



BloodBowl Tournament

January 29th, 2011
Steelton-Swatara Masonic Lodge No. 775
350 North Harrisburg St.
Oberlin, PA

The Winter Fouling Formal is a 1 day, 4 Round Blood Bowl tournament run by the AGBBL.

Contact the organizers with any questions or concerns: Jamie 'ForceCommander' Fischer (Forcecommander@comcast.net) or Jason 'jkarr' Karr (jkarr@comcast.net)

Tentative Schedule

Saturday January 29th

8:00 a.m. Tournament Location Opens and Registration Begins
9:30 a.m. Round One Matches Begin
11:30 a.m. Round Two Matches Begin
1:30 p.m. Lunch Break and teams will be set up for painting evaluation.
2:30 pm Round Three Matches Begin
4:30 pm Round Four Matches Begin

TOURNAMENT FORMAT

You will participate in a series of four games. In the first round special consideration will be paid to avoid pairing players from the same league; pairing will otherwise be done randomly.

In following rounds the two players in 1st and 2nd place (based on tournament points) will play each other, and so on.... You shouldn't play the same person twice, with the possible exception of the final round.

After four rounds of play the top point earner (including painting) will be declared the winner.

TEAMS

- Any team from LRB 6 as well as the Chaos Pact, Slann and Underworld rosters are allowed
- You will have 1.1 Million Gold to purchase your team
- Rosters must contain at least 11 players
- You may purchase Inducements, per the normal rules, with the exception of Special Play Cards
- You may purchase **ONE** skill for each player on your team; additionally, since this Tourney embraces the fine art of fouling (it's **AGAINST** the rules, but it's **IN** the rules) there are 2 'bonus' skills:
 - Normal skills are 20k
 - Doubles skills are 30k
 - No skill may be purchased more than twice (i.e. you may only buy Block for 2 players)
 - One lineman may be given the 'Sneaky Git' skill at no cost
 - One lineman may be given the 'Stab' skill at no cost

For the purpose of skill assignments, a 'lineman' is the 0-16 choice on a team's roster

Thrown Teammates

In a normal game a thrown team-mate may not be intercepted, but the players at the Fouling Formal are so amped up to cause carnage and mayhem that the following rules apply:

- One player, with Throw Teammate, who would be eligible to make an interception (per the normal rules), may attempt to leap up, snatch the flying player from the air, and spike him into the pitch! Roll a d6: on a '6' the grab has succeeded, place the thrown player prone in any empty square adjacent to the intercepting player and make an armor roll to see if the thrown player is injured. If, however, a '1' is rolled, the players have collided in mid air! Place **BOTH** players prone and make armor rolls for each.
- All players that have the 'Always Hungry' skill also receive the 'Get in my Belly' skill; a player with the 'Get in my Belly' skill is treated as having Pass Block skill but may only attempt interception attempts on thrown players. If the Always Hungry player successfully intercepts, the thrown player is devoured on the spot. If the thrown player had the ball scatter it from the Always Hungry players square, this will be a turnover.

PROCEDURE NOTES

- Timers will not be used
- Illegal Procedure will not be called, if a player forgets to move his turn marker just remind him
- All rosters reset after each match; any seriously injured or dead players will be back for the next game, and any Zombies gained through Raising opposing players are removed

THE SCREAMING FANS!

The diehard fans of Blood Bowl are known to be a violent, foul smelling, ill tempered lot at the best of times.... and the Winter Fouling Formal brings out only the most diehard fans of all! This unruly lot of degenerates loves nothing more than getting their grubby mitts on Blood Bowl players and treating them to a little 'hospitality'.

- If a player is pushed into the crowd +1 is added to the Injury Roll (it's Free Mace Day!)
- If 'Pitch Invasion' is rolled on the Kick-Off Table, players from both teams will be Stunned on a roll of '5' and KO'd on a roll of '6' (Who gave out all these Maces?!)
- If 'Throw a Rock' is rolled on the Kick-Off Table, do not roll to see which team's fans whip the stone, BOTH sets of fans decide to have some target practice! Additionally, thanks to all the Free Maces available to heave at players, add +1 to the injury roll.

TOURNAMENT POINTS

For each game players will be given tournament sheets. Once you have finished your game, both coaches must complete the form and hand it in to the TO. It is important that you fill in all the information as this will determine your ranking and ultimately, the winner of the tournament.

Teams will be ranked after each game using the following criteria in the order given: Tournament points, net touchdowns, net casualties (ALL CASUALTIES are counted, including Stabs, fouls, failed dodge rolls, failed GFI's, crowd injuries, failed Always Hungry rolls, intercepted Thrown Teammates, etc.).

PAINTING

Up to 10 tournament points will be awarded based upon team painting and presentation:

- **Painted** (2 pts): The entire team is painted with at least 3 colors
- **Detailed** (2 pts): All models have been shaded/highlighted
- **Based** (2 pts): All bases are painted and/or textured; being painted green is not enough
- **Numbered** (2 pts): All models are clearly numbered
- **Distinctive** (2 pts): All models on the team are easily distinguishable

Tournament judges will evaluate each team based on these 5 points and not on the aesthetics of the team. This means that a painter of any standard can gain the maximum 10 points if he/she puts in the effort.

SPORTSMANSHIP

Even though this tournament is a celebration of the fine art of Fouling (It's against the rules, but it's in the rules!), this does not mean that players should forget that the game is about having fun. As always, Sportsmanship is not encouraged from attendees, it is REQUIRED! Each player will be asked to rank their favorite opponents to determine overall Best Sportsman.

AWARDS

There will be a prize for the Tournament Champion, 2nd Place, Most Brutal, Best Offense, Best Painted Team, Best Sportsman, Most Brutalized, and the humiliating glory of the Paddle of Shame.