



EVENT HORIZON Tournament Rules Pack

Sunday, January 27 2018
Franklin Hall - Washington D.C. USA

Welcome!

Welcome to the EVENT HORIZON tournament rules pack. This document provides all the information competitive Coaches need to prepare for the Galaxy's Greatest Sport!

Venue / Tickets / Registration / Fees

EVENT HORIZON is scheduled on DreadBall.com. Please refer to the Events page. While visiting the site, make certain to develop a profile and create a team. There is no fee associated with EVENT HORIZON, though Coaches are encouraged to bribe the Tournament Organizer with beverages*.

*Age Limit

Players must be aged 21 or over. Franklin Hall is a beer hall, and photo identification is required to enter.

AWARDS

EVENT HORIZON acknowledges superior coaching skills. An awards ceremony is conducted at the end of the event, and recognizes the following achievements:

1st Place

2nd Place

3rd Place

Most Sporting Coach

Best Painted

Most Brutal (most inflicted Serious Injuries)

Fan Favorite (most accumulated 'Cheers')

BreadDoll

Sponsorship

EVENT HORIZON is not officially sanctioned by the NADC. However, prize support has been donated by Mantic Games, and the tournament is sponsored by the **BreadDoll.com**

Tournament Placing

Tournament placing is determined at the end of the last game (game 4), according to the following ranked criteria:

1. Tournament Points (TPs), with more TPs placed higher.
2. If Coaches have the same TPs, the next criteria is 'head-to-head.' If both Coaches played each other during the tournament, the winner of that match is ranked higher.
3. The next is cumulative Cheers. This is the total Fan Support Value, not number of cards.
4. The final tiebreaker is cumulative Serious Injuries Inflicted.

NOTE: Serious Injuries Inflicted are injuries of 4+.

Should a tie still occur, the Coaches share the same placing.

Tournament Points > Head-to-Head > 'Cheers' > Serious Injuries Inflicted

Other Awards

Most Sporting Coach. At the end of EVENT HORIZON, Coaches are asked to vote for one opponent most deserving of this award. The Coach with the highest number of votes will win the award. In the case of ties, this will go to the player who has the lowest Tournament Placing.

Best Painted. The EVENT HORIZON Tournament Organizer determines the metrics for best painted team.

Most Brutal. The team inflicting the most Serious Injuries during the four tournament games, and not between matches!

Fan Favorite. The team with the most 'Cheers' during the four tournament games.

BreadDoll. The team in last place.

What Coaches Need

1. A team!
2. All game components: pitch, Rush counters, Score tracker, referee, dice, and cards
3. Rulebook

NOTE: **Event decks are used during EVENT HORIZON.** Coaches are strongly encouraged to bring an event deck if available.

Building A Team

Team Composition

- Players should build a Team with a limit of 1200 mc, using the rules in the League Handbook, Team Cards, MVP Cards, and Collector's Rulebook.
- All Extras may be used, for the costs listed under *Building A Team* in the League Handbook and Collector's Rulebook.
- All Limitations listed under *Building A Team* are used.
- Each Player may be allocated **one** ability at the additional cost of +25 mc per player. The ability is chosen from the Advancement Tables found under Player Upkeep in the League Handbook and Collector's Rulebook.

NOTE: Individual Team Advancement Tables are **NOT** used.

- The rules for Team Captains, are used.
- The rules for all Supporting Staff are used.
- The rules for Renton Rejects, Red Planets, Giants, and Transfers* are used.
- * Each team may Transfer ONE MVP, paying the MVP cost and 150mc transfer fee.
- The following is **NOT** used:
 - We Can Rebuild Him

Miniatures

DreadBall **IS** the Galaxy's Greatest Sport, and it's ***EVEN GREATER*** when teams are wonderfully painted. The better a team looks, the better the game experience. Everyone invests a lot of time and money to make DreadBall special, and EVENT HORIZON celebrates this effort. To ensure the best spectacle, the EVENT HORIZON implements the following rules:

- All team miniatures need to be DreadBall miniatures by Mantic Games.
- The team miniatures need to be fully painted**.
- Conversions are perfectly acceptable, and encouraged.
- The miniatures used must clearly represent the Players on the team. Bear in mind that mutations and parts must be represented.
- Miniatures must be based on 25mm hex bases.

If the Tournament Organizer sees any miniatures that don't fit the above criteria, they may be asked to remove them from the pitch.

**Painting Criteria

Coaches with unpainted models are not turned away. However, EVENT HORIZON encourages great looking teams. The following rules apply:

- All players should be painted to a three-color minimum.
- Threat Hexes should be marked on players bases.

