

A.C.C.C.
FOREVER



**A BLOOD BOWL TOURNAMENT TO BENEFIT
American Cancer Society**

July 16th, 2022
Hickory Ruritan Club
2752 S. Battlefield Boulevard
Chesapeake, VA 23322

This year's ACCC represents the 10th anniversary of not only this particular event but also of Virginia's entire tournament scene. With the last two years having been lost to covid, we're looking to get things back on track and earn some money for our cause. Please come help us out with that.

TOURNAMENT SCHEDULE

July 16, 2022

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

WHAT TO BRING

- Registration fee of \$30 can be paid in the form of a donation to American Cancer Society:

<https://tiltify.com/@abeem/atlantic-coast-charity-cup/donate>

If you pay online, please forward your receipt to 7citiesbloodbowl@gmail.com You **MUST** let me know in advance if you're attending.

- 3 copies of your team roster.
- Dice (d8 and d16), 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.

** Registrants **only**. Preregistration period ends on July 8th.*

*** 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 American Cancer Society, so spend freely!

TOURNAMENT RULES

This document explains the base ruleset used for NAF tournaments:

NAF RULES FOR TOURNAMENTS 2022

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

- 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/rotters gained during the previous game are lost. This also means that there are no earnings or Dedicated Fan increases.
- Weather results of "Blizzard" (12) will instead count as "Pouring Rain."
- Each player must pick a previous champion to represent. This will affect their bonus skills.
- The wristband rules used at previous ACCCs are being shelved for at least another year - sorry!

TEAM CREATION

- Tournament teams may be purchased using 1,100,000 GC.
- Inducements that are allowed:
 - Star Players (see below for penalty)
 - Bloodweiser Kegs
 - Master Chef
 - Bribes
 - Wandering Apothecaries
 - Giants!
 - Biased referees (generic only)
 - All that Deathzone junk that isn't banned below
 - Any wizards
 - Star staffers and team-specific sideline stuff
- Inducements that aren't allowed:
 - Mercenaries (either type)
 - Special Play Cards
 - Special footballs
 - Biased referees (named)
- Teams must have 11 players before selecting a Star Player. In the case of duplicate stars, neither will play.
- Teams may be selected from any current GW rosters, including Teams of Legend and those teams released in 2022 (Khorne and Norse). In addition, the slann roster included in the NAF document at the top of the previous page is also allowed.

SKILLS

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

TIER X - 0 skills

All you weirdos that love Star Players. (See below.)

TIER A - 3 skills (up to 1 double)

Amazon, Chaos Dwarf, Dark Elf, Dwarf, Elf Union, High Elf, Human, Imperial Nobility, Lizardman, Norse, Orc, Undead, Skaven, Underworld, Wood Elf

TIER B - 5 skills (up to 2 doubles)

Black Orcs, Chaos Chosen, Chaos Renegades, Khorne, Necromantic, Nurgle, Slann, OWA, Tomb Kings, Vampire

TIER C - 7 skills (up to 4 doubles)

Goblin, Halfling, Ogre, Snotling

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 two added skills per player.
- There is no limit on skill incidence. Dwarves can take 3 Guard players, for instance.
- Star Players may not be given any skills or stat increases.

STAR PLAYER PENALTY

EACH Star Player on a roster will shift a team's tier up by one.

For example, a halfling team with Deeproot would be Tier B (up one from C) while a halfling team with Deeproot *and* Griff would be Tier A (you get it). A dwarf team with Griff would be Tier X. Teams cannot go beyond Tier X, meaning Tier A teams cannot take more than one star.

MORE SKILLS (or whatever)!

In addition to skills and items selected during the previous steps, teams may choose **one** of the following packages based on the ACCC's former champions.

ANY SKILLS ADDED DURING THIS STAGE CAN ONLY BE GIVEN TO PLAYERS WHO DID NOT RECEIVE SKILLS DURING THE PREVIOUS STEP.

ANY INDUCEMENTS OR TEAM GOODS GAINED IN THIS WAY *DO* COUNT TOWARD THE USUAL ALLOWANCES.

