

Name: Grots-Con 2018

Location: *Red Deer*, AB, Canada

Venue: Black Knight Inn, Ballroom, 2929 50 Ave, Red Deer, AB T4R 1H1, (403) 343-6666

Online Updates

<http://grotscon.com>

Date: Sunday, May 6th, 2018

Registration Cost: \$35

Tickets for Grots-Con can be purchased through the above website. Pre-Registration is done at the same time. Rosters can be emailed to the Tournament Organizer: josh.gatner@gmail.com

Tournament Schedule

The tournament will be a 1 day, 3 game swiss style, resurrection tournament. First games will be determined by random matchup. The remaining games will be determined based on tournament points.

For the first round only, we will do our best to pair players off against members that are outside of their home club.

May 6th, 2018

9:00 am – Registration begins

9:30 am – First Game

11:45 pm – Lunch Break

12:30 pm – Second Game

3:00 pm – Third Game

6:00 pm – Awards

6:30 pm – Tournament Concludes

What to Bring

- Painted team with suitable models.
- Skill rings or another appropriate way to identify skills/positions
- Block dice
- D6s, d8, d12/16/20
- 3 copies of your team roster including skill purchases and inducements

Tournament Rules:

- Argue the call (coach model unnecessary), Timber are allowed. Pile on is allowed as per the NAF document.
- Players must agree on cocked die rules, the use of dice cups and/or sharing dice at the start of the match.
- If there are any disagreements or rules disputes, tournament directors will be standing by to assist.

Rules Not In Effect

- No wizards, referees, special play cards, special weather tables, or special balls.
- There is no special pitch rules, sponsorships, or infamous coaching staff.
- The only stars players allowed are from the Death Zone Season 1 and season 2 and the NAF document.
- Teams will resurrect at the end of each games. No SPPs, injuries or any roster changes carry over between games.
- Illegal Procedure and the 4-minute time limit will not be enforced.
- Games will have a maximum length of 2 hours 15 minutes. Turn time limits or chess clocks may be imposed if a game is at risk of going over the 2.25 hour time limit. If you are unable to finish within the given time frame, the referee may stop the game prematurely. A referee's decision is final in all cases.
- Teams with the ability to raise killed players will not be allowed to.

Team Building

- 26 NAF sanctioned teams are eligible, including Slann, Khorne, and Brettonian.
- Teams get 1.2 million gold to construct their roster.
- Star players are allowed to be purchased, but must be purchased after you already have 11 players.. A maximum of 2 star players may be taken. (Brick Farth and Grotty count as 1 star player, but will fill 2 roster spots as per rules, The Swift Twins would be the same).
- Star players are not "highlander" and may be present and used on both coaches' rosters.
- Teams must play with a minimum of 11 players.
- Teams can purchase Rerolls, apothecaries (if allowed), assistant coaches, cheerleaders, or fan factor.
- Teams may also include bribes as part of the roster as per the standard inducement cost, 100K for regular teams, 50K for goblins.
- Halfling Chefs can be purchased by any team.
- No other inducements may be purchased (including wizards, cards, extra apothecaries, mercenaries, etc).

Skill Package

Skills can be given to players (never stars) at the following price from the overall team budget. Players can be given a single tier one improvement, or up to two tier two improvements.

20 K regular Skill

30 K Double Skills

30K MA or AV Increase,

40 K AG increase

50 K ST increase

Tier One Improvements: Block, Dodge, Guard, Mighty Blow, Kick, Sure Hands, Frenzy, Strip Ball, Leader, Claw, ST Increase, AG Increase, MA Increase

All other improvements are tier two.

Examples: Barry's Wardancer takes an AV increase for 30K and Grab for 30K, totaling 180K overall. Chris' Goblin takes Block for 30K, totalling 70K overall.

Tournament Scoring

Win = 90

Loss = 0

Tie = 40

Scoring Bonuses are based on how many SPP your players have earned.

Each TD scored: 3

Each Cas inflicted through blocking: 2

Each interception: 2

Each successful pass: 1

Glittering Prizes

The following awards will be available. Only one performance award can be earned per player.

Performance Awards:

- First Place Overall – Most Overall Points
- Second Place Overall – Second Most Overall Points
- Third Place Overall – Third Most Overall Points
- Best Painted – Best Painted as determined by judges
- Wooden Spoon – Fewest Overall Points

In the case of a tie, tie breakers are in the following order:

- Head-to-Head record if applicable
 - Winning percentage (wins divided by total games times one hundred)
 - TD difference (TD scored - TD against)
 - CAS difference (Cas inflicted - Cas received)
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