



**BOSOM BOWL 2017:
Boobs vs. Beards**

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

**October 21st, 2017
Poppa's Pub
2105 Diamond Springs Road
Virginia Beach, VA 23455**

TOURNAMENT SCHEDULE

October 21, 2017

9:00 - 10:00 : Registration
10:00 - 12:00 : Round 1
12:30 - 1:30 : Lunch
1:45 - 3:45 : 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 (your choice of pink or blue).

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

TEAM CREATION

- Tournament teams may be purchased using 1,150,000 GC.
- Inducements that are allowed:
 - Bloodweiser Kegs
 - Master Chef
 - Bribes
 - Wandering Apothecaries
 - Igor
 - Star Players
- Inducements that aren't allowed:
 - Mercenaries
 - Wizard
 - Special Play Cards
 - "Star Staffers" from Death Zone 2
- 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 fakes. The duplicate stars will both have -1 AV and lose Fan Favorite.
- Star Players from both CRP/LRB and Death Zone will be allowed. This means that you can have both Zara the Slayer and Karla von Kill on your roster if you can afford it. The three Bugman's stars (Frank N. Stein, Rasta Tailspike, Bilerot Vomitflesh) are also available.
- Teams may be selected from any of the 24 NAF rosters, which happen to be listed below. Goblins and Chaos Pact will use the updated rosters from Death Zone 2.
- Skills will be awarded depending on team type:

TIER A - 4 skills (0 doubles)

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

TIER B - 5 skills (up to 1 double)

Elf, High Elf, Human, Necromantic, Skaven

TIER C - 6 skills (up to 2 doubles), big guy double skills

Chaos, Chaos Pact, Nurgle, Vampire, Slann, Khemri

TIER D - 6 skills (up to 4 doubles), +50,000 GC, big guy double skills

Goblin, Halfling, Ogre, Underworld (either type), Stunty Lizardmen

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

- No more than two skills per player.
- The same skill may not be selected more than twice. No more than two players per team may add Guard, for instance.
- 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

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/2017/05/NAF-Rules-Update-v1-3.pdf>

Beyond that, the following modifications and additions will be in effect:

- 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:

CHOOSING SIDES – *Last year’s Bosom Bowl was a celebration of femininity in Blood Bowl, but this created an inevitable backlash. It seems male Blood Bowlers couldn’t stand surrendering even one weekend to their sisters. Faced with pressure from both sides, the organizers are allowing teams to decide which cause they stand with.*

As the event is taking place on the cusp of October and “Mo-vember,” each participant will be allowed to decide whether they are championing increased awareness of breast cancer or of prostate health. They can also choose to remain neutral (outside of choosing their dice color), but will receive no bonuses for *that*. All profits will be given to Relay for Life, regardless.

TEAM BOSOM

- The following Star Players have bosoms of their own and will receive the Fan Favorite skill for free:
 - Bertha Bigfist
 - Glart Smashrip Senior
 - Karla Von Kill
 - Roxanna Darknail
 - Willow Rosebark
 - Zara the Slayer
- Coaches who wear at least one piece of pink clothing (outerwear, please!) or whose teams have primarily pink paint schemes will be eligible for 2 free rerolls during the tournament. These can even be used to reroll a result that has already been rerolled once. Coaches' hands will be marked to indicate they have used these rerolls.

TEAM BEARD

- The following Star Players have beards of their own and will receive the Fan Favorite skill for free:
 - Barik Farblast
 - Boomer Esiasson
 - Flint Churnblade
 - Grim Ironjaw
 - Helmut Wulf
 - Hthark the Unstoppable
 - Wilhelm Chaney
 - Zzharg Madeye
- Coaches who wear at least one piece of baby blue clothing (outerwear, please!) or whose teams have primarily **light** blue paint schemes will be eligible for 2 free rerolls during the tournament. These can even be used to reroll a result that has already been rerolled once. Coaches' hands will be marked to indicate they have used these rerolls.

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)
- 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, 0-16 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 and Best Appearance will be selected by the tournament organizer, and only teams painted by their coach will be eligible for Best Appearance.