

Mantic North American Dreadball Circuit NashCorp Cup Regional Tournament Rules 2015

Background

The giant music and advertising NashCorp started out with humble beginning. Helviss Cressley was a young singer with a guitar playing to the locals, mesmerizing the crowds with his catch tunes and gyrating hips. It wasn't until Colonel (retired) Tam Pucker saw him on stage, and saw the way the crowd seemed to follow his every word and movement that the partnership was born.

Colonel Pucker had been in charge of secret projects for the military involving using sound to control and brain wash people without their being aware of it. This research had failed initially, due to the fact that the sound required to implant suggestions and control his subjects was grating and unpleasant to the test subjects. It wasn't until a few years after leaving the military when he took his daughter Milicent to a concert for her 16th birthday that he realized the power that the right type of music had.

Colonel Pucker quickly made his way back stage after the concert, and instantly signed Helviss to a contract. Helviss would write the music, and then Colonel Pucker would add in the underlying sound structure, and when it was performed they found they could influence the crowds to do nearly anything. The first test on live subjects did not go as planned however, as when the song "You ain't nothin but a storm trooper" was performed worked to influence the crowd to gather arms, they found that the demographic of young teen age girls just weren't able to be the lean fighting soldiers that he needed. He was about to abandon the project when he saw Helviss pick up a bottle of Zlurpmaxx to drink between songs - and all the girls in the audience immediately rushed to grab bottles themselves. The idea was sound, it was just the direction that needed improvement. He realized that if they used this new music not to create soldiers, but to advertise products, that they could be richer than they ever imagined. So out of this partnership NashCorp was born.

NashCorp quickly grew to be one of the biggest advertising and entertainment conglomerates in the known galaxy. Their secret and patented "earworm" technology allows them to embed any advertising into popular music, as well as to generate the jingles used across the vid screens for every program, including the Dreadball broadcasts. It wasn't long before they began to sponsor their own Dreadball tournament, the NashCorp Cup, drawing capacity crowds influenced by the music constantly playing before, during, and after the games.

So remember, *When you can't get it out of your head, it's a NashCorp Earworm!*

Format

This tournament will use the "Official NADC Tournament Rules"

This document will list any changes from that document.

Game Time and Victory Conditions

The tournament consists of **three** games over the course of a single day.

Schedule

The tournament will take place on a single day and will use the following schedule:

- 6:00 Event Registration
- 6:30 – 8:00 Game 1
- 8:15 – 9:45 Game 2
- 10:00 – 11:30 Game 3
- 11:45 Awards

Note that the time allocated for each game includes 75 minutes for the game itself plus 15 minutes for meeting, discussing rules and the completing and submitting paperwork afterwards.

Rounds

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The match-ups of the first round (Game 1) will be random. In the following rounds (Game 2 onwards) players will be paired using Tournament Points (TP), as explained below. Once players have completed their game in a given round they should jointly complete the result sheet provided and hand it in to the tournament organizers as soon as possible so that the next rounds can be sorted and started on time.

Rules Questions and Player Conduct

As noted, all rules will be taken from the Dreadball seasons 1-4. In addition, any official FAQ rulings and errata from Mantic Games (published on their website or official forums) will also be used.

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves. If in doubt, the organizers are available to resolve your problem. Please also respect the time each player has. If a question cannot be resolved quickly, please stop the clock until the answer or a solution is decided upon.

Judges will be on hand if players require a ruling. Your judges for the event will be pointed out at the start of the day. A judge's ruling is final.

The organizers reserve the right to take appropriate action for any player they deem to be playing unfairly or acting inappropriately. This may be in the form of a warning, a time or TP penalty or even a forced Time Out result. In extreme circumstances a player may be ejected from the Tournament for inappropriate behavior (such as cheating, excessive swearing, shouting or verbal abuse).

Crowd at the Table

If one player feels discomfort with amount of spectators present at his table, he may request them to step aside. When this happens, a referee will ask everyone around to step away from the table.

Reporting Battle Results

As noted previously, players will be given enough time to play a full game of Kings of War and enough time to hand in results. In order to ensure that the tournament runs smoothly, TP penalties (2 points) will be given to players that report battle results after the scheduled time is over. This penalty will always affect both players.

Note the attached game reporting sheets. These are labeled with the first game being the last sheet so that as each game is reported, the sheet for the game can be removed and handed in to the organizers. For the third game, there is also a place to note your choice for best appearance. This can be any army in the tournament, not just one which you played.