

# ATLANTIC COAST CHARITY CUP 2019



**A BLOOD BOWL TOURNAMENT TO BENEFIT  
MISSION K9 RESCUE**

**July 27th, 2019  
V.F.W. Post 3160  
111 A View Ave  
Norfolk, VA 23503**

**The ACCC has raised \$20,000 for various causes over the past seven years, and we have no plans to stop any time soon. (Full disclosure: the organizer mulls retirement each and every year.) Please come out and help us to have an even stronger showing this year.**

## **TOURNAMENT SCHEDULE**

**July 27, 2019**

**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 \$25 can be paid in the form of a donation to Mission K9 donation portal:

[https://www.flipcause.com/secure/cause\\_pdetails/NDg5OTI=](https://www.flipcause.com/secure/cause_pdetails/NDg5OTI=)

Or made in person at the event. If you pay online, please forward your receipt to [7citiesbloodbowl@gmail.com](mailto:7citiesbloodbowl@gmail.com) You **MUST** let me know in advance if you're attending.

- 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.*

*\* Registrants **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 Mission K9, 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/2018/12/Rules-for-NAF-Tournaments-2019.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."
- Each player will receive 3 new Special Play Cards. These will be revealed (on the tournament's website and Facebook event page) before rosters are due.
- 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
  - Bloodweiser Kegs
  - Master Chef
  - Bribes
  - Wandering Apothecaries
  - Igor
  - Any wizards (that's right)
  - Star staffers and team-specific sideline stuff (yup)
- Inducements that aren't allowed:
  - Mercenaries
  - Special Play Cards
- 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 of the 26 NAF rosters, which can be found here:  
[https://www.thenaf.net/wp-content/uploads/2019/04/NAF-Team-Lists-v1.5\\_NO\\_BG.pdf](https://www.thenaf.net/wp-content/uploads/2019/04/NAF-Team-Lists-v1.5_NO_BG.pdf)  
In addition, anything from Spike Journal issues 4 and 5 can be used.
- “Limited” Star Players such as Grak & Crumbleberry and the Black Gobbo will not be allowed. If in doubt, please get in touch with the tournament organizer.

## SKILLS

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

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

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

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

Elf, High Elf, Human, Necromantic, 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 two added skills per player.
- There is no limit on skill incidence. Dwarves can take 4 Guard players, for instance.
- Star Players may not be given any skills or stat increases.
- Rules for the Stunty Cup are on page 6 under "Prizes."

## MORE SKILLS!

In addition to those skills selected in the previous step, teams will be awarded some random skills based on a card you draw AT the tournament. These will not be revealed until the day of the tournament, but none of them are incredibly crazy. These bonus skills can not be placed on a player with added skills, so you might want to leave at least one good player unadorned.

Take note that Tier C teams will draw 2 of these bonus cards and discard one, while Tier D teams will draw 2 cards and keep them both!

## **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.