



The Most FOUL Blood Bowl Tournament!

Revision Date: 26-Jun-2017

Date & Location

Foul Frenzy 2017 is a one-day four-game Blood Bowl tournament taking place on Saturday August 19^h 2017 at the Coach & Lantern Pub in Ancaster, Ontario.

The Coach & Lantern
384 Wilson Street E.
Ancaster, ON
L9G 2C2

Schedule

Time	Saturday August 20 th
10:30 AM	Registration
11:00 AM	Game #1
1:00 PM	Lunch Break
1:30 PM	Game #2
3:45 PM	Game #3
6:00 PM	Awards

Registration

The cost for the tournament is \$30 which will include your lunch. The Coach & Lantern serves really great food so you'll be sure to find something you like. Your tournament fee includes one item from the appetizer, salad, or sandwich portion of the menu. Any drinks (alcoholic or otherwise) are not included and if you're really hungry and want the fully loaded nachos to yourself I'll need \$5 extra. You can check out their menu at www.coachandlantern.ca. You can send your registration money to me ahead of time via PayPal to chris@engler.ca if you wish. Cash on the day of the event is great, too.

Roster Submission

Coaches that submit their roster ahead of time to chris@engler.ca by Wednesday, August 16th will have their rosters printed for them on the day of the tournament and will receive one randomly-determined Dirty Trick card (per CRP rules) that may be used once during the tournament (i.e. once for the entire tournament, not once per game). Coaches not submitting their rosters ahead of time must arrive with three printed (not hand-written) copies of their roster. Coaches that arrive with hand-written rosters receive - 1 FAME during all of their games.

Modeling Requirements

All players on all teams must be based and clearly numbered. Themed variations on teams are encouraged as long as the models are internally consistent. Teams that are fully painted will receive one free cheerleader and one free assistant coach for the duration of the tournament (does not contribute towards overall Team Value). Whether or not a team meets these requirements is at the sole discretion of the tournament organizer.

Rule #1

Have fun and don't be a jerk. Good-natured ribbing between friends is encouraged but unsportsmanlike behavior will not be tolerated. Any players behaving in an unsportsmanlike manner will be disqualified from the tournament at the sole discretion of either the tournament organizer or the staff of The Coach & Lantern with no refund nor entitlement to any prizes.

Terminology

- The term "Goblin Player" refers to a player with the title "Goblin", "Underworld Goblin", or "Goblin Renegade."
- For ease of readability this document will use the terms "his," "he," and "him" to refer to all genders.

Rules Documents

All Blood Bowl game rules and player costs will reference the following two documents:

- Games Workshop Competition Rules Pack: www.engler.ca/foulfrenzy/BBCRP.pdf
- NAF Tournament Rules v1.3: <https://www.thenaf.net/wp-content/uploads/2017/05/NAF-Rules-Update-v1-3.pdf>

Team Creation

- Coaches will create a rookie team at 1100K Team Value using the Competition Rules Pack (CRP). Slann, Chaos Pact, and Underworld teams are also allowed. Fan Factor **may not** be purchased during team creation.
- All team races that have a Goblin Player in their list of available players have the allowed quantity for the Goblin Player adjusted to 1-16 if it is not that already. All other teams have the following added to their list of available players:

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
1-16	Goblin	40,000	6	2	3	7	Right Stuff, Dodge, Stunty	A	GSP

- Fan Factor may not be purchased outright. Each team's Fan Factor is equal to the number of Goblin Players on the roster and does not contribute to overall Team Value.
- Per the Team Race chart below, only Tier 4 teams may add 0-2 Star Players to their rosters. Reminder: Per CRP rules, casualties suffered by Star Players may not be mitigated by apothecaries on your roster.

Stunty Team Bonuses

- Goblin teams may purchase 0-3 bribes as permanent roster additions at a cost of 50K each instead of 100k each.
- Dirty Player is considered a Normal skill for Goblin Players on Goblin teams.
- Halfling teams may purchase a Halfling Master Chef for 100K as permanent roster addition.

Skill Packs

Teams may add skills to their rostered players per the schedule below. Teams may not acquire the same skill more than three times.

Team Race	Normal Skills	Double Skills	Maximum Added Skills Per Player
Tier 1: Amazon, Chaos Dwarf, Dark Elf, Dwarf, Lizardman, Norse, Orc, Skaven, Undead, or Wood Elf	2	1	1 <small>The <i>Leader</i> skill may not be taken.</small>
Tier 2: Chaos, Chaos Pact, High Elf, Human, Khemri, Necromantic, Nurgle, Pro Elf	4	1	1
Tier 3: Slann, Underworld, or Vampire	4	2	2
Tier 4: Goblin, Halfling, or Ogre	4	3	2
SPECIAL OPTION: For the Love of FOULING! (any team race)	Three of your race's default Lineman position players receive the <i>Dirty Player</i> and <i>Sneaky Git</i> skills. This option may be taken instead of any of the options listed above.		

Tournament Special Rules

- **Yer Not Ded:** This will be a resurrection-style tournament (i.e. rosters reset at the beginning of each round).
- **I Forgotted:** Goblins never expect anyone to remember anything. The “Illegal Procedure” rule will not be used.
- **Cheet to Win:** Once per half, you may try and sneak a Goblin Player on to the pitch from the Reserve Box in this manner:
 1. Place a Goblin Player currently in your Reserve Box in a square along the sideline on your side of the pitch.
 2. Declare the action that you wish to take with this Goblin Player.
 3. Roll a d8. If the result on the roll is less than or equal to the current turn # then you may proceed with the chosen action as if the Goblin Player started the turn in the square you placed it in step 1. Otherwise, your Goblin Player is ejected from the game causing a turnover. Bribes may **not** be used to prevent this ejection.
- **Kikkum Inna Beenz:** There will be a special award for the coach that fouls the most effectively. During each round, coaches should track the number of Stun, Knock-Out, and Casualty results that they achieve via fouling. Coaches will receive one fouling point for a stun, two fouling points for a Knock-Out, and four fouling points for a Casualty. Whether or not players are ejected for fouling doesn't matter.
- **Home Feeld Udvantij:** If you are playing your game on a Foul Frenzy or Blingtoof's Gitbash FF-Fields pitch that you own you may increase your Fan Factor by 1. This does not increase your overall Team Value. If both coaches bring such a pitch then both teams receive this bonus.
- **Dat Guyz Da Boss:** Any rulings on these or any other rules are made at the tournament organizer's sole discretion, whose word is final.

