

# Aerial Ascension Bowl

**When:** 4/11/2020

**Where:**

Critical Hit Games

115 South Linn St.

Iowa City, IA 52240

**Cost:**

\$10 Pre-Registration

\$15 At-the-Door

**Tournament Rules:**

- Tourney will use the NAF rules for tournaments
  - Copies can be found here:  
<https://www.thenaf.net/wp-content/uploads/2019/11/NAF-Rules-for-Tournaments-2020.pdf>
  - The Bretonnian, Khorne, and Slann teams as indicated in the above document will be approved for play.
  - The rosters and Star Players from the Lizardmen and Ogre Spikes will be allowed
  - Legacy Star Players listed in the document above will be allowed to be hired.
  - **\*PLEASE NOTE\* NO GOLDEN AGE STARS WILL BE ALLOWED.**
- We will use the normal Kickoff Table found in the BB2016 version of the rules.
- Each match will roll their own weather.
- This will be a resurrection style tournament.
  - All injuries will be magically healed prior to the next match.
  - No star player points will be accumulated or carried into the next match.
- Team Miniatures
  - Minimum of 3 colors and based.
  - Each model must be easily identifiable, i.e. numbered.
- You will have 1,200,000 gold pieces to purchase your team.
  - You may purchase the following inducements at the limits defined in the BB16 rule book:

- Bribes (50k for Goblins, 100k for everyone else)
  - Extra Team Training (100k for everyone)
  - Master Chef (100k for Halflings, 300k for everyone else)
  - Wandering Apothecaries (100k, not available for undead teams (Necro, Undead, Khemri))
  - Bloodweiser Keg (50k, all teams)
  - Igor (100k, Undead teams)
  - Star Players
    - **NOTE: If you and your opponent have the same Star Player, some magic or something happens and you both can use the Star Player.**
    - **NOTE: You must have 11 rostered players before you hire a Star Player.**
  - **Note: If there is an inducement in the Spike that is not a Wizard or a Card but isn't listed here, then you can bring it**
  - **Note: No Wizards**
  - **Note: No Cards**
  - **Note: NO GIANTS**
- Skills: Each team is given an additional 200,000 gold pieces to purchase skills (this is separate from the 1.2 million you received during team creation. You may not carry-over money assigned to team building. You may not transfer this 200k skill funds to team building).
    - There are no skill limits
    - You may place as many skills onto a player as you wish.
      - \*Be Warned, Throw a Rock is still a kick off result that will most likely kill that super player you just created. You've Been Warned\*
    - Pile On will use the LRB version.
  - We will be running 3 rounds of Swiss over one day.
    - No Overtime will be played.
    - We will be strictly enforcing a two hour fifteen minute time limit.
      - Once Time has been called, whichever coach's active player will finish his or her action (including any applicable armor/injury rolls).
      - Once that player is finished, the game is over.
    - Normal Scoring
      - Win: 60 points
      - Draw: 30 points

- Loss: 10 points
  - Bonus Points
    - Keeping it Close: 3 points (Lose by only 1 TD)
    - CAS (you get 1, not both)
      - Out injure opponents by 2+ : 2 points
      - Out injure opponents by 3+: 5 points
    - TD's (you get 1, not both)
      - Out score opponent by 2+: 2 points
      - Out score opponent by 3+: 5 points
    - Passing
      - Completing an accurate Quick Pass: 1 point
      - Completing an accurate Short Pass: 3 points
      - Completing an accurate Long Pass: 5 points
      - Completing an accurate Long Bomb Pass: 8 points
      - Intercepting any pass earns the Intercepting team the same points as the pass being attempted (for instance, if Team A throws a Long Bomb and Team B intercepts it, Team B will receive 8 points towards their total points for this match).
      - Bombs and Throwing Team Mates do not count
      - Stunty teams will receive an additional 1 point bonus for each of the above Passing category point bonuses.
- Time Line:
  - 10:00 Registration
  - 10:30 Round 1 begins
  - 12:45 Round 1 ends/Lunch Begins
  - 13:30 Round 2 begins
  - 15:45 Round 2 ends
  - 16:00 Round 3 begins
  - 18:15 Round 3 ends
  - 18:30 Awards and Hugs
- Tourney's End
  - Awards
    - First Place (Most Points after 3 rounds of Swiss)
      - Determined by Total Points, Total Points total from all Passing (Passing + Interceptions), Total Points from Long Bombs, Total Points from Long Passes, Total

Points from Short Passes, Total Points from Quick Passes, Total Points from Interceptions, Total Points allowed over Three rounds, are you still reading this, hot dog eating contest

- Second Place (2<sup>nd</sup> Most Points after 3 rounds of Swiss, using the tie breakers above)
  - Master of the Air (overall highest points from Passing points section)
  - Best Sportsmanship (Votes from opponents)
- Sportsmanship Statement:
- “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.”***