

RMO 2025

Day 1 - Lone Star Throwdown

Day 2 - Feast of Flames



EVENTS

OFFICIAL PLAYER PACKET



[EVENTS.FRONTLINEGAMING.ORG](https://events.frontlinegaming.org)



EVENT SUMMARY

You **must** have a ticket to participate in games. This also grants entry into the gaming hall during the entire event.

The Lone Star Open is our military appreciation that's Texas-sized and full of perks! Come battle it out with the best of the best and have yourself a great weekend at this amazing and large venue. Special perks will be offered to both currently serving and formally serving military personnel.

The Lone Star Open takes place at the Marriott Dallas Allen Hotel, conveniently connected to the Watters Creek Convention Center, located at 777 Watters Creek Blvd, Allen, TX 75013.

Tickets for this event can be purchased [HERE](#)

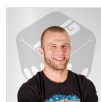
Find everything you need to know including discounted room block, schedule, etc:



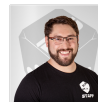
ORGANIZERS



JAKE JACOBSON
FLG VP



MIKE GANDOLFO
FLG Road Warrior



AURELIO CORREA III
FLG General Manager

Contact FLG Events Admin: [Jake Jacobson](#)

Stay up to Date: [Frontline Gaming Community Facebook Group](#)

Tournament Organizer Names

Drew Buccicone

Contact Information

bbtexastrailblazers@gmail.com

EVENT SCHEDULE

Event Room: Watters Creek Convention Center Hall, inside Marriott Dallas Allen.

Schedule Day 1 - Saturday Lone Star Throwdown

Rounds	Start Time	End Time
Registration/Paint Judging	09:00	09:30
Round 1	09:30	11:45
Lunch	11:45	12:30
Round 2	12:30	14:45
Round 3	15:00	17:15

Schedule Day 2 - Sunday - Feast of Flame

Rounds	Start Time	End Time
Registration/Paint Judging	09:00	09:30
Round 1	09:30	11:45
Lunch	11:45	12:30
Round 2	12:30	14:45
Round 3	15:00	17:15

FORMAT & FAQ'S



Day 1 - Lone Star Throwdown

What You Should Bring

- Your Painted Blood Bowl Team
- Four Copies of your Team Roster
- Your NAF Block Dice, a D8, and a D16. The tournament will provide tournament specific dice that must be used for the tournament
- Blood Bowl Field/Dugouts/Scatter Templates

Tournament Rules

Please send a copy of your roster to bbtexastrailblazers@gmail.com. Rosters received on or before 8/6/25 will receive 5 bonus points.

This is an NAF event. If you don't have NAF membership, we'll get you signed up at the event.

This will also be part of the SCARS regional blood bowl event.

All rulings from the current May 2024 FAQ will be in effect as seen here:

<https://www.warhammer-community.com/en-gb/articles/OT5qbuxL/blood-bowl-faq-bommas-bloodlust-and-blocking/>

Rosters Printed in the Blood Bowl Second Season Rulebook as well as the Khorne Roster in Spike #13, the Norse Roster in Spike #14, the Amazon Roster in Spike #15, the Vampire Roster in Spike #16, the Gnome Roster in Spike #17 and the Chaos Dwarf Roster in Spike #18 or any other rosters from Spike Journals released at least two weeks before the event will be allowed.

General Rules

- Each match will roll their own weather.
- The Standard Kick Off chart will be used.
- This will be a resurrection style tournament. (All injuries will be healed prior to the next match)
- No star player points will be accumulated or carried into the next match.
- Miniatures require a Minimum of 3 colors and must be based.
- Each model must be easily identifiable, i.e., numbered.
- We will be running 3 rounds of Swiss over one day.
- No Overtime will be played.
- We will be strictly enforcing a two-hour and fifteen-minute time limit.
- Once Time has been called, the active coach may finish the current player's action.
- Once that player is finished, the game is over.

