

ATLANTIC COAST CHARITY CUP 2018



**A BLOOD BOWL TOURNAMENT TO BENEFIT
FETCH-A-CURE**

**July 21st, 2018
V.F.W. Post 3160
111 A View Ave
Norfolk, VA 23503**

After raising nearly \$15,000 for various veterans' causes, the ACCC is spending a year raising money for pets with cancer. Please come out and help us to have an even stronger showing this year.

TOURNAMENT SCHEDULE

July 21, 2018

9:00 - 10:00 : Registration
10:00 - 12:00 : Round 1
12:00 - 12:45 : Lunch
1:00 - 3:00 : Round 2
3:15 - 5:15 : Round 3
5:30 - 6ish : Awards ceremony

WHAT TO BRING

- Registration fee of \$25 can be paid in the form of a donation to the Fetch-a-Cure's donation portal:
<http://www.fetchacure.org/donate/annual-fund/>
(Scroll down to find the "ACCC" selection)
Or made in person at the event. If you pay online, please forward your receipt to 7citiesbloodbowl@gmail.com
- 3 copies of your team roster.
- Dice (1d8, 3 block dice), Blood Bowl board, dugouts and templates (some of these will be on-hand, but better safe than sorry).
- Your team (painting guidelines below under "Tournament Scoring").
- Pen or pencil.

WHAT YOU GET

- 3 Games of Blood Bowl.
- Lots of stuff. It's become sort of pointless to list the free items on here, suffice it to say that there are always some cool dice and tokens, that sort of thing. *
- A semi-fancy nametag. *
- Lunch. **
- Various beverages. ***
- A selection of raffle tickets (see below).

All items are limited and offered on a first come, first served basis.

** Pregistrants **only**. Preregistration period ends on July 14th.*

*** Let us know if you have any dietary restrictions and we'll see what we can do.*

**** ABC license is pending. Hopefully we'll have beer as well as soda, water, etc.*

PRIZES

Our sponsors have supplied a bunch of great prizes, including single miniatures, gift certificates, custom fields and at least one fully-painted team.

Most of these will be given away in raffles, with drawings being held throughout the event. Though every coach will get a small number of raffle tickets included with their registration package, extra tickets will also be on sale. All money will go to Fetch-a-Cure, so spend freely!

TOURNAMENT RULES

Games will be played using the rules from the Blood Bowl [Competition Rules Pack](#) as modified by BB2016 and its supplements. The following document explains the interaction between those rules sets:

<https://www.thenaf.net/wp-content/uploads/2017/05/NAF-Rules-Update-v1-3.pdf>

Beyond that, the following modifications and additions will be in effect:

- Illegal Procedure will not be used.
- Turns will not be timed, unless *either* coach requests it. If a game is not finished within 2 hours, coaches will be given time to finish their last turn(s) and then it will be halted.
- Dice do not have to be shared unless *either* of the coaches participating in a match request it. Coaches may not be compelled to use dice towers or cups.
- Rosters reset after every round. This means that injured players are restored to health and zombies gained through Raise the Dead are lost. This also means that there are no earnings or Fan Factor increases.
- Weather results of "Blizzard" (12) will instead count as "Pouring Rain."
- The wristband rules used at previous ACCCs are being shelved for at least a year - sorry! Instead, you'll get some extra skills as described on page 7.

TEAM CREATION

- Tournament teams may be purchased using 1,100,000 GC.
- Inducements that are allowed:
 - Bloodweiser Kegs
 - Star Players
 - Master Chef
 - Bribes
 - Wandering Apothecaries
 - Igor
- Inducements that aren't allowed:
 - Mercenaries
 - Wizard
 - Special Play Cards
 - Anything extra from Death Zone 2
- Star Players from both CRP/LRB and Death Zone will be allowed. This means that you can have both Zara the Slayer and Karla von Kill on your roster if you can afford it. If you bring a team with both Glarts, I'll make sure they're not wasted on an AV7 team in the first round. (Seriously, let's see that double-Glart lineup.)
- Teams must have 11 players before selecting a Star Player. Duplicate stars will cancel each other out.
- Teams may be selected from any of the 26 NAF rosters, which happen to be listed on the next page. Goblins and Chaos Pact will use the rosters from Death Zone 2.