Coaches meeting these minimum requirements are granted 3 Tournament Points (TPs) after Game Four. Coaches not fully meeting these requirements do not gain these points.

Game Time and Victory Conditions

EVENT HORIZON consists of four games played in one day.

Schedule

Each round lasts 90 minutes. A round includes time to set-up, play the game (75 minutes), and record the results.

Sample Schedule (may be adjusted by Tournament Organizer)

Registration 11:00 11:30

Game 1 11:30 1:00

Game 2 1:00 2:30

Game 3 2:30 4:00

Game 4 4:00 5:30

Awards 5:30 5:45

Tournament Points

After each game, Tournament Points are assigned as follows:

Result	TPs
Win	3
Draw	1
Loss	0

After each game, both Coaches must record the following:

- 'Cheers'
- Serious Injuries Inflicted
- Score

Conceding a Game

Should a coach concede a game, the tournament score sheet reflects the following:

	TPs	Cheers	Score	Serious Injuries
Conceding Coach	0	0	0	0
Winning Coach	3	15+***	7	3

*** 15 Cheers are added to already earned Cheers.

All scores are submitted to the Tournament Organizer at the end of each round.

Game Sequence

At the start of each round after the first, the Tournament Organizer announces the opposing Coaches.

Pre-game and Game

- Meet opponent at allocated pitch.

- Discuss what dice circumstances should be re-rolled (e.g. cocked dice).
- Discuss miniatures and team roster.
- If a team includes a Team Captain, the appropriate deck of cards is shuffled and the top 5 cards are drawn. Any 2 of the cards are added into the Coach's hand for the game, making their abilities available to the Team Captain. The two Team Captain Event cards are shuffled into the Event deck.
- Proceed through steps 2 through 11 of *Starting the Game* in the main rule book.

NOTE: The Coach with the lowest team value may decide Home / Visitor.

Ending the Game and Post-game

The game ends in three ways:

1. as per *Ending The Game* in the main rule book.

NOTE: Sudden Death is **NOT** used.

2. The round time limit runs out.
3. One of the Coaches concedes.

Both Coaches fill in the tournament score sheet with Tournament Points, Cheers, Score, and number of Serious Injuries they each inflicted.

The tournament score sheets are handed to the Tournament Organizer.

When there are 10 minutes remaining in the Round, the Tournament Organizer calls last turn. At this point, Coaches must agree how to finish their game on an even Rush.

Allocating Opponents

The match-ups of the first round (Game 1) are random.

From the second game, Coaches are paired using a Swiss system (i.e. matching Coaches based on their TPs, in descending order).

In the case of more than two Coaches with the same number of TPs, Coaches are matched in order of descending accumulated 'Cheers,' and finally Serious Injuries.

The Tournament Organizer may slightly alter allocation to prevent Coaches from competing against each other more than once.

Winning the Tournament

The tournament winner is determined at the end of the last game (game 4), according to the following:

Tournament Points > Head-to-Head > ‘Cheers’ > Serious Injuries Inflicted

Other Information

Event Deck

The Event Deck is used. If Team Captains are in use, remember to extract their Event Cards at the end of every match.

Resurrection Play

The rules for League Games are **NOT** used. Instead, teams are reset to their original composition for the start of each game.

Rules Questions and Player Conduct

As noted, all rules will be taken from the DreadBall rule book and League Handbooks. In addition, any official FAQ rulings and errata from Mantic Games will also be used. EVENT HORIZON will also be play-testing the 2019 FAQ rulings (to be distributed to Coaches on 1/26).

Please note that there is absolutely nothing wrong with asking Coaches to show an appropriate rule or Team Card. EVENT HORIZON only requires that the request is asked nicely and politely. Coaches are encouraged to resolve any problems themselves. If in doubt, the Tournament Organizer is available for final ruling.

Sportsmanship

There are no sportsmanship scores at EVENT HORIZON, but Coaches do vote on the person they played who was most deserving of this award. EVENT HORIZON expects all games to be played in an enjoyable manner. Coaches should be fair and respectful to their opponents, displaying a fun and inclusive attitude to the game.

Crowding at the Table

If one Coach feels uncomfortable with the number of spectators present at their table, they may request them to step aside. When this happens, the Tournament Organizer will ask everyone around to step away from the table.

Stalling and Reporting Results

Coaches are given enough time to both play a full game of DreadBall, and hand in results. To ensure that a tournament runs smoothly, a TP penalty of -1 point is applied to any Coach that reports game results after the scheduled time is over. This penalty is at the Tournament Organizer’s discretion.