

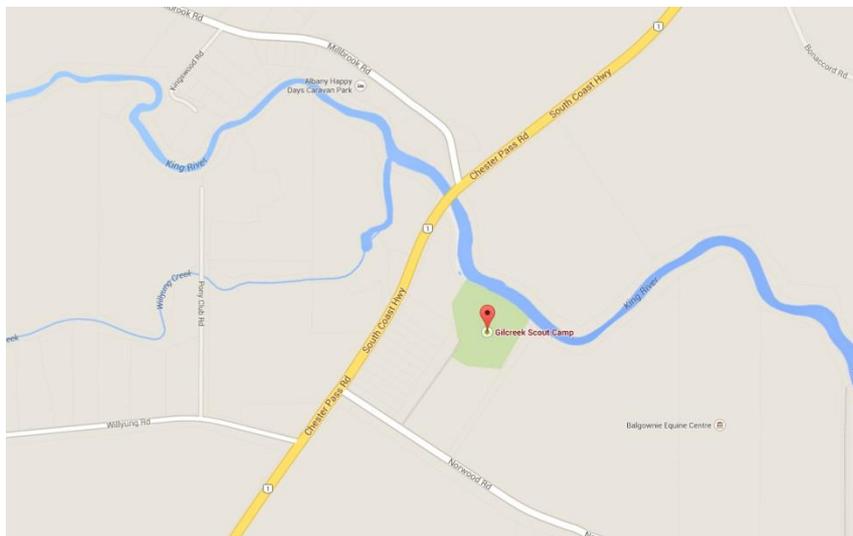
PLAYERS PACK



WHERE MEN ARE MEN, AND SO ARE THE WOMEN

OCTOBER 17th and 18th

Gilcreek Scouts Camp, Norwood Road, Albany



The camp is roughly 8kms North of Albany from the main roundabout. The easiest way to access the camp is to head out Chester Pass road from the main roundabout for 8 minutes. Turn right into Norwood Road. There is a sign on the right directing you down a gravel road.



PLAYERS PACK

REDNECK RUMBLE 2015

Blood Bowl Tournament

Saturday 17th and Sunday 18th of October 2015

Gilcreek Scouts Camp, Norwood Road, WA, 6330

Contact: Damien "Slothman" Watson at dwatson@westnet.com.au

INTRODUCTION

Welcome one and all to the players pack for the sixth Redneck Rumble. This will be a Blood Bowl Tournament in the resurrection format. There will be other events happening on the weekend but more information will be announced as they are decided and planned.

There are some things you will have to be prepared for, plan and get ready for a weekend of fun and be aware there are changes to last year so **make sure you read through the pack if you attended last year.**

COST

\$65 is what this little event will cost. Note below that this includes the cost of a bed at the venue **for Friday and Saturday night.** I cannot offer cheaper prices for those organising their own accommodation.

SPECIAL ITEM

This year we will be offering a choice of items. They will be listed on the website for purchase but will be a "I got rumbled" logo etched onto either a Pilsener, Pint or Half Pint Glass.

TICKETS

Tickets will be made available by contacting Damien at dwatson@westnet.com.au, visiting the website at <http://www.redneckrumble.org> or buying a ticket at the W.A.A.G.H gaming days.

TOURNAMENT ORGANISER

As far as you're concerned, while at the tournament, this guy is GOD. Consider them above Nuffle himself and only just below, well nothing. In fact, they don't even have to be at the tournament to be revered so much. They just are. Deal with it, listen to what they say, and agree with it. It will be safer for you and yours.

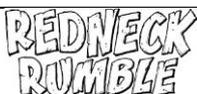
NAF TOURNAMENT

This will be a sanctioned NAF Tournament. This means that registered NAF coaches will receive international ranking points where games are played against other NAF members. However due to issues with the previous years I will only be entering for results of players who have an active membership BEFORE the event.

THE STUNTY CUP

For those who want that added challenge we will be running the Stunty Cup. For teams that qualify you will be competing against each other and against everyone else at the same time. Whichever Stunty team finishes highest on the overall ladder will become the Stunty Cup Champion.

Stunty teams will be Halflings, Goblins, Ogres, Underworld without Skaven and Lizardmen without Saurus.

		
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THE VENUE

The venue is the Gilcreek Scout Camp of Albany. This is a relaxed venue, which means no dress code; although due to possible attendees I will state CLOTHES are a must!!!

The venue has access to toilets and showers, BBQ's, a full kitchen, 2 dorm rooms sleeping a total of 60. The dorm rooms are divided into separate rooms so I will keep one dorm spare for families. Sleeping facilities include a mattress, however this year you will need to bring blankets and pillows. Please remember, Albany can get cold that time of year so bring some warm bedding and clothes.

Families and extra bodies can stay again this year but please be aware it will not be a separated area like previous years. I will leave one Dorm free for families and they do have separate rooms. For extra bodies we will be charging \$20 per night this year or a full weekend pass for \$35.

The venue is BYO. There are several fridges to store the goodies and 2 general stores close by that sell alcohol and a Bar just around the corner.

