

The Fulginium Bowl is characterized by being one of the oldest Italian tournaments, the first edition dates back to 2008, it is remembered, known and appreciated for being the "tournament where you eat !!!". In fact, the dinner on Saturday with its over 20 courses (including truffle-based), the "light" lunches on Saturday and Sunday, and the "snacks" on Saturday and Sunday afternoon, in addition to the infinite availability of Maurizio, the manager ...

Starting from the fourteenth edition, the Fulginium Bowl has also taken the definition of "Memorial Paralla", in memory of Mario, the "Paralla", an esteemed player, a great supporter of the Fulginium Bowl and always among the first to register for the tournament, of which all remember his sympathy and his "flying" Haflings on the field. For each player registered in the Fulginium Bowl, 5 euros will be donated from the registration fee to Mario's family to support his wife and his son.

RULES

The rulebook used is the Ruleset Blood Bowl second season edition 2020 with the following exception:

- Inducements and special cards are not allowed. The only exceptions are: Halfling Master Chef, according to the special rule "Halfling Thimble Cup" for Halfling teams (0-1 cost 100k); Bribes according to the special rule "Bribery and Corruption" (0-3 each 50k) for Goblins and Snotiling teams; Riotus Rookies according to the special rule "Low Cost Linemen" for Ogre teams (0-1 cost 100k).
- Magic Healing rule is applied: all the casualties inflicted during a game are regenerated for the next match.
- for Necromantic Horror and Shambling Undead teams once per game, if a player on the opposing team with a Strength characteristic of 4 or less and that does not have the Regeneration or Stunty traits suffers a Casualty result of 15-16, DEAD, and if they cannot be saved by an apothecary, a new rookie Zombie Lineman player can be placed immediately in the Reserves box of this team's dugout. Note that this may cause the team to have more than 16 players for the remainder of this game.
- for Nurgle teams once per game, if an opposition player with a Strength characteristic of 4 or less that does not have the Decay, Regeneration or Stunty traits suffers a Casualty result of 15-16, DEAD as the result of a Block action performed or a Foul action committed by a player with Trait Plague Ridden that belongs to your team, and if that player cannot be saved by an apothecary, you may choose to use this Trait. If you do, that player does not die; they have instead been infected with a virulent plague! a new 'Rotter Lineman' player can be placed immediately in the Reserves box of your team's dugout (this may cause a team to have more than 16 players for the remainder of this game).
- There is no "illegal procedure".
- There is no four-minutes time limit.
- The duration of the match is set at 2,15 hours. After that time the referee may decide to stop the match.

Will be mandatory the use of the same colors for the rings/bases of the most common skills as in the NAF World Cup IV, so Blu = BLOCK; Green = Guard, Yellow = DODGE; Orange = TACKLE; White = WRESTLE; Red = MIGHTY BLOW; Purple = LEADER;

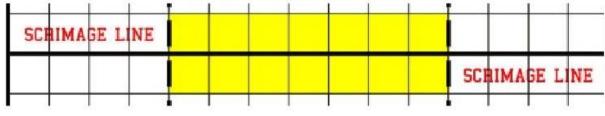


For the others less common skills, the choice of the color of the ring/base is free. Each player is entitled to request from the organization bands/rings of the color suited to the basic skills if the opponent does not have rings/bands of the right color.

### **HOUSE RULES**

"Reroll dellu Centru dellu Campu"

Because of its central position, in the middle of Umbria region and of Italy, Foligno, is also called "Lu Centru dellu Munnu", which means the center of the world. No blood bowl pitch can escape from this "rule", so every team will have a special Team Reroll which can be used (once per half) only to reroll a legal (no armour/injury rolls and so on) event occurred on the 2 central lines of the pitch as shown below. That reroll is called "Reroll dellu Centru dellu Campu" (Reroll of the Center of the Pitch).



