

Chimera Open 2019



TOURNAMENT RULES PACK 3.0

Chimera Open 2019

April 13th 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 March 30th, 2019. If there are not enough teams, the event will be canceled and all entries refunded. If there are less than 8 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 March 30th, 2019

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

Late Registration After April 12th, 2019

- \$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

Rosters

All coaches are required to send in their Roster by April 12th 2019. Players can email their Roster to 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)

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
- The CRP Version of the "Piling On" skill will be used.
- All teams, inducements and stars will be the version found on the NAF Tournament Team lists. It can be found here, [NAF Tournament Team List](#)
- Argue The Call – For this to be allowed, you MUST have a coach model that is thematically accurate for your team. No regular players or oddball figures. Final discretion is given to the organizer as to what qualifies.
- See below for clarification on Star Players and Inducements that are allowed

World Cup Rules

The Chimera open is running the same rules as the World Cup this year. For more information not provided here, please check out their website. [NAF World Cup](#)

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 heads to the Chimera (Lion, Goat and Snake) and each Squad must have one team from each of the three heads.

Team Tiers

Lion (Tier 1) –

Amazons
Brettonians
Chaos Dwarves
Dark Elves
Dwarves
Lizardmen
Norse
Orc
Skaven
Undead
Wood Elves

Goat (Tier 2) –

Chaos Renegades
Elf Union
High Elves
Human
Khemri
Necromantic

Snake (Tier 3 and 4) –

Tier 3 -

Deamons of Khorne
Chaos
Nurgle's Rotters
Slann

- Underworld Denizens
- Vampires
- Tier 4 – (These qualify for Stunty Champion)
- Goblins
- Halfings
- Ogres

Team Building Rules

Coaches **must spend a minimum of 1,100,000 gold pieces** when building their team. When building your team, you may buy:

- At least 11 standard roster players before any star player
- 0-8 Re-Rolls
- Assistant coaches
- Cheerleaders
- 0-1 Apothecary or Igor, depending on race
- 0-9 Fan Factor
- Inducements. The cost will be as following and will count for all 9 games:
 - 0-2 Bloodweiser Kegs for each 50 kgp
 - 0-3 Bribes for each 100 kgp, for Goblins only for each 50 kgp
 - 0-1 Masterchef for 300 kgp, for Halfings only 100 kgp
 - 0-2 NAF-approved star players for their regular cost

Wizards, (in)famous coaching staff and/or Special Play Cards are explicitly not allowed at the Chimera Cup

Additional Cash

Each team receives additional funding based on their tier. Starting cash can be used for team building (as above) or used to buy skills or a mixture of both. Cash for rounds 2 and 3 can only be spent on skills in advance of those rounds. No additional skills for round 4.

Tier	Starting Cash (gold pieces)	Round 2 (gold pieces)	Round 3 (gold pieces)
1	1,160,000	40,000	40,000
2	1,200,000	50,000	40,000
3	1,250,000	50,000	40,000
4	1,250,000	70,000	40,000

- A 'normal' skill costs 20 kgp
- A 'double' skill costs 30 kgp
 - Tiers 1-3 **are limited to one double skill** during the tournament
 - Tier 4 may have more than one double skill
- Your roster can have **one** player that has **two** additional skills. Both skills must be normal skills and the second skill has a cost of 30,000 gold pieces. These skills can be added at different times in the event.
- Tier 4 may buy a single stat upgrade. **This cannot be combined with any other additional skill.**
 - + MA / AV costs 40,000 gold pieces,
 - + AG 50,000 gold pieces and
 - + ST 60,000 gold pieces.
- Star players may not receive additional skills or stat upgrades

All gold left unspent each round is lost, and does not carry over to subsequent rounds. If you choose to not spend all of your gold, the organizing committee thanks you for your contribution to our bar tab!

Star Players Rules

Star Players follow the same rules that are on the NAF Tournament Team List. 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.

NAF Tournament Info

This is a NAF approved tournament. You may register onsite for \$5.
More information can be found at TheNAF.net

Illegal Procedure

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

Timing

The game round time limit 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.

When time is called, you will play until each coach has had equal number of turns.

Dice

You are encouraged to share dice with your opponent if requested. Only the D6's received at registration may be used.

Scoring

For squad ranking the following point system will be used:
Each squad gains "Squad Points" (SP) each round

Win:	2 Points
Tie:	1 Points
Loss:	0 Points

A squad wins a match if the sum of Coach Points (CP) is greater than the opponent. The Coach Points are **not included** in the Squad Points.

For determining the final standing and crowning the Chimera Cup Champion Squad the following order will be applied:

1. Squad Points
2. Opponent score
3. Head-to-head performance to determine the Champion
4. Coach Points of the entire squad
5. Net touchdowns
6. Net casualties
7. Public coin toss to determine the Champion

Single Player

For the individual ranking the following system will be used:
Each coach will get "Coach Points" (CP) each round

Win:	5 Points
Tie:	2 Points
Loss:	0 Points
Concession:	-5 Points **

** A concession will be counted for touchdowns and casualties as 2:0 each for the opponent.

For determining the final standing and crowning the Champion Coach the following order will be applied:

1. Coach Points
2. Opponent score
3. Head-to-head performance to determine the Champion
4. Net touchdowns
5. Net casualties
6. Public coin toss to determine the Champion (for ranking: electronic coin toss)

Overtime

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

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. If this is an issue, please advise us. Some discretion will be provided for new players or especially thematic teams.

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 an Award, coaches must play each round.

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

- **Chimera Open Champion** – Squad with highest amount of tournament points
- **The End Boss** – 2nd most points scored by a Squad
- **The Del-Zine Cup** - 3rd 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 that is not Stunty
- **Stunty Champion** – Coach with most points that took a Stunty team
- **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 individual 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 for Answers!