

Heroes Challenge

Date: **February 11th, 2012**

Location: **Games Plus**

Mount Prospect, IL

Registration: **10:00am**

First Game: **10:30am**

4 Games – 2 Hour Per Game Time Limit

Cost: \$10 for NAF / \$15 Non-NAF

RULES / TEAM BUILDING

Heroes Challenge uses the current **CRP/LRB6** rules found here:

<http://zlorpcast.com/JP/CRaP-LRB6.pdf>

You may choose to use one of the **3 new official teams** found here:

<http://zlorpcast.com/JP/NewTeamsLRB6.pdf>

Using **1,100,000gps**, you are to build a team consisting of players, fan factor, rerolls, assistant coaches, cheerleaders and/or an apothecary (if applicable for that race)

You MAY have **less than 11** players on your roster.

No money can be spent on stat or skill upgrades.

Instead you can award one each of the following upgrades to 4 separate 0-12 or 0-16 players. (ie: Linemen players only)

One player may have +1 ST

One player may have +1 AG

One player may have +1 MA

One player may have +1 AV

Any questions, email tournament organizer at jpeletis@gmail.com

This is Version 1.0 of Heroes Challenge rules

Tournament Organizer will provide **colored base rings** for these upgrades that you can keep, so that way everyone knows what color represents what upgrade type. (ie. Red = +1 Strength)

Since this is the Heroes Challenge, we need some Stars!
(*Note: Only Stars from the rulebook will be allowed*)

EVERY team must have at least one Star Player on their roster.

You can hire **up to 4** Star Players total if you wish.

You can have the **same Star Player** as your opponent. (Clones!)

You **CANNOT have more than one** of the same Star on your roster.

You can **proxy Star Player models**, but PLEASE make it clear for your opponent so he knows who is who.

Stars are the **ONLY** type of **Inducement** allowed.

Fouling is ONLY successful on a Doubles Roll. Non-Doubles rolls on Armor or Injury will cause you to be ejected.

Apothecaries heal on a 2+. Place healed player in Reserves.

Standard **Kickoff** Table. Standard **Weather** Table

You will be given **2 Heroes Challenge D6's** to keep that you must use for each game.

Only **GW or NAF Block Dice** allowed.

Bring **three copies of your roster**: One for you, one for opponent, one for Tournament Organizer.

Bring your own board, block dice, templates, and balls.

First round random pairings, then Swiss pairings after that.

Roster/Injuries will reset each game.

GAME POINTS

60pts for a WIN 30pts for a DRAW 10pts for a LOSS

+5pts for each TD a NON-STAR PLAYER scores for your team

There are no bonus points for Casualties

THEME POINTS

After the final game, the Tournament Organizer will award the following bonus points to your score

+50 PAINTING POINTS if your team is fully painted

OR

+15 PAINTING POINTS if your team is partially painted

(Full/Partial Painting determined by the Tournament Organizer)

+50 GOOD GUY POINTS

Only the below races are eligible to receive this bonus

Amazon	Dwarf	Elf	Halfling	High Elf
Human	Lizardmen	Norse	Wood Elf	Slann

SCHEDULE

10:00 – 10:30 Registration

10:30 – 12:30 Game 1

12:30 – 1:00 Lunch

1:00 – 3:00 Game 2

3:00 – 3:15 Break

3:15 – 5:15 Game 3

5:15 – 5:30 Break

5:30 – 7:30 Game 4

7:45 - Awards

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AWARDS

Champion (Highest total points)

They will be awarded the Heroes Sword as a Legacy Trophy, that they may keep for a year, then bring back the following year.

2nd Place (2nd Highest total points)

3rd Place (3rd Highest total points)

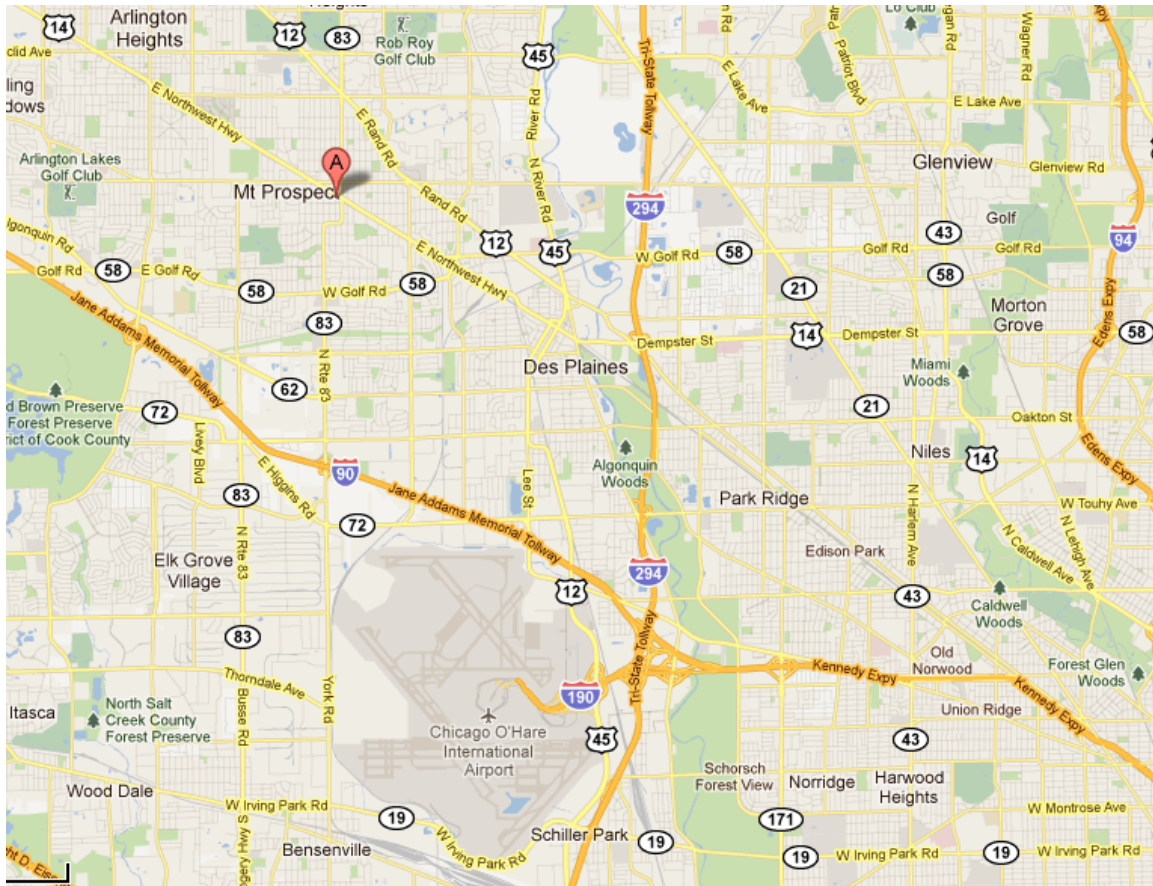
Virtue Award – (Most TDs for)

Valor Award – (Lowest TDs allowed)

Court Jester Award – (Lowest total points)

DIRECTIONS

<http://www.games-plus.com/storeinfo.htm>



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