



# The Winter Fouling Formal BloodBowl Tournament

January 30<sup>th</sup> 2010

Steelton-Swatara Masonic Lodge No 775  
350 N Harrisburg St  
Oberlin, PA

This is a 3 round, NAF sanctioned, Swiss-style Blood Bowl tournament.

For complete information and online registration go to:

<http://www.bampf.com/winterfoulingformal10/rules.html>



# **Polish up your cleats, it's time for a formal.... A FOULING FORMAL!**

Clean off your gear, brush your hair, and sharpen up your shivs... it's time to crack skulls in style!

The Winter Fouling Formal is a 1 day, 3 round BloodBowl tournament held by the members of the AGBBL. Cost to participate will be \$15, which includes a painted ball and 2 tournament d6s.

If you have any questions, please contact the organizers: Jason 'jkarr' Karr ([Jkarr@comcast.net](mailto:Jkarr@comcast.net)) or Jamie 'ForceCommander' Fischer ([forcecommander@comcast.net](mailto:forcecommander@comcast.net))

## **THE VENUE**

The tourney will be held at the Steelton-Swatara Masonic Lodge:

Steelton-Swatara Masonic Lodge No 775  
350 N Harrisburg St  
Oberlin, PA  
(717) 939-7869

We can neither confirm nor deny the presence of the most Holy Grail at this location.

## **SCHEDULE**

9:30 am	Tournament Location Opens and Registration Begins
10:00 am	Round One Matches begin
12:00 pm	Lunch Break and teams will be set up for painting evaluation.
1:30 pm	Round Two Matches begin
3:30 pm	Round Three Matches begin
5:30 pm	Awards

## **THINGS TO BRING**

Please remember the following:

- Your team
- 3 copies of your team roster
- Block dice and a d8
- If you have them: Blood Bowl board, templates, and markers (we may need a few extras)
- Writing implement(s)

Tournament d6s will be provided, we would prefer they be used during games

## **REGISTRATION**

Registration for The Winter Fouling Formal will primarily be online at the official website:

<http://www.bampf.com/winterfoulingformal10/rules.html>

Pre-registration is highly recommended to allow us to better coordinate prizes.

So do it, jerks.

# **COMPLETE TOURNAMENT RULES**

## **TOURNAMENT FORMAT**

The tournament will be played on Saturday January 30th. You will participate in a series of three games. After each game, you will play against a different opponent. In the first round pairing will be done randomly.

After each round the two players in 1<sup>st</sup> and 2<sup>nd</sup> place (based on points) will play each other, the players in 3<sup>rd</sup> and 4<sup>th</sup> place will play each other, and so on.... you should not play the same person twice.

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

## **ROSTERS**

Coaches have the standard 1,000,000 crowns with which to build their teams. Coaches must CLEARLY indicate on their rosters what their pre-game skill choice is and who it was given to (see Skill Advancement below). This money can also be used to purchase inducements.

Official Races for the tournament are: Amazons, Chaos, Chaos Dwarf, Chaos Pact, Dark Elf, Dwarf, Elf, Goblin, Halfling, High Elf, Human, Khemri, Lizardmen, Necromantic, Norse, Nurgle's Rotters, Ogre, Orc, Skaven, Slann, Undead, Underworld, Vampire, and Wood Elf

## **RAISING THE DEAD**

The extra player in both cases (Necromantic and Undead teams) is added mid-match and is removed from the roster after the match. The positional maximums do apply (no more than 16 zombies).

## **TIMERS AND ILLEGAL PROCEDURE**

No timers will be used unless both coaches agree at the beginning of the match. Illegal procedure may not be called during the tournament as it does not promote the spirit of the event appropriately.

## **DEATH AND INJURIES**

All rosters reset after each match, thus any seriously injured or deceased players will be back for your next match.