With access to a full kitchen and BBQ's we are encouraging people to bring their own goodies to cook and make. We will supply coffee, tea, sugar and milk for those wanting hot drinks through the day. There will be sufficient time to travel to town to grab meals during certain rounds.

There is no age limit however I will ask, with alcohol present, that any participant under 18 years of age is accompanied by a responsible (that could be an issue) adult. If you are under 18 and would like to attend you can have your parents contact the tournament organiser for more information. I will not permit consumption of alcohol by minors regardless if their guardians are present.

THE SCHEDULE

Due to travel commitments times are set to ensure that games have a good chance of starting and finishing. Each game will be given roughly 2 and half hours to finish. This should be ample time. These times below are a guide and can change on the day. Please be aware it is your responsibility as a player to be in the venue, ready to play at least 15 minutes before each round. The Tournament Organiser will endeavour to have the next round viewable easily for all players to see their next opponent and table to set up early.

Saturday

8:30am – Doors Open and Registrations
9:00am – Welcome
9:30am – ROUND 1
12:00pm – LUNCH
1:30pm – ROUND 2
4:00pm – ROUND 3
6:30pm – DINNER AND OPEN NIGHT

Sunday

9:00am - Arrive for Second Day
9:30am – ROUND 4
12:00pm - LUNCH
1:30pm - ROUND 5
4:00pm – Presentations

EVENT ENTRY AND REGISTRATION

Tickets will be made available online and at certain venues. We will also accept ticket purchases on the day however we do need to plan for numbers to make sure we have enough equipment. As such I have provided a Pre Event Registration form on the Redneck Rumble website located under the Redneck Rumble 2015 menu heading. Please fill this out or contact the tournament organiser to inform them you are coming.

This player's pack will be your bible for the event, so bring it along.



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At event registration you will need you to provide TWO copies of your roster and present your team for approval. Different electronic versions will be made available on the Redneck Rumble website under resources.

TEAM ROSTER

So you have decided, hell yes I am coming, and want to know what you can bring. Well here it is.

- Official teams from Blood Bowl Competition Rules Pack + the NAF, BBRC approved teams of Slaan, Chaos Pact and Underworld
- Teams will have 1,300,000 gold.
- Teams MUST start with at least 11 players (including star players).
- You MUST use the team your register.
- You can use Star Players approved for your team with the normal limit of 2.
- Each player on your roster can have one normal skill assigned (except Star Players).
- Each Skill cannot be assigned more than 4 times on the roster. This limitation only applies to skills APPLIED not ones the roster already starts with. This rule is known as the “Bruno Smells like Cheese” rule.
- One Player on your roster can have a double skill (this counts as that player’s one skill).
- You may purchase inducements except for Mercenaries and Special Play Cards.
- The skills are NOT for free and will be included in the 1,300,000 spent. (20k for normal and 30k for double skills)

MINIATURES

Miniatures just look better painted. But some people do not have the ability or time. So here are the minimum requirements for team presentations

- All miniatures must represent the player in question. Skaven play as Skaven, not Orcs.
- All miniatures must be easily identifiable as the position they play.
- NO miniature can be presented either unpainted or only undercoated.
- Minimum ONE extra colour (apart from the undercoat) must be present.
- All miniatures must be **clearly** numbered and identifiable in correlation with your roster on the front and rear of the base.
- There is no restriction to manufacturer of miniatures.

BLOODBOWL RULES

The latest edition from the Competition Rule Pack will be used. This document can be downloaded at the NAF Website <http://www.thenaf.net/>.

RULE INTERPRETATION

Please be familiar with the rules, however if there is a dispute please settle it in the following manner.

1. Refer to the rules.
2. Ask nearby coaches. Most of the guys will be able to help, but be careful, some bite.
3. Roll a dice.
4. Ask the Tournament Organiser. But be warned, right or wrong, you will use his ruling and you will like it. No further discussion will be taken into until after that round if the Organiser makes a ruling.



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TIME LIMITS

A good Blood Bowl Game is a fast Blood Bowl Game. All games are to be finished within the 2 and a half hour limit however the goal is to get them played in 2 hours and allow a 30 minute break. If you feel your opponent is playing too slow please ask them nicely to pick up the pace. If you feel the pace hasn't picked up enough and you will not finish in time, bring this to the attention of the Organiser.

All mobile phones have a timer system incorporated and I suggest players set them to 4 minutes and use these as a guide.

Be warned though, reporting a player for slow play also places you on the "slow players" list. If your name appears 3 times over the tournament, points will be docked. I am not putting a point amount to this as I expect everyone to behave like human beings and play in the spirit of the game.

ILLEGAL PROCEDURE

Officially we are using this rule. It is in the rulebook and will be played.

COACH COACH'S BEWARE

This is a game where one coach pits their talent against another coach. Therefore any assistance where advice is given to either coach during the game is not allowed.

THE CHICKEN DANCE

To help avoid the "that players moved" it us up to both coaches to ensure that players change their facing after moving.

