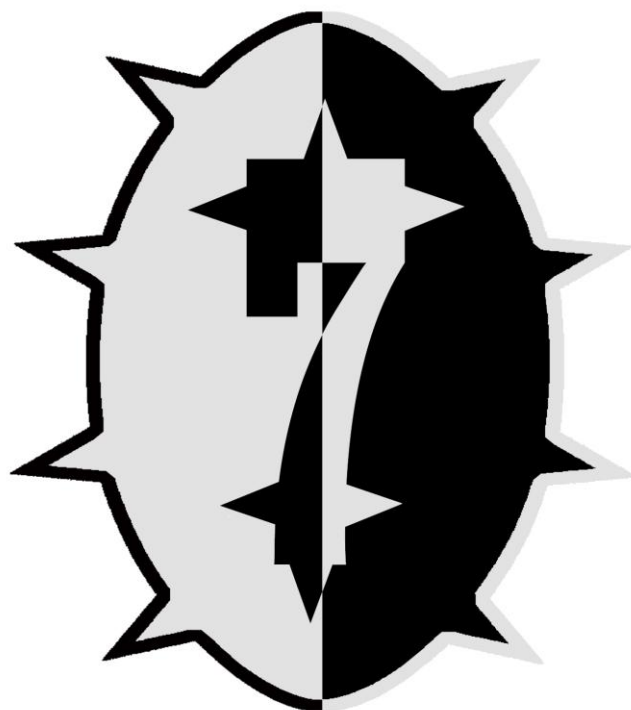


THE CHESAPEAKE TURNCOAT

7 Cities Series: Round 4



March 21, 2015

(Somewhere near)

4502 Old Battlefield Boulevard

Chesapeake, VA 23322

(registrants will get actual address)

**Join us for the 4th event of the
7-Cities Tournament Series.**

TOURNAMENT SCHEDULE

March 21, 2015

10:00 - 11:30 : Registration/Lunch

12:00 - 2:00 : Round 1

2:15 - 4:15 : Round 2

4:30 - 6:30 : Round 3

6:30 - 7:30 : Dinner

7:45 - 9:45 : Round 4

10:00 - 10:30 : Awards

(This schedule is just a guideline. If you're set to turn into a pumpkin at midnight, as thematically sound as that might be, this might not be the event for you.)

WHAT TO BRING

- \$10 if NAF member, \$20 if not (extra \$10 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

- 4 (!) Games of Blood Bowl.
- Custom dice: 2d6 with "7-Cities:Chesapeake" emblem.
- 7-Cities checklist (or another stamp on the one you already have)

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

A NOTE ON THE VENUE:

The Chesapeake Turncoat will be held in a private residence.

- Please be respectful of this.
- Clean up after yourself.
- Accidents happen, but please try to avoid any major spills or damage.
- The address on the front page is to a parking lot very near the venue. Coaches who have RSVPed to the event will receive the actual address.
- If anyone is interested in spending the night, feel free to bring a pillow and sleeping bag. If you prefer to sleep outside, there's plenty of open land (though there have been some black bear sightings).
- Meals will *not* be provided, but there will be small grills available for anyone's use.
- There are semi-decent restaurants within a couple miles. (This will involve crossing the Carolina border, just in case you have any outstanding warrants down there.) I figure people can tailgate during the lunch/registration break and then we'll go out for dinner.
- (Dear ABC Board,) There will probably be alcoholic drinks around and available, but access to these is **not** contingent on paying the registration fee mentioned above.
- Feel free to bring your own beverages, alcoholic or otherwise.
- If you can't live without access to the NCAA Men's Basketball Tournament, there will be a fairly large television tuned to it.
- Parking is adequate, but car-pooling is always a good idea. And a good time!
- Now I'm just filling space. Prepare for a white void.

