

LAZARBALL

ABOUT THE TOURNAMENT

LazarBall is Aftermath's first DreadBall Tournament and is supported by Mantic games (who have kindly arranged prizes for the day). Each player will play four games scoring points as per the DreadBall rules. The player with the most points at the end of game four will be crowned the first ever **LazarBall** Champion!

A number of prizes will be available, including:

- Overall Tournament Champion
- Most Violent Team
- Best Offence
- Best Painted Team

The tournament will be held at Lazar House, 219 Sprowston Road, Norwich NR3 4HX on **XX XXXX 2013**.

The entry fee will be **£8.00** for the day's event.

CHOOSING YOUR TEAM

We will be using the official starting rosters from the Dreadball rulebook (season 2 might be added at a later date). **Your team must be fully painted and each player must be numbered.**

In addition to the starting roster each player will get 25mc to spend with the following limitations:

- A maximum of **one** card (10mc)
- A maximum of **one** extra coaching die (5mc)
- A maximum of **two** players may get a random skill rolls before game one (5mc each)

Skill rolls will be made by the organiser when you register your team on the day. You choose which of your players gets a skill roll but won't know which skill they'll have until you register your team.

Before game three and game four everyone will get one skill roll for a randomly determined player. This will be made at the start of the game under the supervision of your opponent. Skills for these players will be selected at random using the DreadBall cards.

No player may have more than one skill roll throughout

the tournament (so no player who starts with a skill may get another before game 3, nor can the random player who got a skill before game 3 get another before game 4).

TIME TABLE

09:00 to 09:25	Registration
09:30 to 11:00	Game 1
11:15 to 12:45	Game 2
12:45 to 13:30	Lunch
13:30 to 15:00	Game 3
15:15 to 16:45	Game 4
17:00 to 17:30	Awards

TOURNAMENT FORMAT

Each player will play four games over the course of the tournament. Players will be drawn at random for the first round. In subsequent rounds the results from earlier rounds will be used with the better players being paired against each other.

BEFORE EACH GAME

Before each game swap rosters with your opponent and check that it's clear which miniatures represent which team members and which team members have additional skills. If random skills need to be allocated do this now. If there is a problem, notify an umpire straight away.

Illegal team rosters will have points deducted and anyone caught deliberately cheating will be excluded from the remainder of the tournament.

DURING EACH GAME

The most important rule is to play fair and have fun. If any questions come up during the game speak to an umpire to get any problems resolved.

During the game use the match sheets provided to log any data which is needed.

At the end of the tournament there will be prizes for the player with the most kills and most 3- and 4-point strikes. There will also be team prizes for most damage caused, most strikes scored and highest fan support.

AFTER EACH GAME

Check the match sheet with your opponent making sure all results are recorded clearly and are correct before handing the match sheet to the event organiser.

Please contact Leon at
dreadball@aftermath-tournament.co.uk
if you have any queries.

WINNING THE TOURNAMENT

Overall Tournament Champion

Coaches are awarded 3 points for a landslide victory, 2 points for a win, 1 point for a defeat and 0 points for losing against a landslide victory.

The Coach with the most points at the end of game 4 wins. If there is a tie, the winner will be the player with the most strikes scored during all four games.

Most Violent Team

The award for most violent team will go to the team which causes the most deaths.

Most Offensive Team

will simply go to the team that scores the most strikes over the course of the tournament.

Most Injured Team

This is awarded to the team that suffers the most deaths over the course of the tournament.

Best Striker

This will go to the player (not the team) who scores the most 3- and 4-point strikes over the course of the tournament.

Fans' Favourite

The Team with the most Fan Support at the end of each game added together.

Resolving Ties

If two teams are tied for most of the awards the tie breaker will be whether one of the teams has already won a higher prestige award (we prefer as many entrants as possible to go home with a prize) and, if this

doesn't resolve the matter, then the lowest placed of the eligible teams will get the award.

Best Painted Team

Points will be awarded for:

Being detailed (0-5)
All models are shaded and highlighted

Being WYSIWYG (0-5)
The models represent what is listed on the team's roster sheet

Wow Factor (0-5)
At least three models have been substantially converted or scratch built, or the painting is so exceptional that the judges are left open mouthed. In the (likely) event of an overall points tie for the best painted team, the teams with the highest scores will be laid out for display during the lunch break. Every player whose team is not tied for first place will then get to vote to determine the overall winner.

Note that points earned in the Best Painted Team award do **not** count towards overall prizes.

AWARDS

All awards will be handed out after the final game and will include certificates - and hopefully prizes – for the following awards (roughly in declining prestige):

- Overall Champion
- 2nd Place
- 3rd Place
- Most Offensive Team
- Most Violent Team
- Most injured Team
- The Ladle of Shame

We hope that prizes will be available for some – ideally all – of these awards but this will depend on whether or not we get a full complement of entries.