SKILLS

The following skill packages will be awarded depending on team type:

TIER A - Old Salts - 4 skills (0 doubles)

Amazon, Chaos Dwarf, Dark Elf, Dwarf, Lizardman, Orc, Undead, Wood Elf

TIER B - Sea Dogs - 5 skills (up to 1 double)

Bretonnian, Elf, High Elf, Human, Necromantic, Norse, Skaven

TIER C - Swabbies - 6 skills (up to 2 doubles)

Chaos, Chaos Pact, Khemri, Khorne, Nurgle, Slann, Vampire

TIER D - Landlubbers - 6 skills (up to 4 doubles), +50,000 GC

Goblin, Halfling, Ogre, Stunty Lizardmen, Underworld (either type),

These skills/increases do NOT add to the cost of the team and may be awarded freely except for the following restrictions:

- No more than one added skill per player. (See the next page for a possible exception.)
- The same skill may not be selected more than twice. No more than two players per team may add Guard, for instance.
- Star Players may not be given any skills or stat increases.
- Rules for the Stunty Cup are on page 6 under "Prizes."
- In addition to the skills above, you may add some more as described on the next page.

MORE SKILLS!

In addition to the skills on the previous page, each coach will be able to choose one of the following options:

- **Option #1 – Custom skill stack.**

You may add a second regular skill to a player who has already received an added skill. You must still abide by all the rules described on the previous page. (No 3rd Guard, for instance.)

- **Option #2 – Inside Joke Package**

You can add one of these four optimized packages to a player who hasn't received any other additional skills. You don't have to include the inane package names on your roster. Any normal restrictions apply, so a player with Frenzy could not take the package that includes Grab. Similarly, you could not take the Dodge package if you selected Dodge twice during the earlier team-building stage.

- World Champion Belly Wrestler

- Wrestle
- Dauntless
- Frenzy

- Hurricane Stage End Boss

- Dodge
- Sidestep
- Sprint

- Starring [insert player name] as “The Coach”

- Leader
- Kickoff Return
- Pass Block
- Fan Favorite

- 10-ton Linebacker

- Mighty Blow
- Stand Firm
- Grab

TOURNAMENT SCORING

Swiss Pairing:

The tournament will be conducted using the Swiss method of pairing. This means that after the first round (in which pairs will be selected randomly, but with an eye toward separating coaches from the same hometown or league), coaches will play against those coaches that have performed most similarly. So the coach with the most points will play against the coach with the second most points, etc.

A coach will receive the following points, to be recorded after each round of play:

- **+20 Win**
- **+10 Draw**
- **0 Loss**
- **-10 Forfeit or concession.**
- **Tiebreakers can be explained on request.**

PAINTING

There are no longer bonus points for painted teams. With that being said, just be cool and show up with a painted team if at all possible. If you're new to the game or have some physical issue that makes it impossible to paint: don't worry, we'll still think you're cool.

ON SPORTSMANSHIP

There will be no prize for sportsmanship (mainly because ranking people on how fun they were to play against can only result in someone feeling bad), but that doesn't mean that anything less than polite behavior will be tolerated at this tournament. Any coach exhibiting poor sportsmanship may or may not be given one warning, depending on the severity of the incident. Subsequently, they will be asked to vacate the venue.

AWARDS

Trophies will be awarded for the following accomplishments:

- Champion (most tournament points)
- 2nd Place (2nd most tournament points)
- Best Appearance (selected by tournament organizer)
- Last Place (fewest tournament points - not including painting points)
- Stunty Cup (most points by one of the following teams:
 - Halflings per CRP
 - Goblins per CRP
 - Ogres per CRP
 - Lizardmen with no Saurus (only 0-1 Kroxigor, 0-16 Skinks)
 - Underworld with no Skaven (only 0-1 Troll, 0-12 Goblins)*(Note: All Stunty Cup teams may select Star Players and other inducements as usual.)*
- Most Touchdowns
- Most Casualties
- Best Defense (fewest TDs allowed)
- Team Spirit Award (Inspired by our beloved Richmond Area Blood Bowl League. Awarded to a coach displaying noteworthy team spirit in the form of a touchdown celebration, custom jersey, team anthem, live cheerleaders, etc.)

No coach may win more than one award. Team Spirit and Best Appearance will be selected by the tournament organizer, and only teams painted by their coach will be eligible for Best Appearance.