TEAM CREATION

- Tournament teams may be purchased using 1,150,000 GC.
- Inducements may be purchased during team creation, including Star Players but excluding Wizards and Special Play Cards. These inducements are considered a permanent part of the team and may be used in each game.
- Opposing teams *may* have the same/duplicate Star Player(s), contrary to the rulebook. Star Players may be chosen as a team's 11th rostered player.
- Teams may be selected from any of the 21 official rosters as well as the 3 semi-official [rosters](#) (Chaos Pact, Slann and Underworld Pact).
- Skills and stat increases may be purchased out of your 1,150,000 GC budget at the following/usual rates:

Regular skills = 20,000 GC

Double skills = 30,000 GC

MA +1/AV +1 = 30,000 GC

(You may not buy increases to ST or AG)

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

- No more than one skill or increase per player. This means a player with a stat increase may not also receive a skill, and no player may have two or more skills added.
 - 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 a team that is eligible for the Stunty Cup (see page 6).
 - Star Players may not be given any skills or stat increases.
 - Rules for the Stunty Cup are on page 6 under "Prizes."
- A team's #7 player also receives one bonus skill, based on which of the 7 cities his team has chosen to represent. See chart, next page. This bonus skill ignores the first three rules above (i.e. it can be a 2nd added skill, it can be added if two players on the team already have it, and big guys can take it). There is no cost associated with this skill. The player who takes the bonus skill **must** be numbered with #7.

7-CITIES BONUS SKILLS

Each team must choose to align itself with one of the 7 Cities. Local coaches do **not** have to choose the city that they are actually from. The chosen city will confer a special skill to one of the team's players (#7), as indicated on the chart below.

Chesapeake	<i>As the newest of the 7 Cities, Chesapeake always has something to prove. Maybe an 8th city will be added one day, so it can stop being "the new guy."</i>	Bonus Skill: Dauntless
Hampton	<i>There might not be a lot going on in Hampton, but at least they've got a NASA facility. That's sort of cool, right? Right?</i>	Bonus Skill: Leap
Newport News	<i>Ah, industry. If you're looking for a manufacturing job or want to breathe some carbon emissions, Newport News is the place for you.</i>	Bonus Skill: Pro
Norfolk	<i>Norfolk is home to some of our nation's finest defenders, a fact which each of those defenders will be glad to detail at length.</i>	Bonus Skill: Guard
Portsmouth	<i>Portsmouth might have slipped from the list of the country's most deadly cities, but they're determined to get back there someday.</i>	Bonus Skill: Mighty Blow
Suffolk	<i>Suffolk is the biggest city in Virginia, at least so far as land area is concerned. No wonder it's home to so many speed traps.</i>	Bonus Skill: Sure Feet
Virginia Beach	<i>Whether through taxes, tolls or fines, the resort city knows how to remove valuables from residents and tourists alike.</i>	Bonus Skill: Strip Ball
Gloucester, Isle of Wight, Poquoson, Williamsburg, etc. (pick any one you like)	<i>You know why the region isn't officially known as the 7-Cities? Because all of these stunty little townships invariably spring up to complain about not being included.</i>	Bonus Skill: Titchy (may only be taken by a player that is already Stunty)

TOURNAMENT RULES

BORING STUFF

Games will be played using the rules from the Blood Bowl [Competition Rules Pack](#) with the following modifications:

- Illegal Procedure will not be used.
- Turns will not be timed, unless a game is obviously falling behind schedule. 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.
- 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.

GENERAL 7-CITIES RULES:

- **"I think I just rolled a 14."** - Any injury roll of double 6s counts as a grisly, immediate and definitive death. Neither Regeneration nor an Apothecary can affect this injury. Necromantic and Undead teams that kill a player in this way may immediately Raise the Dead and add a zombie to their roster (normal restrictions apply).
- **Real weather** - Instead of rolling on the weather chart, the in-game weather conditions will be informed by the actual weather at the tournament venue. Consideration will be made in this order:
 - Blizzard:** If there is a single snowflake in the air, it's a Blizzard.
 - Rain:** If it's raining (or even sprinkling), it's Pouring Rain.
 - Sweltering Heat:** If the temperature is 95 or more, it's Sweltering Heat.
 - Very Sunny:** If the UV index is 9 or more, it's Very Sunny.
 - Nice:** If none of the above conditions are met, it's Nice weather.