COCKED DICE

Any dice not completely flat, finishing off the table or even slightly off balance must be re-rolled. No Exceptions.

OVERTIME

Overtime will not be played. End of turn 16 signifies the end of the game.

MISSING IN ACTION

Any coach who is not ready for the start of the match (up to 15 minutes late at the Organisers discretion) will be considered conceding the match as per the Rule Book and given a 2 TD and 2 CAS loss.

THE TOURNAMENT FORMAT

The tournament will be run in a Swiss format. For those not familiar with this format it is quite simple. Points are awarded for each game. The first round is randomly assigned. Each round after that you will be matched up against a player near you on the ladder. You will not play the same person twice through the tournament and the winner will be the person on the most points at the end of the tournament.

Count backs will be done ONLY for the final standings and in the following manner. Opponents Total Score, NET TD + NET CAS, Sportsmanship Votes, Wins.



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SCORING

WIN = 13 Points

Tie = 5 Points

Loss = 0 Points

Bonus Points = 1 Point for each TD scored (max 3) and 1 Point for each CAS scored (max 3) with a total Maximum bonus of 5.

Casualties include all casualties caused by the use of a direct block dice interaction or foul. Crowd Surfs are included.

THE HAPPY DRUNK – SPORTSMANSHIP AWARD

You will score each opponent on their sportsmanship. Sportsmanship is not a measure of the quality of your game, but the quality of your opponent in relation to the experience you had playing the game with them. You will be provided a form at the start of each round for you to submit. This is a private matter and keeping the score from your opponent is advised.

1 – What an idiot. This guy was a total dick and I would rather have the Tournament Organiser spoon me tonight than play this guy again.

2 – What a Schmuck. I nearly got ejected for physical violence. Argumentative and stubborn.

3 – Meh. Nothing special here. I will play this guy again, but I won't seek them out.

4 – A good experience. This guy was not a tool, nor was he a GOD like the Tournament Organiser

5 – Fun and enjoyable. Laughs to be had, smiles all round. Good fun.

6 – Awesome. Will be trying to organise a game with this opponent at the next opportunity.

7 – Totally enjoyable experience. I want to have their children.

The Organiser can adjust scores at their discretion. This could be something seen or even as simple as giving consistently bad scores for no apparent reason.

In addition to these votes there will be a further 2 Bonus points that can be awarded. This is to go towards the general attitude your opponent had and effort made in attending the tournament. This could include but in no way limited to developing a theme for their team, coming dressed in theme, having an absolutely awesomely painted team or custom board. This is totally subjective and is judged on anything you feel fit for your opponent. It must take something AMAZING for them to gain the extra 2 bonus points.



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THE CIVIL WAR TROPHY

This is the side event of the Rumble. Essentially the North are invading and it us up to the South to stop them. For each game involving a coach from Perth versus an Albany Coach, points will be earned. 2 Points awarded for a win and 1 point for a draw. At the end of the Tournament the Team "Captain" will be awarded the coveted trophy for display in the club of choice until the returning year.

THE PRIZES

Redneck Rumble Barrel – Perennial Trophy.

Runner Up - Medallion

Winners Trophy - The winner will be awarded a special one off glass etched stein.

The Happy Drunk – Sportsmanship winner will be awarded a glass etched pilsener.

The Stunty Cup – Awarded to the highest finishing Stunty Coach and will be a glass etched half pint.

The NABBA Award – Last Place Overall and a Wooden Spoon Trophy.

Most CAS - Medallion

Most TD - Medallion

Civil War Trophy

Other Prizes to be awarded at the Organisers discretions including door prizes for attending and random round prizes.



Johsua Davies - 2014 Champion 1



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beyondblue



beyondblue are a fantastic organisation that helps support mental health issues around Australia for all ages and groups.

We have been supporting beyondblue in our WAAGH meetings and trying to get more funds across to beyondblue.

The Redneck Rumble will also carry on this tradition. We will be providing collection boxes at the event for people to donate spare change. If you would like to make a donation of over \$2 we can arrange a receipt for your generosity.

To help with this for the first time ever the Redneck Rumble will be introducing a challenge round for the first round of the Redneck Rumble. We are encouraging participants to come up with their own unique ideas to raise some funds for this challenge round but see below the bare minimum requirements.

- Challenges will be issued from the Friday night of the event till 9:00am on the Saturday Morning. All challenges will be displayed for all to see.
- There will be two levels of challenges. Basic Challenge and Advanced Challenge.
- Advanced Challenge is a pre-organised challenge designed by the participants and approved by the Tournament Organiser. The only stipulation is the challenge raises funds for *beyondblue*.
- Basic Challenge will be limited North vs South challenges to also accommodate the Civil War Trophy. The Challenger makes a challenge by donating funds to beyondblue and nominating their opponent. The Opponent can decline this by matching the challenge amount.

Please be aware, we are not expecting \$100 nominations, 50c is more than acceptable. Get involved and feel good about playing Blood Bowl and supporting a very worthwhile charity.

HAVE FUN

The whole purpose of this event is to ENJOY your selves. Prizes are a side product but enjoy the event.