(I know that you power-gaming weirdos will just pick the package that suits your team, and some are definitely worse than others, but it would be considerably cooler if you picked the coach you know/like the best or who is from your local league.)

TEAM ENCYCLOPEDIA

Most Blood Bowl coaches just think they know it all, while some actually do! Somehow, the ACCC's very first winner managed to embody both of those traits at the same time.



TEAM BONUS:

Give 1 player Pro, On the Ball, and Animosity (toward all)

OR

Add 3 Assistant Coaches and a Weather Wizard to your roster

TEAM IRREDEEMABLE EVIL

Bringing Chaos dwarves to any tournament is an evil thing to do, but our (third or fourth, possibly fifth) favorite member of the Harrisburg Mafia pulled a Charlie Nash and proclaimed it was "Too easy!" to win 2013's ACCC with them.



TEAM BONUS:

Give 1 player Dirty Player and Piledriver

OR

Add 1 Bribe to your roster

TEAM BLOODBATH

Another interloper from Pennsylvania, Bruce seems like an exceptionally laid-back guy right until he breaks out the pocket flask and begins bludgeoning your players into the ground.



TEAM BONUS:

Give 1 player Animal Savagery, Regeneration, Mighty Blow (+1)

OR

Add 2 Bloodweiser Kegs OR 2 Heady Brews to your roster

TEAM FULL TIM

Blood Bowlers in Richmond have always been (in)famous for their wild and riotous ways. As such, it's fitting that the zaniest coach of that lot is the only one of them to win an ACCC.



TEAM BONUS:

Give 1 player Disturbing Presence, Monstrous Mouth, and Fumblerooski

OR

Add 1 Mascot, 2 Cheerleaders, and 2 Dedicated Fans to your roster.

TEAM RELATIVE GOOD

You know someone really ran the table on a tournament when they show up with (regular) dwarves the next time and people sigh with relief. Evan is our only 2-time winner and one of our favorite competitors.



TEAM BONUS:

Give 1 player Tackle, Thick Skull, and Arm Bar

OR

Go back and add 30k in treasury to your roster for team creation

TEAM NINJA

He might be the best coach in Virginia, but that doesn't stop this fella from holding his cards close to the vest. I guarantee that no tournament organizer reading this has received Kenta's roster more than a week before the deadline.



TEAM BONUS:

Give 1 player Shadowing, Stab, and Sidestep

OR

At the start of each game's first drive, just before rolling kickoff, one randomly selected opposing player is stunned.

TEAM BERSERK

To paraphrase Happy Gilmore, Bob is an Infinity player, but some days (as often as once a year!) he plays Blood Bowl. And much like that character (spoiler alert), he won the big tournament.



TEAM BONUS:

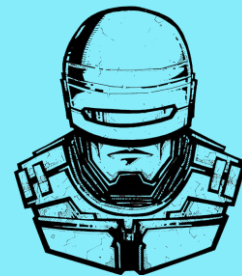
Give 1 player Dauntless, Frenzy, and AV8+ (for better or worse)

OR

Add 1 Wandering Apothecary to your roster

TEAM CENTURION MK1

It's fitting that the most recent ACCC (way back in 2519) was won by a coach from Roanoke, Virginia Blood Bowl's newest hub. Mark is a sheriff, to explain the choice of bonuses and why we don't talk much trash about him in here.



TEAM BONUS:

Give 1 player Stand Firm and Diving Tackle

OR

Add 1 Biased Referee (generic) to your roster

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: Net TDs, Net Casualties, Strength of Schedule.**

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)

-Stunty Cup

(most points by an *unmodified* Tier C team)

-Most Touchdowns

-Most Casualties

-Best Defense

(fewest TDs allowed)

-Team Spirit Award

(Awarded to a coach displaying noteworthy team spirit in the form of a touchdown celebration, custom jersey, team anthem, live cheerleaders, etc.)

There are actually a bunch more gag awards (worst offense, etc.), but we don't want to encourage anyone by listing those.

No coach may win more than one award, with the exception of Team Spirit and Best Appearance.