## **THE SCREAMING FANS!**

The diehard fans of BloodBowl 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 die hard fans of all! This unruly lot of degenerates loves nothing more than getting their grubby mitts on BloodBowl players and treating them to a little 'hospitality'.

- If a player is pushed into the crowd +1 is added to the Injury Roll (they have Mighty Blow!)
- 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!

## SKILLS

Coaches may give a skill to 3 players of their choice before Round 1, following the rules for a normal advancement roll.

**Additionally**, coaches can choose 1 of the following:

- Give a doubles skill to a non-Big Guy player who has not yet received a skill, following the rules for a double on a Improvement Roll
- Give a second normal skill to a player who already has a skill (except Big Guys or Bull Centaurs)
- Give an AV or MA up to a non-Big Guy player who has not yet received a skill, following the rules for a roll of 10 on an Improvement Roll.

For the purposes of the additional skill, a Big Guy is any player of S5 or more

This tournament embraces the fine art of fouling (It's against the rules, but it's in the rules!) and in that spirit the following additional skill options will apply:

- One lineman will receive the '**Sneaky Git**' skill at no cost; the player that receives this free skill may **NOT** be given additional skills or improvements
- One lineman may be given the '**Stab**' skill as one of the 3 skills referenced above

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

## KICK OFF TABLE

The LRB 5.0 Kick-Off Table will be used with the following changes:

- Get the Ref changed to "...each team gains 1 Bribe for the game"
- Riot changed to "...1-3: Lose 1 turn, 4-6: Gain 1 turn"
- Perfect Defense will allow all defensive players to move 1 square, but they must maintain a legal defense
- Blitz will allow d3+2 players to act , one player may take a Blitz action

## TOURNAMENT POINTS

After finishing their game, both coaches should 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:
  - A Win = 20 points
  - A Tie = 0 points
  - A Loss = -20 points
- Net Touchdowns plus Net Casualties. **ALL** casualties will count, including: Fouls, Stabs, Thrown Rocks, Crowd Pushes, Failed Dodges, Failed GFIs, and Failed Always Hungry rolls

## **PAINTING**

A portion of the tournament points will be awarded based upon team painting and presentation. Up to 10 points are awarded based on the criteria below. The official tournament judges will evaluate each team based on these 5 points and not on the aesthetics of the team. This means that any painter of any standard can gain the maximum 10 points if he/she puts in the effort and follows the guidelines below. All judges' decisions are final.

- **Painted (2 points):** models are fully painted with at least 3 colors
- **Detailed (2 points):** models have had the details painted in a variety of colors or with noticeable effects (shading, highlighting, etc).
- **Based (2 points):** model bases are painted and textured
- **Numbered (2 points):** models are clearly numbered.
- **Distinctive (2 points):** models on the team are easily distinguishable, and the various positions are represented clearly.

**IMPORTANT:** In order to get the points, all models in the team must fulfill the criteria. If even one model fails, the points will not be awarded.

## **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, Best Painted Team, Best Sportsman, Most Brutal, Most Touchdowns, and the humiliating glory of the Paddle of Shame. There will also be '1<sup>st</sup>' awards given for First Score, First Casualty, First Foul Ejection, Trip over the Goal Line (failed GFI for a score), and Triple/Quad Skulls ( a 3 die block all 'Skull' or a 2 die 'Skull' block re-rolled with the same result)

## **THE NAF**

The NAF is an international association of players dedicated to Blood Bowl – Games Workshop's game of fantasy football. The NAF's goal is to act as a central resource for Blood Bowl coaches the world over – offering news, contacts, discussion, sanctioned tournaments, and international player rankings

Sign up now and get a set of official NAF blocking dice. This tournament is NAF sanctioned, which means that any matches you play against another NAF member will count towards your overall ranking.

There will be NAF staff at The 4 Diamonds Cup who can sign you up at the tournament, making you immediately eligible for ranking.

NAF membership is \$10 per year.

You may sign up now by visiting [www.thenaf.net](http://www.thenaf.net)