

7 CITIES BLOOD BOWL PRESENTS:

THE LOW-KEY



A.C.C.C.

A BLOOD BOWL TOURNAMENT TO BENEFIT
The Chesapeake Bay Foundation

August 10th, 2024
Knights of Columbus Hall
5351 Virginia Beach Boulevard
Virginia Beach, VA 23462

Over the past 12 years, the ACCC has raised over \$30,000 for various causes. This year we'll be seeing if we can keep the donations rolling in while also curbing some of our excesses.

TOURNAMENT SCHEDULE

August 10, 2024

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 Chesapeake Bay Foundation:
<http://chesapeake.cbf.org/goto/ACCC2024>

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, tokens, etc.
- 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. *
- Lunch. **
- Various beverages. ***
- A selection of raffle tickets (see below).

These items are for people that donate AND show up. If your plans change and you can't make it, we sincerely thank you for the donation but you will not receive any merchandise.

* Pre-registrants **only**. Preregistration period ends on August 2nd

** Let us know if you have any dietary restrictions and we'll see what we can do.

*** ABC license is pending. Usually we 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 Chesapeake Bay Foundation, so spend freely!

TOURNAMENT RULES

This explains the base ruleset used for NAF tournaments:

NAF RULES FOR TOURNAMENTS 2024

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 the current turn 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. Coaches should use any d6s provided by the tournament. The provided block dice are preferred but not mandatory.
- 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.
- You must have representative models for your team (from any manufacturer), tokens or markers to track turns/erolls, and a token or model to represent any staff members (apothecary, wizard, Kari Coldsteel, etc.) on your roster. Furthermore, you must have a token or model to represent your head coach IF you want to "Argue the Call" following a player's ejection.
- Weather results of "Blizzard" (12) will instead count as "Pouring Rain."

TEAM CREATION

- Tournament teams may be purchased using 1,120,000 GC.
- Inducements that are allowed (normal restrictions apply):
 - Most Star Players (see page 7 for specifics/penalty)
 - Bloodweiser Keg(s)
 - Master Chef
 - Bribe(s)
 - W. Apothecaries/Plague Doctor/Mortuary Asst.
 - Wizard
 - Giant
 - Biased referee (generic only)
 - Riotous Rookies
 - Mascot
 - Halfling Hotpot
 - The following star staffers:
 - Josef Bugman
 - Kari Coldsteel
 - Fink da Fixer
- Inducements that aren't allowed:
 - Mercenaries (either type, giants being the exception)
 - Special Play Cards
 - Special footballs
 - Biased referees (named)
 - Any Deathzone "Star Staffers" not named above
 - Any other Deathzone stuff not named above
- Some of the above inducements come with a tier penalty. See page 8 for those.
- 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 official rosters, including Teams of Legend. In addition, the slann roster included in the NAF document at the top of the previous page is also allowed.

SKILLS

The following skills will be awarded based on a team's tier:

TIER X: TEAMS PENALIZED FOR INDUCEMENTS

2 PRIMARY SKILLS

These skills may be exchanged for Secondary skills on a 2-for-1 basis

TIER A: AMAZON, CHAOS DWARF, DARK ELF, DWARF, LIZARDMAN, NORSE, ORC, UNDEAD, SKAVEN, UNDERWORLD, WOOD ELF

4 PRIMARY SKILLS

These skills may be exchanged for Secondary skills on a 2-for-1 basis

TIER B: BLACK ORC, CHAOS CHOSEN, ELF UNION, HIGH ELF, HUMAN, IMPERIAL NOBILITY, KHORNE, NECROMANTIC, TOMB KING, VAMPIRE

2 of the **SAME**
Primary Skill
e.g. 2xGuard



4 PRIMARY
SKILLS

These skills may be exchanged for
Secondary skills on a 2-for-1 basis

TIER C: CHAOS RENEGADES, NURGLE, OLD WORLD ALLIANCE, SLANN

3 of the **SAME**
Primary Skill
e.g. 3xPro



4 PRIMARY
SKILLS

These skills may be exchanged for
Secondary skills on a 2-for-1 basis

TIER D: GNOME, GOBLIN, HALFLING, OGRE, SNOTLING

4 of the **SAME Secondary**
(or Primary) Skill
e.g. 4xBlock



4 PRIMARY
SKILLS

These skills may be exchanged for
Secondary skills on a 2-for-1 basis

SKILL NOTES

- The skills above do NOT add to the cost of the team.
- No more than two skills can be added to any 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
- If you really want, an increase in MA, AV, or PA (with the usual restrictions) may be taken in exchange for a secondary skill. This may be done any number of times and in the case of Tier D may be taken as the spammed advancement. (e.g. 4 gnomes with +1 MA each)

STAR PLAYERS

The following stars are totally banned:

- Dribl & Drul
- Lord Borak
- Morg'n'Thorg

And the following are classified as Mega-Stars for this event:

- Bomber Dribblesnot
- Cindy Piewhistle
- Deeproot Strongbranch
- Griff Oberwald
- Hakflem Skuttlespike
- Kreek Rustgouger
- Skitter Stab-stab

All Star Players will invoke a tier penalty. See next page for details.

INDUCEMENT PENALTIES

The following inducements come with the listed tier penalty:

- **Mega-Star: 3 tiers**
- **Mercenary Giant: 2 tiers**
- **Wizard (any type): 2 tiers**
- **Star Player: 1 tier**

This means that selecting those inducements will cause your team's tier to shift "up" that many spaces on the chart. You may not advance past Tier X.

Furthermore, a Tier D team that takes more than 2 tier penalties (i.e. moves up to Tier A or X) will no longer be eligible for the Stunty Cup.

Examples:

- A Halfling team selecting Star Player Puggy Baconbreath (1-tier penalty) would move from Tier D to Tier C and could "only" select 7 skills for the tournament and would be eligible for the Stunty Cup.
- A Halfling team selecting Mega-Star Griff Oberwald (3-tier penalty) would move from Tier D to Tier A and could only select 4 Primary skills for the tournament. They would not be eligible for the Stunty Cup.
- A halfling team selecting Mega-Star Griff Oberwald (3-tier penalty) AND Star Player Puggy Baconbreath (1-tier penalty) would move from Tier D to Tier A to Tier X and could only select 2 Primary skills for the tournament. They would definitely not be eligible for the Stunty Cup.
- A human team could not select Mega-Star Griff Oberwald (3-tier penalty) at all because that would take them "past" Tier X.
- If any of that seems overly confusing, maybe just leave those particular inducements alone!

DESIGN NOTE

We ("we") are totally aware that there are more angles and exploits in these rules than is standard for the ACCC. Do your worst!

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, in order:

- **Net TDs**
- **Net Casualties**
- **TDs against**
- **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 Tier D team, but see pg.8)

-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. You can theoretically win both of those and one other.