#### CLARIFICATIONS:

RR can only be used by a player who is in one of the yellow area squares. So at the beginning, during or at the end of his action, the player in order to use the RR must be in one of the yellow squares.

EXAMPLE	FAILED DODGE YES	FAILED BLOCK YES	FAILED BLITZ YES	
SCRIMAGE L	INE A	A	A	
	A	A	A SCE	IMAGE LINE

### TEAM ROSTER

Every coach has 1.100.000 golden pieces to build his team, choosing from the teams of the rulebook of the Blood Bowl starter box Second Season edition 2020, from "Teams of Legend" GW supplement and from "NAF Rules for Tournament from 1st January 2025". **Are not allowed Star Players.** 

To create the team roster is mandatory use the excel file **blood-bowl-2020-roster-tourney-v8.0.xlsx** (**tournament setup**) **or later version** downloadable from download page of <a href="www.fbbfederation.it">www.fbbfederation.it</a> site.

It is up to each player to check their opponent's team roster before the start of each match.

The 1.100.000 MO can be spent only for team purchases (players, Reroll, Doctor, Fan Factor, Assistant Coach and Cheerleader), any additional skills can only be purchased with the range's tier bonus.

**Example**, to form my team I spent 980k gp, with the 20k gp left I cannot purchase an additional primary skill, while I can add them to the 30K gp bonus for further team purchases (players, Re-roll, Apothecary, Fan Factor, Assistant Coach and Cheerleader).

Skills, are 5 primary and 1 secondary (the secondary may be changed in primary) and are so allotted: 2 primary skills and 1 secondary skill before the start of the first match, 3 primary skills before the start of the fourth match. Each player can have only one additional skill. All the skills progression may be

decided after that you have seen your opponent.

For the stunty teams only (Halfling, Goblin, Ogre, Snotling): all the primary skills can be changed into secondary skills, if assigned to stunty players.

There are additional "bonus" skills according the Race's Tier (the Race's Tiers were specialy designed for the Fulginium Bowl due to ist low TV). These "bonus" skills are assigned before the start of the first match.

TIER 1 no bonus: Amazon, Dark Elf, Dwarf, Lizardmen, Norse, Orc, Shambling Undead, Skaven, Underworld Denizens, Vampire

TIER 2 bonus 30k gp to spend for the team or additional skills (no characteristic improvements): Black Orc, Chaos Dwarfs, High Elf, Human, Necromantic Horror, Slann, Tomb King, Wood Elf

TIER 3 bonus 50k gp to spend for the team or additional skills (no characteristic improvements, for the Gnomes if the additional primary skills are assigned to stunty players, those skills may be secondary instead of primary skills and payed 20k gp instead of 30k gp): Chaos Chosen, Chaos Renegade, Elven Union, Gnomes, Imperial Nobility, Khorne, Nurgle, Old World Alliance,

TIER 4 bonus 70k gp to spend for the team or additional skills (no characteristic improvements, if the additional primary skills are assigned to stunty players, those skills may be secondary instead of primary skills and payed 20k gp instead of 30k gp): Goblin, Halfling, Ogre, Snotling

The cost for the skills will be 20k gp for primariy skills and 30k gp for secondary skills. Random skills are not allowed. No player can have two cumulative skills.

All the miniatures chosen to represent players have to be easily recognizable. A human can represent a norse, a wood elf can represent a pro elf, but an amazon can't represent an orc...

### THE TOURNAMENT

The tournament is based on the swiss system, and consist of 6 matches. There are prizes for the first ranked, second and third, top scorer, best defence, best foreign coach, top killer (most blocking casualties), best stunty team (stunty team are considered: Halfling, Goblin, Ogre. Note: there will be stunty team prize only if there will be at least 2 stunty teams in the tournament), best race team (Note: this prize will be awarded only if there are at least 2 teams of the same race in the tournament, example: if there are 2 nurgle teams, the prize for the best nurgle team will be awarded)

#### **SCORE**

Score is so calculated;

