day 2.

**Tier 1:** 3 normal skills day 1, 3 normal skills day 2#.

**Tier 2:** 4 normal skills day 1, 4 normal skills day 2#.

**Tier 3:** 4 normal skills day 1#, 4 normal skills day 2.

**Tier 4:** 5 normal skills day 1#, 5 normal skills day 2#.

**# Of which one of the skills may be used as a Double.**

## Scoring

2 Points awarded for a victory, 1 Point for a Draw, 0 Points for a Loss, and -1 Point for a Conceed.

## Tie breaker

In the case of equal point score in the table of standings the following tie-breaker is used:

- Opponents Score
- TD+Cas Net score.
- Net TD.
- Net Cas.

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## Prizes

Prize for number 1 and 2.

NAF Trophy for the Winner.

Prize for the Stunty Cup Winner.

Prize for Most Casualties.

Prize for Most Touchdowns.

Prize for Best Painted.

Lotz of merchandice given as random shinies during the event.

## Sportmanship

Standard dice are: 2 regular D6, 3 regular official NAF Block dice, 1 regular D8.

Dice must be easily recognized. We recommend everyone to use the official NAF Block dice, and clearly point out what a given logo on a dice is(D6 - Either a 1 or a 6.)

If a Coach cannot accept your dice, you must play with standard dice.

If a Coach request to use your dice, you must "share" dice.

## Paint and miniatures

Painted miniatures are not mandatory (though we urge you to do so).

Those teams, that by the tournament staff are deemed painted (ALL miniatures are painted and flocked to a sufficient standard.) will get **+1 Assistant Coaches & +1 Cheerleader**. This will take effect from round 2. During the first round the referee(s) will review all teams as they play.

The miniatures does not have to be from a specific manufacturer.

We encourage you to use the following color coded bases:

Grey/Black: Lineman

Red: Blitzzer

Green: Blocker

White: Thrower

Yellow: Catcher, Runner

If your opponent can't easily recognize the different player types on your team, you must let him mark them somehow (without damaging the miniatures, of course). This has been described in the **Skills** section.

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## FOR THE TOURNAMENT ORCANIZER.

This section is for the tournament orcanizer.

The Tournament orcanizer is the master of the tournament and any ruling he makes, is the final ruling.

If/When there is a dispute or Question about a rule, it is recommended that the players try to sort the question themselves or by asking another more experienced attendant. Once asking the orcanizer about a decision, the ruling is final.

The following is a description on how to deal with certain situations and to give the Tournament orcanizer a set of tools to use.

1)

Make sure you have a copy of the Tournament Schedule.

It is a good thing if you can post it, viewable for all participants of the tournament.

2)

Make sure you have all names, NAF Nicks, Races, Team Names etc, correctly in SCORE, and make sure everyone is present.

3)

Double check, and make sure you have rosters from all participants. Check that the rosters are legal and within the rules of the Tournament.

4)

Do a Random Draw in SCORE, and if possible print and post the draw for everyone to see. Announce the draw. Get started. START YOUR TIMER !

Make sure that everyone knows how long they have left to complete their game.

5)

Once all games have started, check all teams, according to the PAINT rules.

Make sure all the Coaches clearly mark the reward on their roster if their team fulfills the rules for Painting.(In this case **+1 Assistant Coaches & +1 Cheerleader**)

This reward counts from round 2 !

Regarding paint:

All models must be painted with at least three different colours, not counting undercoat. There must be no metal unpainted, except from wear/use.

The base must be painted and flocked, or structured.(in other words, it does not count as painted if it has one layer of paint and nothing else.

If the entire roster of a team, except one model is painted, there will be no bonus.

The bonus will be rewarded by the orcanizer, or to a layman appointed by the orcanizer, and his decision is final.

6)

Make sure you announce "HALF TIME".

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7)

When there are 40 minutes left, those not in turn 4, second half must have a TIMER, or agree on the following:

*\* In the case of a natural break(ex. lunch), both coaches must agree to skip lunch, and finish the game during lunch. If both coaches do not agree on this - Use timer.*

TIMER:

(Battle clock on Iphone and smartphone works wonders.)

Download a guide for this app [here](http://www.bloodbowl.dk). (www.bloodbowl.dk - Tools)

Set the clock for 4 minute turns and get started.

Both coaches must use the timer.

Rules are well described in CRP, but just to make sure you can find it - the section on the matter is copy-pasted here:

## TURNOVERS

Normally, a turn only ends when all players in the team have performed an action. However, certain events cause the turn to end before all of the players have taken an Action. These events are called *turnovers*. The following events cause a turnover:

1-4. Bla. bla.

5. The Four-minute time limit for the turn runs out ...

6-8. bla. bla.

A Coach that suffers a turnover is not allowed to take any further Actions that turn, and any Action being taken ends immediately even if it was only partially completed. Make armour and injury rolls for players that were knocked down, and if the ball was dropped then roll to see where it bounces to normally. Stunned players should be turned face up, and then the opposing coach may start to take his turn.

Should a coach decide to completely ignore the TIMER or turn it off, or in any other way disrupt the game from being played in the given 2½ hours, the game is stopped and the opposing player wins the game. The offender will have the game count as a concede. This is not up for debate.

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8)

Make sure that Report-slips are present at all tables.

Double check that the result on the slip has the signature of both coaches.

Register the result in SCORE and double check !

Before ending a round in SCORE, read the results out loud and make sure everyone is in agreement with the reported scores.

9)

Check the time.

Announce next round.

Draw Next round and post it visibly for all participants if possible.

Good Luck, and may Nuffle grant you the strength to carry out is will.

POW.