

BOSOM BOWLS

CRUCIAL CAS.

ANNIHILATE CANCER

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

**October 24th, 2021
Battlegrounds
13172 Midlothian Turnpike
Midlothian, VA**

TOURNAMENT SCHEDULE

October 24, 2021

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

- \$30, \$25 if you also attended McMurty's Open on the previous day.
- 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 NAF's current rules for tournaments, as found at: <https://www.thenaf.net/tournaments/nafdocs/>
- The Autumn Weather chart from Death Zone will be in effect. Better run out and buy it or start Googling.
- Tournament teams may be purchased using 1,100,000 GC.
- All teams from Blood Bowl Second Season, Teams of Legend and the NAF Community teams (see NAF link above).
- All inducements are allowed, with the exception of:
 - Mercenaries
 - Special Play Cards
 - Star Players
 - Referees of any type
- Yes, this means that wizards, giants, and sideline staff will be allowed.
- Skills will be awarded depending on team type:

TIER A – 0 SKILLS, AWW

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

TIER B – 1 SKILL, NO DOUBLES

Black Orc, Chaos, High Elf, Imperial Nobility, Human, Necromantic, Skaven

TIER C – 2 SKILLS, INCLUDING 1 DOUBLE

Chaos Renegades, Khorne, Nurgle, Vampire, Slann, Old World, Tomb Kings, Underworld

TIER D- 3 SKILLS, INCLUDING 1 DOUBLE

Goblin, Halfling, Ogre, Snotling

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.
- Spoiler: You will be adding more skills in the next step (see next 2 pages). If you give a player a skill at this stage, you can not add another later.

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 5 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 lung cancer, they could give 5 players Arm Bar. 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, larger rubber bands) 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) – SURE FEET

CLEAR (LUNG) – ARM BAR

BLUE (PROSTATE) – GRAB

TIERS C & D

BLACK (SKIN) – BRAWLER

GOLD (CHILDHOOD) – STAND FIRM

GREEN (LIVER) - SIDESTEP

PINK (BREAST) - JUMP UP

RED (BLOOD) – DIVING TACKLE

WHITE (LUNG) – BREAK TACKLE

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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, the attacker has the option of using Piledriver as though he had that skill. This is handled as usual, meaning the attacker is ejected if he rolls doubles and so on.

Example: One of those dwarves with Armbar from the previous example is knocked down by a minotaur from the opposing team. For that one moment, the minotaur has Piledriver and may choose to be placed prone and commit a foul as if he actually has the skill.

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
 - Goblins
 - Ogres
 - Snotlings
 - Underworld with no Skaven (only 0-1 Troll, 0-12 Goblins)
- 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.