Rolls of 7 on the kickoff chart will only result in the extra "drift" scatter before bouncing; there will be no actual change in the weather conditions.

SPECIAL CHESAPEAKE RULES:

Thanks to Bart Verstuyft, who developed these very compelling rules for the Turncoat Bowl in Belgium and gave us permission to make use of them. Assuming you don't have a Belgian holiday planned, perhaps you could pay Bart back by purchasing one of the Turncoat Bowl's tournament miniatures.

- **Turncoat:**

Chesapeake is the youngest of the 7 Cities, and as such many aspects of life there are still in flux. Even the strongest alliances or supposed certainties might be turned upside down at a moment's notice.

The Turncoat rule is very simple: during rounds 2 and 4, each coach will take control of his opponent's team and use it instead of his own. Rosters and skills will be unchanged; you just trade teams and rosters at the beginning of those rounds. Points earned by coaches will count as normal, they will just need to be accomplished while using another team.

It should go without saying that there are strategic decisions to be made. Do you bring a sub-par team that you specialize in? Do you bring a top-tier team to run up the score in Rounds 1 and 3? That's up to you!

You WILL receive NAF ranking adjustments based on every team you play. This is a great shortcut toward "playing the 24," especially if people bring unusual teams.

- **Stay True:**

The one exception to the Turncoat rule is that the bonus skill selected for player #7 will remain with the *coach*, not the team. Hopefully this will result in plenty of Minotaurs with Leap and Snotlings with Mighty Blow. As usual, a second instance of a skill (two Mighty Blows, for instance) is wasted and does not stack.

- **ECTS Scoring:**

For the purposes of the East Coast Tournament Series, your race and Stunty status will be based on which team you **bring** to the tournament. So if you play with Halflings in Rounds 1 and 3, that will count as your race and will generate points for the Stunty standings of the ECTS.

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**
- **+1 Each touchdown scored.**
- **+1 Per casualty** (only those casualties that would normally result in SPPs).

In addition, the following points will be awarded after the first round of play, based on the appearance of each coach's team (judged by tournament staff).

- **Painted +2 Points** The models are each covered with paint of some type, with no bare metal or plastic visible.
- **Detailed +2 Points** The models are each decorated with at least three colors of paint (not counting the base).
- **Numbered +2 Points** All of the team's players are clearly numbered.
- **Distinctive +2 Points** All of the positional players may be easily determined (following explanation, if necessary).
- **Ready for Blood Bowl +1 Points** There are no weapons (assassins and secret weapons excluded!) or other incongruous elements visible on the model.
- **Based +1 Point** Each model's base is finished with gravel, flock, etc.

Unpainted teams are *allowed*, but their use will obviously impact a coach's chances of winning the tournament.

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 - not including painting points)
- Top Turncoat (most points earned in rounds 2 and 4)
- Most Touchdowns
- Most Casualties
- Best Defense (fewest TDs allowed)
- SPR Team Spirit Award (Inspired by our brothers from Richmond. Awarded to a coach displaying noteworthy team spirit in the form of a touchdown celebration, team anthem, live cheerleaders, etc.)

There will be no Stunty Cup, but for purposes of skill selection, Stunty teams are: Halflings per CRP, Goblins per CRP, Ogres per CRP, Lizardmen with no Saurus (only 0-1 Kroxigor, 0-16 Skinks), and Underworld with no Skaven (only 0-1 Troll, 0-16 Goblins).

No coach may win more than one award, with the exception of Best Appearance. Team Spirit and Best Appearance will be selected by the tournament organizer, and only teams painted by their coach will be eligible for the latter.