Tournament Scoring

Coaches will be paired randomly in the first round and then by Swiss pairings in subsequent rounds. Coaches will score 3 tournament points for a win, one tournament point for a draw, and zero tournament points for a loss. Any matches conceded by absence will be scored at -1 tournament point to each coach if both coaches are absent with zero touchdowns and zero casualties for each coach. If only one coach is absent the coach that is present will receive 3 tournament points and be deemed to have scored one touchdown and zero casualties and the absent coach will be deemed to have scored zero touchdowns and zero casualties and receive -1 tournament points. Tie-breakers will be as follows:

1. Net Touchdowns
2. Net Casualties
3. Total Touchdowns
4. Total Casualties
5. Random

Trophies in Order of Prestige

- **Tournament Winner:** The coach with the most tournament points and best tie-breakers if multiple coaches have the same amount of tournament points.
- **Best Fouler:** The coach with the most fouling points (as per the “Kikkum inna beenz” rule). The Best Fouler is deemed to be the second-place coach, regardless of tournament record (unless, of course, he also is the Tournament Winner).
- **Most Touchdowns:** The coach whose team scores the most touchdowns.
- **Most Casualties:** The coach whose team scores the most casualties as a result of blocking.
- **Best Team:** This will be voted on by the tournament participants. Although painting, basing, and conversion are important factors this is not simply a best-painted award. Theme and overall presentation factor heavily into this award. You may nominate yourself for this award.
- **Best Sport:** This will be voted on by the tournament participants and will be awarded to the coach who was the most enjoyable to play against and be around over the course of the tournament. Votes may be given to anyone, not just your opponents. You may **not** nominate yourself for this award.
- **Wooden Spoon:** The coach with the worst tournament record.
- Coaches may win multiple trophies. If the tournament director must play to avoid byes and happens to win a trophy that trophy will be awarded to the next-most eligible person.

Prizes

The prizes available at the tournament will be laid out on a prize table. All of the trophy winners listed above, except for the Wooden Spoon, will be allowed to pick one prize from the table in the order listed above. If there are prizes left over after the trophy winners pick their prizes the remaining coaches will be given prizes in descending order of how they placed in the tournament. Trophy winners may receive multiple prizes if they win multiple trophies.

APPENDIX: Dice Rules & Tournament Etiquette

1. Any block dice with clear symbols may be used during the tournament. The tournament organizer (TO) has sole discretion over which block dice may be used.
2. Coaches will be provided with two six-sided dice. The TO or either coach may insist that both coaches use the dice provided for the tournament at the start of any game. Coaches may not compel the sharing of dice or the using of another player's dice.
3. Before the opening kick-off, each coach is obligated to provide his opponent with a copy of his roster and to point out players that have been given upgrades. Upgraded players must be distinctly marked. It is each coach's responsibility to ensure that they fully comprehend their opponents' rosters before games start and that their opponents' figures are marked/highlighted correctly. After the game starts, it is the acting coach's responsibility to know the skills on opposing players that affect his players' actions and opposing coaches are not compelled to provide reminders.
4. Coaches must consistently indicate which players on their team have performed an action on their turn. Turning miniatures around 180 degrees is suggested.
5. Please confirm with your opponent before blocking that you are rolling the correct number of block dice.
6. Rolls requiring multiple block dice to be rolled must be done rolling all dice at once, not one die at a time. If this rule is not observed and a coach rolls multiple dice one-at-a-time when only one die ought to have been rolled, the result of the first block die rolled will be deemed to be the roll's result.
7. If, after rolling any quantity of dice, any of them are cocked or fall off the table the entire pool of dice must be re-rolled. A die is considered cocked if it is not possible to place another identical die on top of it without it falling off.
8. Other than bullet point #6 above, if an incorrect number of dice are rolled then that entire roll is nullified and a new roll is made with the correct number of dice.
9. Dice should be rolled in a manner that ensures random results. You know what this means and what it prohibits. If a coach engages in dice-rolling techniques that, at the tournament organizer's discretion, seek to proactively affect the result that coach will be immediately disqualified from the tournament with no refund and is ineligible for any prizes. Dice cups may be used as long as, when rolling, the cup is shaken vigorously and turned completely upside down.
10. At his sole discretion, the tournament organizer may compel the use of a dice tower.
11. Per the CRP rulebook, coaches are obligated to announce the action each player is taking as it is activated before any dice rolls are made. If a coach forgets to declare a Handoff, Blitz, Pass, or Foul action before rolling any dice during a given player's activation (including but not limited to Wild Animal/Really Stupid/Bonehead rolls, dodge rolls, or picking up the ball) that action will be deemed a Move action by rule. This rule does not cause the coach to lose his Handoff, Blitz, Pass, or Foul action that turn.
12. Missed Opportunities: If a coach forgets to do anything during his turn and game state has changed the opposing coach is under no obligation to allow the take-back.
13. Any disagreements between coaches that cannot be resolved between the coaches themselves that the TO did not witness will be resolved by a coin-flip.