Victory 5 points

Draw 2 points

Defeat 0 points

Conceding -5 points (5 points to the opponent for classification)

#### Tiebreaker:

- 1. 50 points system (30 points +/- 10 for victory/defeat, +/- 3 points for touchdown made/suffered, +/1 point for casualty made/suffered, for a max total of 50 points and a minimum of 0 points);
- 2. Total Score:
- 3. Touchdown difference;
- 4. Casualties difference;
- 5. Touchdowns:
- 6. Casualties;
- 7. Draw;

## **TIMETABLE**

Saturday, March 1

- 09,00 Registration
- 09,30 1st match
- 11,45 lunch (may vary, until 1.00 pm, in the event that the restaurateur does not get back to the times, the first half of the match will be played, lunch break and then the second half of the match will resume, consequently there will be a postponement on the subsequent times.)
- 13,00 2nd match
- 15.30 3rd match
- 18,00 4th match

## Sunday, March 2

- 09.30 5th match
- 12,00 lunch (may vary)
- 13,00 6th match
- 15,30 prize awarding

## REGISTRATION

It will be possible to register at the tournament until Friday 28 february 2025. In order to registrate you need to communicate: name, NAF nick and number, team name and race, nationality. For the registration send an e-mail to this address: alecalx63@gmail.com.

To ensure the high level of service from the Ulivo staff that has always distinguished it over the years, the number of participants is limited to 100 people.

The cost of registration to the tournament is 25 euros for NAF members (of which 5 euros will be donated to the family of Mario the "Paralla" to whom the tournament is dedicated) or 30 euros for non NAF members (of which 5 euros will be donated to the family of Mario the "Paralla" to whom the tournament is dedicated and and 5 euros for the concurrent registration to the NAF).

At the moment of the registration, we'll give you a set of 5 custom dice (2d6 and 3 block dice) produced only for the Fulginium Bowl in limited sets, and one special reroll token (Re-roll "dellu Centru dellu Campu").

## **TOURNAMENT LOCATION**

The tournament will be played at the Hotel-Restaurant L'ULIVO, address via Monte Bianco 23, Matigge di Trevi 060389 (PG), Italy, tel and fax +39.0742.78969, www.borgoulivo.it, info@borgoulivo.it

### WHERE LODGING

The Hotel-Restaurant L'ULIVO has made us a special offer for the tournament with different solution: For the reservations of rooms send an e-mail to this address: alecalx63@gmail.com.

The special offer consist of: THE NIGHT OF SATURDAY WITH BREAKFAST, SATURDAY DINNER, SATURDAY AND SUNDAY LIGHT LUNCHES\*

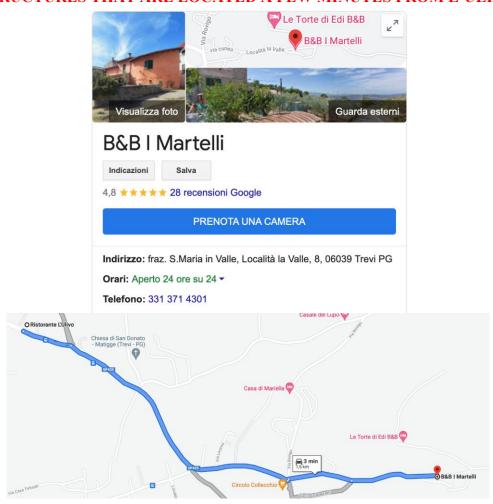
\*IMPORTANT NOTICE, I HAVE RECEIVED COMMUNICATION FROM THE OWNER OF L'ULIVO THAT THE HOTEL IS FULL. BELOW ARE INDICATED TWO STRUCTURES THAT ARE LOCATED A FEW MINUTES FROM L'ULIVO.