Team Building Rules

TIER

Tier 1: Lizardmen, Shambling Undead, Dark Elves, Skaven, Amazons, Wood Elves, Vampire, Dwarves

Tier 2: Slann, Underworld Denizens, Orc, Norse, High Elves, Humans, Necromantic Horror

Tier 3: Tomb Kings, Elven Union, Old World Alliance, Imperial Nobility, Chaos Dwarves

Tier 4: Khorne, Black Orcs, Chaos Chosen, Chaos Renegades, Nurgle

Tier 5: Goblins, Ogres, Halflings, Snotlings, Gnomes

STARTING GOLD AND STAR PLAYER POINT (SPP)

Tier 1: 1100k & 36 SPP

Tier 2: 1120k & 42 SPP

Tier 3: 1140k & 50 SPP

Tier 4: 1160k & 56 SPP

Tier 5: 1180k & 64 SPP

Whilst assembling your team, spend SPP according to the rulebook.

No random skills or stat boosts may be purchased.

Tier 1 and 2 may improve 1 player with 2 skills.

Tier 3 and 4 may improve 2 players with 2 skills

Tier 5 may improve 3 players with 2 skills.

Unspent gold and star player points are lost.

You must field 11 players before hiring a star player.

BANNED STAR PLAYERS

The following star players are banned and cannot be hired by any team:

Morg, Griff, Skitter, Hakflem, Bomber, Cindy, Zzharg, Estelle, Dribl & Drull, Deeproot, Kreek,

Varag, Hthark. All almanac releases: Jordell, Anqi Panqi, Jeremiah, Swiftvine, Maple, Guffle.

LIST OF ELIGIBLE INDUCEMENTS

- Bloodweiser keg
- Mortuary assistant
- Plague doctor
- Wandering apothecary
- Team mascot
- Bribe
- Master chef
- Riotous rookies

Scoring

Matches will be scored as follows

- Win: 60 points
- Draw: 30 points
- Loss: 10 points

- Keeping it Close: 3 points (Lose by only 1 TD)
- CAS from Blocks (you get 1, not both)
 - Out injure opponents by 2+ : 2 points
 - Out injure opponents by 3+: 5 points
- Pitch Clear: 5 points (only achievable once)
- TD's (you get 1, not both)
 - Out score opponent by 2+: 2 points
 - Out score opponent by 3+: 5 points
- Dirty Deeds: 1 point per Foul CAS, Secret Weapon CAS, and Crowd Surf CAS
- Finish on Time: 2 points

Day 2 - Feast of Flames



What You Should Bring

- Your Painted Blood Bowl Team
- Four Copies of your Team Roster
- Your NAF Block Dice, a D8, and a D16. The tournament will provide tournament specific dice that must be used for the tournament

Tournament Rules

Please send a copy of your roster to bbtexasrailblazers@gmail.com. **Rosters received on or before 8/6/25 will receive 5 bonus points.**

This is an NAF event. If you don't have NAF membership, we'll get you signed up at the event.

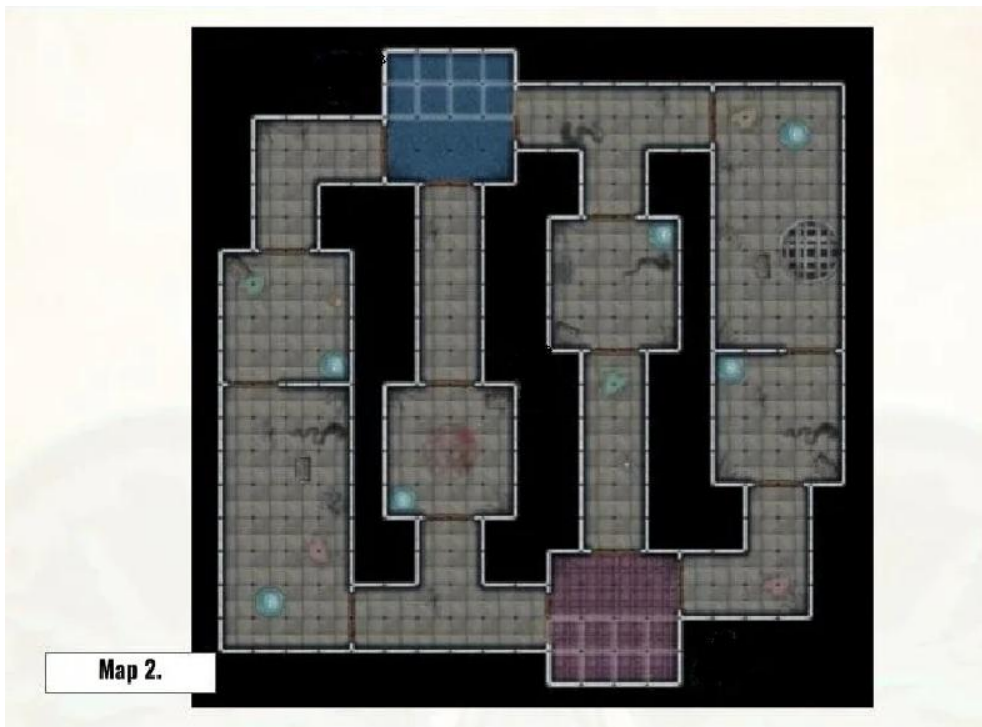
This will also be part of the SCARS regional blood bowl event.

