

BOSOM BOWLA



CRUCIAL CAS.



ANNIHILATE CANCER

**A BLOOD BOWL TOURNAMENT TO BENEFIT
The American Cancer Society's Relay for Life**

**October 19th, 2019
Deadline Brewing
2272 W. Great Neck Road, Ste.2268
Virginia Beach, VA**

TOURNAMENT SCHEDULE

October 19, 2019

- 10:00 - 10:30 : Registration**
- 10:45 - 1:00 : Round 1**
- 1:00 - 2:00 : Lunch**
- 2:00 - 4:15 : Round 2**
- 4:15 - 6:30 : Round 3**
- 6:15 - 6:30 : Awards ceremony**

WHAT TO BRING

- \$20 if NAF member, \$25 if not (extra \$5 will pay for membership).
- 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.
- Custom dice: 2d6.

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

BASIC RULES & TEAM CREATION

- Games will be played using the rules outlined in this document:
<https://www.thenaf.net/wp-content/uploads/2018/12/Rules-for-NAF-Tournaments-2019.pdf>
- The Autumn Weather chart from Spike Journal #6 will be in effect. Better run out and buy it or start Googling.
- Tournament teams may be purchased using 1,150,000 GC.
- All teams from the NAF lists may be taken:
https://www.thenaf.net/wp-content/uploads/2019/04/NAF-Team-Lists-v1.5_NO_BG.pdf
- Modifications and inducements described in the Undead, Halfling, and Wood Elf editions of the Spike Journal may also be used.
- All inducements are allowed, with the exception of:
 - Mercenaries
 - Special Play Cards
- Star Players may be chosen as a team's 11th rostered player.
- If opposing teams have the same star player, odds are they're both inferior fakes. The duplicate stars will both have -1 AV and lose Fan Favorite.
- Skills will be awarded depending on team type:

TIER A - 1 SKILL, NO DOUBLES

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

TIER B - 2 SKILLS, NO DOUBLES

Chaos, Elf, High Elf, Human, Necromantic, Skaven

TIER C - 3 SKILLS, INCLUDING 1 DOUBLE

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

TIER D- 4 SKILLS, INCLUDING 1 DOUBLE, +50,000 GC

Goblin, Halfling, Ogre, Stunty Underworld, Stunty Lizardmen

These skills may be awarded freely except for the following restrictions:

- No more than two skills per player.
- Players with ST of 5 or more may not be given double skills unless they play for Tier C or D.
- Star Players may not be given any skills or stat increases.

TOURNAMENT RULES

BORING STUFF

- Illegal Procedure will not be used.
- Turns will not be timed, unless a game is obviously falling behind schedule or one coach demands 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.
- If a game is timed, a chess clock app should be used. If one coach's allotted time expires, he is only allowed to stand players up or turn them over from stunned to prone. These moves should be done as quickly as possible.
- Dice do not have to be shared unless *either* of the coaches participating in a match requests it.
- Rosters reset after every round. This means that injured players are restored to health and players gained through Raise the Dead are lost. This also means that there are no earnings or Fan Factor increases.

BOSOM BOWL RULES:

AWARENESS RAINBOW – *Bosom Bowl started off as an effort to increase breast cancer awareness, but has expanded in scope with each year. Now no fewer than a dozen forms of cancer are being recognized, with the hope that participants will become cognizant of those that they are most at risk for.*

(Toward that end, check out this screening tool from the American Cancer Society: <https://thedefender.cancer.org/>)

In game terms, we're mimicking the rainbow theme of the NFL's current "Crucial Catch" initiative, while adding a signature Blood Bowl twist.



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RIBBON SAGA

After creating their team, coaches must select one of the awareness colors below. The concern that the team is playing “for” (against, really) will award 4 instances of the associated skill. These skills can be awarded freely, except for the fact that they cannot be given to a player who received another skill during team building.

For example, if a dwarf team (Tier A) decided to play for awareness of pancreatic cancer, they could give 4 players Sidestep. Easy!

Loom bands in the appropriate color will be given out at the tournament so that coaches can indicate which players have these skills. It is strongly recommended that other skill-marking solutions (bottlecaps, base rings, magnets, paint) are used to denote the other skills that players received during the earlier stage of team building.

TIERS A & B

ORANGE (LEUKEMIA) – FEND

LIME (LYMPHOMA) – LEAP

GREY (BRAIN) – PRO

PURPLE (PANCREAS) - SIDESTEP

CLEAR (LUNG) – SPRINT

BLUE (PROSTATE) – SHADOWING

TIERS C & D

BLACK (SKIN) – BLOCK

GOLD (CHILDHOOD) - DODGE

GREEN (LIVER) - GUARD

PINK (BREAST) - JUMP UP

RED (BLOOD) - MIGHTY BLOW

WHITE (LUNG) - WRESTLE

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Those players with the spammed skills are promoting a good cause and all, but that doesn't mean they aren't super annoying. As such, the opposing team will go to any measure to wipe them out.

Whenever a player with an awareness band is knocked down (through blocking) by an opposing player, a modified form of Piling On can be used to reroll the injury, but not the armor roll.

Example: One of those dwarves with Sidestep from the previous example is knocked down by a minotaur from the opposing team. If that minotaur rolls a 10 and breaks armor, but then rolls a 4 for injury, the minotaur's coach may choose to place the minotaur prone and reroll the injury result. If the armor roll had been a 4 instead, the minotaur could not choose to reroll it.

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:

- **+2 Win**
- **+1 Draw**
- **0 Loss**
- **-1 Forfeit or concession.**
- **Tiebreakers can be explained on request.**

AWARDS

Trophies will be awarded for the following accomplishments:

- Champion (most tournament points)
- 2nd Place (2nd-most tournament points)
- 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, 0-12 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, barring Wizards and Special Play Cards.)*
- 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.)

No coach may win more than one award. Team Spirit will be selected by the tournament organizer.