

THE WATERBOWL WEEKENDER

Welcome to the 7th instalment of the Waterbowl Weekender! This time out we will once again be housed by our friends at the North West Gaming Centre in Stockport. The event takes place on the 18/19 February 2012.

What Can I Expect?

As ever, we can promise you 6 great games against a slew of great coaches, a number of prizes and a hugely social weekend. On top of that we have the chance to win the Waterbowl Legacy Team (if you have submitted a figure), compete at the spiritual home of the Stunty Slam and, of course, double up and try to be the King/Queen of the Watermonkeys! Not to mention much much more!

PAYMENT & CONTACT DETAILS

Entry to the tournament costs £20 for NAF members and £25 for non-NAF (this price includes NAF membership). Payment is by paypal (Go to www.paypal.com and pay your entry fee into the account: **waterbowl@hotmail.co.uk**) or cheque (If you wish to pay by cash/cheque, then pm Leipziger on talkfantasyfootball.org or waterbowl.freeforums.org).

Once again, we have teamed up with the **Monkeybowl** (in Hartlepool) to offer you the chance to compete in both tournaments for a special discounted rate. As the Monkeybowl is a team event this year, payment is to go through Brendan Spencerlayh. Check out:

<http://www.talkfantasyfootball.org/viewtopic.php?f=59&t=34270>

for full monkeybowling details.

The Venue

North West Gaming Centre, Hallam Mill, Hallam Street, Stockport, SK2 6PT

<http://www.northwestgamingcentre.co.uk/>

What do I Need To Bring?

- ✓ 2 copies of your team roster
- ✓ Blood Bowl pitch, Blocking Dice, D6, D8
- ✓ Rulebook (if you need it)
- ✓ Pen and paper
- ✓ NAF details (nickname and NAF ID number)

SCHEDULE

Saturday

9.30am-10.00am Register

10.00am-12.30pm Game 1

12.30pm-1.15pm Lunch

1.15pm-3.45pm Game 2

3.45pm-4.00pm Break

4.00pm-6.30pm Game 3

Sunday

10.00am-12.30pm Game 4

12.30pm-1.15pm Lunch

1.15pm-3.45pm Game 5

3.45pm-4.00pm Break

4.00pm-6.30pm Game 6

6.45pm Results & Prizes

THE TOURNAMENT RULES

The rules from the GW Official (C.R.A.P.) Rulebook will be used unless stated below. These are available free from:

http://www.games-workshop.com/MEDIA_CustomProductCatalog/m780049a_Blood_Bowl_Competition_Rules.pdf

All teams must be rookie teams with a starting value of 1,100,000 gold pieces. All models must be fully painted but can be from any manufacturer.

TOURNAMENT FORMAT

The tournament is played over the course of two days and uses the Swiss format. You will participate in a series of six games. After each game you will play against a different opponent. In the first round, players will be matched randomly against an opponent. After that, in each round the two players in 1st & 2nd place will play each other, the players in 3rd & 4th place will play each other, and so on. The only exception to this rule is that you can never play the same opponent twice; should this happen both players will be found new opponents of the same calibre.

Once your opponent has been determined you will be assigned a table. All players are expected to supply their own equipment. You must bring along a copy of the Blood Bowl rules, as well as copies of any material you will be using so that your opponent can check any special rules and characteristics that apply to your team.

To keep on schedule, we would ask that you play at a brisk pace with as little time wasting as possible.

If you think that your opponent is taking too long remind them of the 4-minute turn rule.

Each table will have a special results card. Once you've finished your game, you must fill in the card and hand it in at the information table. It is important that you fill all the information in, as this will decide your ranking and ultimately the winner of the tournament.

PRIZES AND AWARDS

We at the Waterbowl pride ourselves on the outrageous number of prizes on offer and this year will be better than ever. Of course there will be prizes for the players who come in 1st place and 2nd place, and for the coaches whose teams score Most Touchdowns and Most Casualties throughout the tournament.

And yes, there will be a wooden spoon given to the player who comes in last place. Add in prizes for Least Dangerous Coach, the overly-PC 'Couldn't Score in a Brothel' award for least touchdowns, Most travelled, King of the Watermonkeys, the Stunty Cup, Beat Barney! (Brendan's staggering unbeaten run was finally ended in 2011), the spot prizes given out each round, the Best Painted competition (the only rule for this is that you have painted the team yourself), the final 'BALLS TO THE LOSERS' round, and the NOW THAT'S WHAT I CALL WATERBOWL CD that you get for turning up and you might just have a decent idea of what's on offer. Oh, and the legacy team - there's that too...