All rulings from the current May 2024 FAQ will be in effect as seen here:

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Map 1.



Dungeon Setups:

- There will be three different dungeons randomly assigned per table.
- There will be 6 treasure tokens scattered throughout the dungeon
 - 3 Balls
 - 3 Fireball

- Coaches will randomly set the treasure tokens into predetermined locations on the maps.
- All Teleporters will be placed in predetermined locations

General Rules

- 3 Ball Dungeon Bowl (thanks Bonehead Podcast)
 - When a player scores the ball is removed from play and the player is placed in reserve.
 - § This ends the player's action but does not end your turn.
 - § You may teleport that player back to the pitch if you have not used the teleporter yet this turn. The returning player does not get another activation this turn.
- If 1 team scores 3 touchdowns, the match ends.
- Once the time limit is reached, the match ends (finish active player's action).
- This will be a resurrection style tournament. (All injuries will be healed prior to the next match)
- No star player points will be accumulated or carried into the next match.
- Miniatures require a Minimum of 3 colors and must be based.
- Each model must be easily identifiable, i.e., numbered.
- We will be running 3 rounds of Swiss over one day.
- We will be strictly enforcing a two-hour and fifteen-minute time limit.

Team Building Rules

College Teams Only! Please review the list of College Teams listed in the Dungeon Bowl Rule Book.

Coaches receive 1,000,000 gold pieces to build a team to represent their supporting college.

Coaches have 36 Star Player points to distribute amongst their team as described in the rulebook.

No Player may receive more than 1 additional skill.

No random skills or stats improvements may be given.

Unspent gold and star player points are lost.

No Star Players are allowed.

LIST OF ELIGIBLE INDUCEMENTS

- Bribes (0-3) – 100,000
- Bright Wizard (0-1) – Available to all Colleges – 100,000
 - Once per match, your wizard may cast Fireball immediately after any of the opposition's team turns has ended.

§ Choose a target square anywhere in the dungeon and roll a D6 for each Standing player (from either team) that occupies either the target square or a square adjacent to it:

- On a roll of 4 +, the player has been hit by the Fireball.
- On a roll of 1-3, the player manages to avoid the Fireball.

§ Any Standing players hit by the Fireball are Knocked Down. When a player is Knocked Down by a Fireball, you may apply a + 1 modifier to either the Armor roll or Injury roll. This modifier may be applied after the roll has been made.

- Breathe Fire (0-3 Linemen players with no additional skills added) – 40,000
 - Once per activation, instead of performing a Block action (either on its own or as part of a Blitz action), this player may perform a Breath Fire Special action.
 - When a Player makes a Breath Fire Special action, they may choose on Standing opposition Player they are Marking and roll a D6, applying a -1 modifier if the target has a ST of 5 or higher:

§ 1, Player performing Breathe Fire is Knocked Down

§ 2-3, Nothing happens

§ 4+, Opposition Player is Placed Prone

§ 6, Opposition Player is Knocked Down

- After the Breath Fire Special action has been resolved, this player's activation
- Flame Feet (0-1 Linemen player with no additional skills added) – 40,000

- Once per activation, while performing a Foul action, A Player may use Flaming Feet.
- When a Player makes a Flame Feet Special Action, roll a D6.

§ 1, Player performing Flame Feet is Knocked Down (armor and injury)

§ 2, Nothing happens

§ 3-4, Player rolls armor on the opponent player, adding a +1 modifier to the armor (in addition to other foul modifiers).

