



January 28th, 2012
The Adventurerø Guild
3878 Union Deposit Road
Harrisburg, PA 17109

The FUNdead Fouling Formal is a 1 day, 3 Round Blood Bowl tournament run by the AGBBL.

Contact the organizer with any questions or concerns: Jamie ForceCommanderøFischer (Forcecommander@comcast.net)

Tentative Schedule

Saturday January 28th

9:00 a.m. Tournament Location Opens and Registration Begins
9:30 a.m. Round One Matches Begin
11:30 a.m. Lunch Break and teams will be set up for painting evaluation.
12:30 p.m. Round Two Matches Begin
2:30 pm Round Three Matches Begin

TOURNAMENT FORMAT

You will participate in a series of three games.

In the first round pairings will 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 three 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

Normally a thrown player 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:

- A 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.
- 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 but may only use the skill to attempt interceptions 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 the Always Hungry player poops it out in a random adjacent square, this will be a turnover.

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.

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/Detailed** (2/2): The team is painted with at least 3 colors and is shaded/highlighted
- **Based/Numbered** (2/2): All bases are finished and 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.

FUNdead FOULING FORMAL KICK-OFF TABLE

2	<u>Who Needs Refs?:</u> The referee staff is too terrified to risk taking the field! Unfortunately for the players, that means the fans will be in charge of dispensing justice... For this drive, any player taking a Foul action receives +1 to the Armor or Injury roll. However, if doubles are rolled the fans storm the field to -Give Him The Businessø place the player prone and make an Armor roll. (note that the player making the foul is NOT ejected) Additionally, as fans LOVE mayhem, players with the Secret Weapon skill will NOT be sent off as normal at the end of the drive.
3	<u>Riot:</u> The trash talk between two opposing players explodes, involving the rest of the players! Roll a D6. On a 1-3 both team turn markers are moved forward one space, if this takes either team to turn 8 or more the half ends. On a roll of 4-6 both team turn markers are moved back one space, unless doing so would place either team before turn 1
4	<u>Perfect Defense:</u> The kicking teamø coach may move each player 1 square, but must maintain a legal defense. The receiving team must remain in their original set-up.
5	<u>High Kick:</u> The ball is kicked very high, allowing one player on the receiving team time to move into the perfect position to catch it. Any one player on the receiving team who is not in an opposing playerø tackle zone may be moved into the square where the ball will land, regardless of their MA.
6	<u>Cheering Fans:</u> Each coach rolls a D3 and adds their teamø FAME plus the number of cheerleaders on their team to the score. The team with the highest score is inspired by their fans' cheering and gets an extra re-roll this half. In case of a tie both teams get an extra re-roll.
7	<u>Kick to the Face!:</u> The kicker has a grudge against one of the opposing linemen and launches the ball at him. A random defender on the line of scrimmage is hit; place the player prone and roll for Armor. The ball bounces back into the kickerø half and is counted as a touchback.
8	<u>Brilliant Coaching:</u> Each coach rolls a D3 and adds their FAME plus the number of assistant coaches on their team to the score. The team with the highest total gets an extra re-roll this half thanks to the brilliant instruction provided by the coaches. In case of a tie both teams get an extra re-roll.
9	<u>Quick Snap!</u> The offense starts their drive a split second before the defense is ready, catching the kicking team flat-footed. All players on the receiving team are allowed to move one square, ignoring tackle zones. It may be used to enter the opposing half of the pitch.
10	<u>More Maces!</u> The fans break into a stockpile of commemorative maces and hand them out! For the remainder of the GAME all mace-related rolls (crowd pushes, Itø Raining Maces, Pitch Invasion etc.) are +1 to the roll.
11	<u>It's Raining Maces!:</u> Enraged fans fling maces at players who aren't øGiving 110%ø One random player on EACH team is struck; immediately make an Injury roll, adding +1 for the spiky nature of the justice theyøve been served.
12	<u>Pitch Invasion:</u> The fans decide to put their commemorative maces to good use! Both coaches roll a D6 for each opposing player on the pitch and add their FAME to the roll. If a roll is 6 or more after modification then the player is Stunned (players with the Ball & Chain skill are KO'd).

- Free Mace Day!: If a player is pushed into the stands, add +1 to the Injury roll (Who gave out all these maces?!)
- Catch this, Jerks!: Any Kick that scatters off the pitch will be caught by the fans and hurled back onto the pitch; treat this exactly as if a ball had scattered off the pitch during a drive (d6 direction, 2d6 distance)