TOURNAMENT POINTS

This is how we will rank you throughout the tournament and will be the largest deciding factor of who will be the overall champion. Teams will be ranked after each game using the following criteria in the order given: Tournament points, touchdowns difference plus casualties difference combined, touchdowns difference, touchdowns scored, casualties caused. Casualties for BLOCKING, SECRET WEAPONS and CROWD RELATED INJURIES count. Casualties for FOULS, KICK OFF RESULTS, FAILED DODGE and FAILED GO FOR IT rolls do not count. Touchdowns and casualties are recorded on the results card after each game.

The person with the most points after the final game will be declared the winner – *there is no final in this tournament.*

Points

Win by 2 or more TDs:	7 points
Win by 1 TD:	6 points
Draw:	3 points
Loss:	0 points

In addition to this, there will also be one bonus point available in each round. For your team to attain the bonus, you must achieve the following (These bonus points are available to BOTH coaches):

Round 1: Three or more touchdowns

Round 2: Three or more Casualties

Round 3: Two or more players pushed off the pitch

Round 4: Two or more COMPLETED Long Bomb Passes (using the ball...!!!)

Round 5: Two or more opposing players DEAD (by **any** means including secret weapons, kick off table results, crowd pushes, fouling and self-inflicted injury. Note this is DEAD before any regeneration or apothecary rolls)

Round 6: Three or more Casualties

PAINTING

Any player using a team that is not fully painted and based will receive a penalty of 5 points. Models must also be recognisable or distinguishable as the positions that they represent.

DICE

All players must allow their opponents to share their dice if requested to do so.

TEAMS

Teams must be written out on Blood Bowl team roster (either the official or a custom made one). You must bring two copies, give one to the officials at registration and keep the other for your own reference. To clarify, so that there is no doubt, the only teams that can be used are:

Amazon	Chaos	Chaos Dwarf
Chaos Pact	Dark Elf	Dwarf
Elf	Goblin	Halfling
High Elf	Human	Khemri
Lizardman	Necromantic	Norse
Nurgle	Ogre	Orc
Skaven	Slann	Undead
Underworld	Vampire	Wood Elf

STAR PLAYERS, WIZARDS & SECRET WEAPONS

Star players and Wizards **are** allowed in this tournament. All other inducements listed in the C.R.A.P. Rulebook (Bloodweiser Babes, Bribes, Extra Team Training, Igor, Unlimited Mercenaries and Wandering Apothecaries) will **not** be allowed.

A Halfling Master Chef may be hired by Halfling teams **only**

Bribes may be taken by Goblin teams **only**

Special play cards will **not** be used in this tournament. Last updated 30/11/08

Necromancers can resurrect a single killed opponent (as per the C.R.A.P. Rulebook) to use as a zombie who will play for the team for that game only. After the game, the team loses any bonus player gained during the game.

TEAM BUILDING

Star Player Points (SPPs) will not be used in the tournament. The team will be the same or all six matches. Before the start of the tournament you should select one of the following skill sets:

Upgrade 1

5 x skill
1 x double

Upgrade 2

4 x skill
1 x double
1 x MV +1 or
1 x AV +1

Upgrade 3

3 x skill
1 x double
1 x AG +1

Upgrade 4

4 x skill
1 x ST +1

- No players can receive more than 1 upgrade
- Star Players can not receive an upgrade
- Instead of a double you may select a skill that could only be selected on a doubles roll or a normal skill. You may not use this to pick a stat increase
- Any stat increase included in the Upgrade set MUST be taken
- You cannot change skill set or skills during the tournament

CASUALTIES

All casualties that have been inflicted on your team are wiped away at the end of each game. This means that you will start each game with a full team with the same skills as you chose at the start of the tournament. Although casualties are wiped out after each game, they will still count towards the final count for the 'Most Casualties' award. See "Tournament Points" for what does and doesn't count as a Casualty.

THE WATERBOWL 2012 LEGACY TEAM

This year there will be another Waterbowl Legacy team and the team we have chosen is Chaos Pact. People have already signed up for this and the figures have been allocated, but if you want to get involved and can think of a fig/roll/coach you can paint up, you are more than welcome to take part. To see what has already been taken, check out:

<http://www.talkfantasyfootball.org/viewtopic.php?f=58&t=34395>

The legacy team can only be won by people whom have submitted a painted figure and attend the tournament.

Beat Barney

As Barney proved himself to be the master of stunties last year by completing his hatrick of Waterbowl stunty cup wins with his third different stunty race, he has agreed to be this year's target! If you can beat Barney with a stunty team, then you will win a prize :D

SATURDAY NIGHT

For those who are interested we'll be going out for food and a few drinks. Keep your eye on the waterbowl forum and talkfantasyfootball.org for more details.

Those who wish to can leave their teams overnight at the North West Gaming Centre, at their own risk of course.