These are the price of the special offer for different solutions:

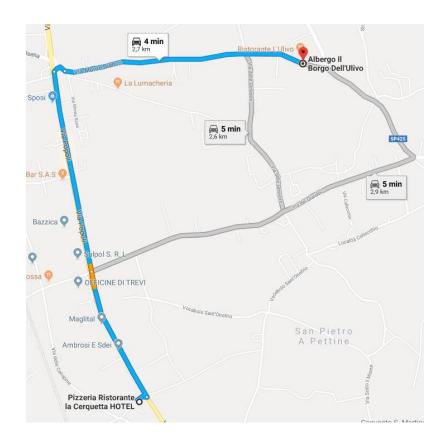
- Quadruple room: 95 euros per person (each extra night with breakfast +35 euros per person);
- Triple room: 100 euros per person (each extra night with breakfast +40 euros per person);
- Double room: 105 euros per person (each extra night with breakfast +45 euros per person);

- Single room: 130 euros per person (each extra night with breakfast +70 euros per person); THEN FOR THOSE WHO ARE NOT STAYING AT THE ULIVO, THERE ARE TWO DIFFERENT SOLUTIONS FOR "FOOD!" =
- Light Food: 40 euros for lunch of Saturday, breakfast of Saturday, lunch of Sunday, breakfast of Sunday;
- Heavy Food: 70 euros for lunch of Saturday, breakfast of Saturday, dinner of Saturday, lunch of Sunday, breakfast of Sunday;

# STRUCTURES THAT ARE LOCATED A FEW MINUTES FROM L'ULIVO

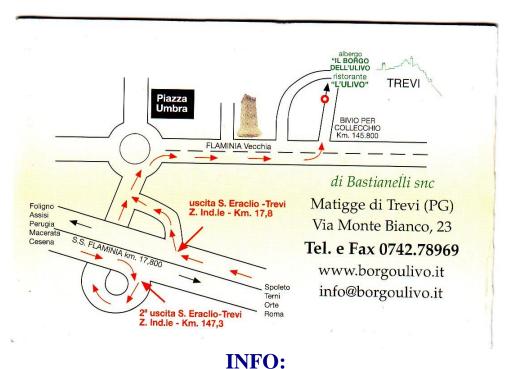






I hope to see you ..

### **LEONIDA**



guilded

Sezione Tornei: Fulginium Bowl 16+1

FACEBOOK: Fulginium Bowl – il torneo di Blood Bowl di Foligno

00393703173970 Alessandro (nick Naf : LEONIDA) Mail: alecalx63@gmail.com

## VARIOUS INFORMATION

The Fulginium Bowl is one of the oldest Italian tournament (first edition was in 2008), it is much appreciated for is location as reported in a NAF article, a beautiful typical hotel restaurant in Umbria in the center of Italy, "Il Borgo dell'Ulivo" (<a href="http://borgoulivo.it">http://borgoulivo.it</a>), where all the players can sleep (until exhaustion of available rooms), play and taste its special dinner, the two light lunches, now famous in many parts of Europe having had players from 12 different nations over the years, from Malta, Germany, UK, Norway, Spain, Belgium, Finland, Sweden, France, Danmark, Switzerland and Bulgaria.

### **Tourist Informations**

The nearest airport is Perugia (Sant'Egidio) which is a Ryanair hub. Others airport are Rome (about 150km), Florence (about 180km), Pisa about (250km), Bologna (about 290 km) and Falconara (about 130km)

For those that want come with wife, girlfriend or only to have some day of relax and holiday

We are in the heart of the romanic and medieval Italy, we are about 5 km from **Trevi**, 15 km from **Montefalco** (that is famous for two Italian red wines: the "Sagrantino" and "Rosso di Montefalco", there is the possibility to visit the farms where are produced) and **Spello**, 20 km from **Assisi** (the town of San Francesco) and **Spoleto**, 40 km from **Perugia**, 60 km from **Gubbio**, **Todi**, **Orvieto**. Other appreciated typical products of Umbria are genuine olive oil and truffles. All this in Umbria the region in the center of Italy.