

**VIRGINIA**

*VS.*

**THE WORLD**

**Round 1: World Cup Kickoff**

February 2, 2019

Bearded Bird Brewing Company

727 Granby St

Norfolk, Virginia

## **TOURNAMENT SCHEDULE**

**February 2, 2019**

- 10:00 - 10:30 : Registration**
- 10:30 - 12:30 : Round 1**
- 12:30 - 1:30 : Lunch**
- 1:30 - 3:30 : Round 2**
- 4:00 - 6:00 : Round 3**
- 6:00 - 6:15 : 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.*

# RULES

## TIERS

- 1 - Amazons, Bretonnians, Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Norse, Orcs, Skaven, Undead, Wood Elves
- 2 - Chaos Pact, Elves, High Elves, Humans, Khemri, Necromantic
- 3 - Chaos, Khorne, Nurgle's Rot, Slann, Underworld, Vampires
- 4 - Goblins, Halflings, Ogres

## TEAM BUILDING

Coaches must spend a minimum of 1,100,000 gold pieces when building their team. When building your team, you may buy:

- At least 11 standard roster players before any star players
- 0-8 Re-Rolls
- Assistant coaches
- Cheerleaders
- 0-1 Apothecary or Igor, depending on race
- 0-9 Fan Factor
- Inducements. The cost will be as following and will count for all games:
  - 0-2 Bloodweiser Kegs for 50,000 GC each
  - 0-3 Bribes for each 100,000 GC each, Goblins only for 50,000 each
  - 0-1 Masterchef for 300,000 GC, for Halflings only 100,000 GC
  - 0-2 NAF-approved star players for their regular cost

In addition, each team has a budget to buy skills OR more team items. This amount will vary for each tier and each tournament.

TIER	1	2	3	4
Bonus Money	60,000	100,000	150,000	150,000

- A 'normal' skill costs 20 kgp
- A 'double' skill costs 30 kgp
  - Tiers 1-3 are limited to one double skill during the tournament
  - Tier 4 may have more than one double skill
- A roster can have one only player that has two additional skills. Both skills must be normal skills and the second skill has a cost of 30,000 gold pieces.
- Tier 4 may buy a single stat upgrade. This cannot be combined with any other additional skill.
  - + MA / AV costs 40,000 gold pieces, AG 50,000 gold pieces and + ST 60,000 gold pieces.
- Star players may not receive additional skills or stat upgrades

# **TOURNAMENT RULES**

## **NAF RULES AND CONVENTIONS**

The base rules for NAF tournaments are discussed herew:

<https://www.thenaf.net/wp-content/uploads/2018/11/Rules-for-NAF-Tournaments-2019.pdf>

The teams available in NAF tournaments are listed here:

[https://www.thenaf.net/wp-content/uploads/2018/11/NAF-Team-Lists-v1.5\\_NO\\_BG.pdf](https://www.thenaf.net/wp-content/uploads/2018/11/NAF-Team-Lists-v1.5_NO_BG.pdf)

All 26 of these teams will be available to play in this event.

## **VA vs. THE WORLD META STUFF**

### **CUP CHAMPION**

**This tournament is part of a series called Virginia Vs. The World, which will continue with a tournament in Richmond in late March and culminate in a third event in Northern Virginia in late spring. In addition to any individual prizes won at the World Cup Kickoff, the coach with the best combined performance at all three tournaments will win a World Cup 4 prize package. In order to be eligible, one must use the same team (meaning the same race and team name – the actual roster can be modified between events) at all three tournaments. In order to calculate the winner, a modified version of the BEAST system will be used. In this case, the 1<sup>st</sup> place coach at any event will get 10 points, 2<sup>nd</sup> place will get 9, and so on until 10<sup>th</sup> place is reached – coaches who finish in 10<sup>th</sup> place or lower will get one point just for showing up. Unlike BEAST, there are no bonuses based on the size of the tournament(s).**

### **INTERNATIONAL PAGAENTRY AWARD**

**For those who are actually attending the World Cup, it will make the most sense to use the same team name and type that they are intending to take to the big event. For everyone else, we ask that you help simulate the international flavor by giving your team a non-American name and theme. Examples: Albion Giants (Norse), Barcelona Dragons (lizardmen), Brisbane Boomerangs (Amazon), Cairo Crypt Kings (Khemri), Danmark Dynamos (dwarves)...I could do this all the way to Z, but you get the idea. If you want to take your cultural appropriation a step further by wearing traditional dress or bringing an appropriate food item, that's all the better! There will be a trophy for the best example of this.**

## 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:**

**Win: 5 Points**

**Tie: 2 Points**

**Loss: 0 Points**

**Concession: -5 Points**

**(A concession will be counted for touchdowns and casualties as 2:0 each for the opponent.)**

**The following tiebreakers will be in effect, considered in this order:**

**Total points**

**Opponent score**

**Net touchdowns**

**Net casualties**

## AWARDS

Trophies will be awarded for the following accomplishments:

- Champion (most tournament points)
- 2nd Place (2nd most tournament points)
- Last Place (fewest tournament points)
- Stunty Cup (most points by one of the following teams:
  - Halflings
  - Goblins
  - Ogres
- Most Touchdowns
- Most Casualties
- Best Defense (fewest TDs allowed)
- Pageantry Award

No coach may win more than one award.