

## Al-Kohrn Cup Tournament Season 2513

**Indoor Stadium-** All players push out of bounds is considered to hit the wall instead of going into the crowd and an armor roll is made. Only if an injury occurs will the pushed player be down. Players block down and pushed into the wall is like a normal down result. A Ball that bounces out of bounds gets thrown in just like they do under normal rules, except they are bounced back in by the wall.

- **Gift of the Ancient Ones-** Both teams get two random cards 50K Cards from the deck. This is from the whole deck of 52 cards.
- **Spoils:** Al-Kohrn Cup Champion gets an extra **80K** in winnings and 2<sup>nd</sup> an extra **40K** in winnings

Best team from each division goes to finals. Each division will use the same point system that is in the DBBL. Group tie breakers are as follows: 1<sup>st</sup> Tie Breakers Total Sum of TD's and CAS for each team, 2<sup>nd</sup> Tie Breaker is Team Rating, 3rd Tie Breaker Sum of Star Player Points, 4<sup>th</sup> Most INT, 5<sup>th</sup> Most CMP.

D10	Special Kick Off Table	Description
1	<b>Rogue Mummy</b>	An independent mummy crawls his way up from his tomb and comes on the middle of the field on the Scoreboard side, (closet space to the kicking team) use the Throw-In Template for his first move. Mummy will move before each players turn D8/D8 (roll for movement then use the scatter template for movement). Mummy will hit each player it makes tackle zone contact with, and will keep moving and hitting until movement is resolved. Mummy does not have to break away from others. Mummy stats are below this table.
2	<b>Pay the Ferryman</b>	For this drive only, any player on the pitch that is Badly Hurt or MNG due to a CAS may be healed for 10,000gps. For any player on the pitch that is killed, they may be healed back to life for 20,000gps. If healed that player stays on the pitch as a stunned player.
3	<b>Mark of Set</b>	Each player gets a random 50K Dirty Trick card to keep for rest of game. Use only Dirty Trick cards that haven't been taken yet.
4	<b>Scarab Ball</b>	The ball is replaced by a Scarab. It will move a D8/D6 when it lands in any empty square. Only lasts for this drive.
5	<b>Rah-Rah Aman-Ra</b>	Each player rolls a d6 and adds fame/coaches/cheerleaders and the highest result gets an extra reroll this half.
6	<b>Tomb Robbers</b>	Whoever scores a touchdown this drive gets an extra 20,000gps for winnings.
7	<b>Pits of Despair</b>	For all squares within 2 of the Goal Line, roll a d6. On a 1, a trap opens and you fall down. -2 to armor roll since it is sand. Opponent Rolls for the pit trap, so no re-rolling it! If for any reason what-so-ever a player is pushed or lands in one of these squares a pit trap roll is made. A pushed and knocked down players will have the armor roll made first followed by the pit trap.
8	<b>Pyramid Collapse</b>	Each player rolls a d6 for each character on the field. For each 6 rolled, that player is stunned. Also for any player stunned this way, roll a D6. If it's another 6, that character is KO'ed. For any player KO'ed, roll a D6 and if it's a 6, then that player is a casualty. Any injuries this way are automatically badly hurt.
9	<b>Kick-Off Plus!</b>	Roll on the <i>Standard Kick-Off table in the LRB 6.0</i> and then roll a D8 for a result on this Table as well
10	<b>Kick-Off Plus, Plus!</b>	Roll on the <i>Standard Kick-Off table in the LRB 6.0</i> and then roll two D8's for two Results on this Table as well. If the same result is rolled twice disregard the second result.
<b>Player/Position</b>		<b>Skills</b>
	<b>MA</b>	<b>ST</b>
	<b>AG</b>	<b>AV</b>
<b>Rogue Mummy</b>	<b>D8</b>	<b>4</b>
	<b>1</b>	<b>9</b>
		<b>Mighty Blow, No-Hands</b>