



## BloodBowl Tournament

November 5<sup>th</sup>  
West Chester Holiday Inn  
943 South High Street  
West Chester, PA 19382  
610.692.1900

The Philly Fall Brawl is a 1 day, 3 Round BloodBowl tournament run by the AGBBL.

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

### Tentative Schedule

#### Saturday November 5<sup>th</sup>

8:00 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

## TOURNAMENT FORMAT

You will participate in a series of three 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 1<sup>st</sup> and 2<sup>nd</sup> place (based on tournament points) will play each other, and so on.... You will play a different opponent each round and shouldn't play the same person twice.

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 **1.2** Million Gold to purchase your team
- Rosters must contain at least 11 players, if you elect to purchase Star Players they do **NOT** count towards the minimum number of players
- You may purchase Inducements, with the exception of Special Play Cards and Wizards
- You may purchase **ONE** skill for each player on your team:
  - Normal skills are 20k
  - Doubles skills are 40k
  - Stat ups may **NOT** be purchased

## 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

## 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 except casualties caused by fouling are counted, including failed dodge rolls, failed GFI's, being pushed into the crowd, etc.). Scores are recorded after each game on the tournament sheets using the list below.

Win = 20 points

Tie = 0 points

Loss = -20 points

## 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

Although we may dream of a championship, at the end of the day we are here for fun. 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.

