

# Chimera Open 2018



TOURNAMENT RULES PACK 1.3



# Chimera Open 2018

May 12th at Meta Games Unlimited  
3309 E Sunshine St A, Springfield, MO 65804

## **Registration Requirement**

In order for this event to occur, there must be at least 3 teams signed up before May 1<sup>st</sup>, 2018. Should there not be enough teams, the event will be canceled and all entries refunded. If there are exactly 4 teams, the event will be changed to a 3 round event. We don't expect this to be an issue, but just in case, we wanted to make it know.

### **Cost**

*EARLY BIRD SPECIAL* Pre-register by April 30<sup>th</sup>, 2018

- \$75 – 3 Coach Team
- \$30 - Individual Coach

*Late Registration* After April 30<sup>th</sup>, 2018

- \$105 – 3 Coach Team
- \$40 - Individual Coach

*Same Day*

- \$105 – 3 Coach Team
- \$40 - Individual Coach
- May be denied depending on the # of prior entrants

**All coaches can be signed up and paid for at the [ChimeraCup.com](http://ChimeraCup.com)**

### **Rosters**

All coaches are required to send in their Roster by April 30<sup>th</sup> 2018. Players can email their Roster to [ChimeraTournament@gmail.com](mailto:ChimeraTournament@gmail.com)

### **Tournament Schedule**

8:00 – Registration Starts  
8:15 – Registration Ends  
8:30 – Round 1 (Random)  
10:30 – Break  
10:45 – Round 2 (Swiss)  
12:45 – 1:45 – Lunch  
2:00 – Round 3 (Swiss)  
4:00 – Break  
4:15 – Round 4 (Swiss/Finals)  
6:15 – Break  
6:45 – Results/Awards

### **What you should bring**

- Your Painted Blood Bowl Team
- Five Copies of your Team Roster (one for each round) and one for you
- Blood Bowl Field/Dugouts/Templates

- Block Dice, D8 and D12(for kick off events)
- Printed Copy of Competition Rules (CRP)/LRB6 can be found here-[http://www.games-workshop.com/MEDIA\\_CustomProductCatalog/m780049a\\_Blood\\_Bowl\\_Competition\\_Rules.pdf](http://www.games-workshop.com/MEDIA_CustomProductCatalog/m780049a_Blood_Bowl_Competition_Rules.pdf)
- Plus the three new teams list [http://www.orclahomabowl.com/documents/New\\_Teams.pdf](http://www.orclahomabowl.com/documents/New_Teams.pdf)

### **Things we will provide**

- Pen
- Nametag
- Match Sheet
- Custom Dice
- Awards

### **Chimera Open Special Rules, Squad Rules and Team Building Rules**

#### **Special Rules**

- No cards will be used
- Ref rules, Pitch Rules, and any rules not in CRP, BB16, DZ1 or DZ2 are not allowed
- Star Players allowed are all the ones in the CRP, BB16, DZ1, DZ2, Bilerot Vomitflesh, Frank N Stein, Rasta Tailspike and Guffle Pussmaw. No other Star Players are allowed.
- Khorne, Brettonian and Symian races are not allowed.

#### **Squad Rules**

The Chimera open is a 3 coach team tournament. 3 coaches will make up a Team (referred to as a Squad for clarity) and will compete as a Squad and as individuals.

There are 3 tiers (Lion, Goat and Snake) and each Squad must have 1 coach taking a team in each division. All Squads will be made of a Lion, Goat and Snake team.

During the tournament, Squads will be randomly matched up for the first round and then Swiss format afterwards. When paired up, Coaches will only play other Coaches in the same tier (ie – Lion plays Lion, etc).

#### **Team Tiers**

Lion –

Undead  
Wood Elves  
Lizardmen  
Amazons  
Dark Elves  
Chaos Dwarves  
Dwarves  
Norse

Goat –

Skaven  
Necromantic  
Elves  
High Elves  
Orc  
Khemri  
Chaos Pact  
Human

Snake –

Slann  
Underworld  
Nurgle  
Chaos  
Vampire  
Halfling  
Goblin  
Ogre

### ***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. You will also purchase skills and stat increases (see **Player Advancement** next page) adding up to 150,000 that is not part of your team build.

Wizards, Journeymen, Special Play cards, and Mercenaries are NOT ALLOWED. With that said, you may purchase any other inducements as part of your team build.

### ***Star Players Rules***

If you are including a Star Player from the CRP Rule Book or DZ Season 1 or 2, they may make up your 11<sup>th</sup> player. Star Players follow the same rules that are in the CRP Rule Book. 0-2 Star Players may be purchased per team. There is no "Highlander Rule". Star Players may play for opposing teams without any ill effect.

### ***Player Advancements***

You are given 150,000 gold pieces to purchase advancements for players of your choice. This is for regular positions only, not star players.

- A normal skill upgrade costs 20,000
- A Doubles skill upgrade costs 30,000
- +1 Movement costs 30,000
- +1 Armor Value costs 30,000

**You MAY NOT purchase Strength or Agility upgrades**  
**Three players maximum may have two skills added to them if desired**  
**No player may have a stat increase and a skill**  
**No player may have two stat increases**  
**No skill or stat increase may be taken more than three times**  
All Injuries will reset as this is a Resurrection Tournament

### **NAF Tournament Info**

This is a NAF approved tournament. If you wish to receive limited edition colored Block Dice and have your tournament progress tracked. We will be accepting registration for the cost of \$5/year. More information can be found at [TheNAF.net](http://TheNAF.net)

### **Illegal Procedure**

In the spirit of good sportsmanship, Illegal Procedures will not be called

### **Timing**

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 encouraged to share dice with your opponent if requested. Only the D6's received at registration may 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 clear the pitch you earn +5 bonus pts (max once per game)
- If you won by 2 Touchdowns you earn +2 bonus pts
- If you won by 3 or more Touchdowns you earn +5 bonus pts
- If you finished the game by using all turns +3 bonus pts

**There is no championship game the standings will solely be determined by total points**

### Overtime

There will be no overtime played. If your game ends in a draw, it's a draw.

### 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 and Clarity

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. Please make sure your team is properly numbered, uniquely painted or have some form of distinguishing them easily for your opponent. No deception is allowed whether accidental or purposeful.

### 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. The tournament Organizer will strictly enforce the "Don't be a Douche" policy. Basically, it consists of not performing any acts of Douchebaggery.

### Awards

In order to qualify for a trophy, coaches must play each round.

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

- **Chimera Open Champion** – Squad with highest amount of tournament points
- **The End Boss** – 2<sup>nd</sup> most points scored by a Squad
- **The Del-Zine Cup** - 3<sup>rd</sup> most points scored by a Squad
- **Lion Champion** – Coach with most points in Lion Division
- **Goat Champion** – Coach with most points in Goat Division
- **Snake Champion** – Coach with most points in Snake Division
- **Best Offense** – Individual team that scored the most TDs (that did not place 1st - 3rd)
- **Best Defense** - Individual team that allowed the fewest TDs (that did not place 1st - 3rd)
- **Most Brutal** - Individual team that inflicted the most Casualties from Blocking (that did not place 1st - 3rd)
- **Fan Favorite** - Best fan favorite team as decided by the participants of the event. It could be based on anything, your vote for the best team at the event.
- **Best Sportsperson** - Best Sportsperson as decided by player vote. Tournament Organizer will have final say and break any ties.

### 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 if needed.

**QUESTIONS?** Email us at [ChimeraTournament@gmail.com](mailto:ChimeraTournament@gmail.com) for Answers!