§ 5, Player rolls armor on the opponent player, adding a +1 modifier to the armor and the injury (in addition to other foul modifiers).

§ 6, Player rolls armor on the opponent player, adding a +2 modifier to the armor and +1 to the injury (if armor is broken and in addition to other foul modifiers).

Scoring

Matches will be scored as follows

- Win: 60 points
- Draw: 30 points
- Loss: 10 points

- Keeping it Close: 3 points (Lose by only 1 TD)
- CAS from Blocks (you get 1, not both)
 - Out injure opponents by 2: 2 points
 - Out injure opponents by 3+: 5 points
- Dungeon Clear: 5 points (only achievable once)
- TD's (you get 1, not both)
 - Out score opponent by 2: 2 points
 - Out score opponent by 3: 5 points
- Dirty Deeds: 1 point per Foul CAS, Stab CAS, Breathe Fire CAS, and Secret Weapon CAS
- Finished on Time: 2 points

Awards

We will be spreading the wealth for Trophy Prizes. A coach may only win one award. Tournament organizers reserve the right to adjust the awards based on previously explained reasons or extenuating circumstances.

- First Place (Most Total Points)
- Dungeon Boss (2nd Most Total Points)
- Cheering Fans (Sportsmanship)
- Best Painted (Voted on by the coaches)
- Most Brutal (Most CAS caused from Blocks)
- Touch Down (Most Touchdowns)
- Dirty Deeds (Most CAS caused by Fouls, Stab and Secret Weapons)
- The Wooden Spoon (last place)

For determining the match pairings and final standings; the following tiebreaker order will be used:

1. Coach Total Points
2. Opponents Total Points
3. Total Touchdowns For x3 + Total Blocking Casualties For x2 + Total Dirty Deeds CAS For x 1
4. Roster Submitted Before the Tournament (8/6/2025)
5. Best Team Name & Theme (as determined by the tournament organizer)

6. A test of speed
7. A test of precision
8. A test of strength
9. A leap from the lion's head

Sportsmanship Statement:

“We are here for the fun of the game. Sportsmanship is not only encouraged but is required! Fouling 16 turns in a row and running up the score is not poor sportsmanship, but gloating and ridiculing your opponent while doing so is. Throwing Dice, miniatures, etc. is poor sportsmanship and will not be tolerated.”

AWARDS

Lone Star Throwdown

- First Place (Most Total Points)
- End Boss (2nd Most Total Points)
- Cheering Fans (Sportsmanship)
- Best Painted (Voted on by the coaches)
- Most Brutal (Most CAS caused from Blocks)
- Touch Down (Most Touchdowns)
- Dirty Deeds (Most CAS caused by Fouls, Secret Weapons, and the Crowd)
- Stunty Cup (Highest placed Tier 5 stunty team)
- The Wooden Spoon (last place)

Feast of Flames

We will be spreading the wealth for Trophy Prizes. A coach may only win one award. Tournament organizers reserve the right to adjust the awards based on previously explained reasons or extenuating circumstances.

- First Place (Most Total Points)
- Dungeon Boss (2nd Most Total Points)

- Cheering Fans (Sportsmanship)
- Best Painted (Voted on by the coaches)
- Most Brutal (Most CAS caused from Blocks)
- Touch Down (Most Touchdowns)
- Dirty Deeds (Most CAS caused by Fouls, Stab and Secret Weapons)
- The Wooden Spoon (last place)

Sportsmanship Statement:

“We are here for the fun of the game. Sportsmanship is not only encouraged but is required! Fouling 16 turns in a row and running up the score is not poor sportsmanship, but gloating and ridiculing your opponent while doing so is. Throwing Dice, miniatures, etc. is poor sportsmanship and will not be tolerated.”

For both tournaments, determining the match pairings and final standings; the following tiebreaker order will be used:

1. Coach Total Points
2. Opponents Total Points
3. Total Touchdowns For x3 + Total Blocking Casualties For x2 + Total Dirty Deeds CAS For x 1
4. Roster Submitted Before the Tournament (8/6/2025)
5. Best Team Name & Theme (as determined by the tournament organizer)
6. A test of speed
7. A test of precision
8. A test of strength
9. A leap from the lion's head

If You Have QUESTIONS Email us at bbtexasrailblazers@gmail.com and we will do our best to get you an answer!