



**QUEST FOR THE
CRIMSON BRAZE**

**Come celebrate the New Year with a
pageant of bloodsport and headhunting.**

**January 6, 2018
Bearded Bird Brewing Company
727 Granby St
Norfolk, Virginia**

TOURNAMENT SCHEDULE

January 6, 2018

11:00 - 11:30 : Registration
11:30 - 1:30 : Round 1
1:30 - 2:00 : Lunch
2:00 - 4:00 : 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 red 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.
- 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 26 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 – Demigods and Archfiends - 4 skills (0 doubles)

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

TIER B – Heroes and Villains - 5 skills (up to 1 double)

Bretonnian, Elf, High Elf, Human, Necromantic, Skaven

TIER C – Cavaliers and Brigands - 6 skills (up to 2 doubles), big guy double skills

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

TIER D – Varlets and Rogues - 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.

CRIMSON GRAIL SPECIAL RULES:

BOUND BY DESTINY – *Two new teams have entered the scene for 2518, and this tournament is designed to make them feel right at home. For while the high-born knights of Bretonnia and the hellacious demons of Khorne might not appear to have much in common, their cultures share a surprising number of similarities. Both use religion as impetus for the masochistic pursuit of violence, sacrificing all in a mad quest for honor and glory. They also collect grudges and nemeses with a zeal usually reserved for dwarves.*

If you think about it, we all probably tend to pick up a few rivals while in pursuit of trophies and ranking points. This tournament will give you chance to recognize your favorite adversary and the important role they play in your life within Blood Bowl.

- Coaches must register in pairs, with no exceptions. If your partner can't show up on the day of the tournament, you are probably out of luck, but may show up to see if someone else has been left standing at the (sacrificial) altar. Similarly, the organizer would be glad to help you find a match if you contact him in advance. (Said organizer is going to have his own rival and will not give him to you. Sorry, but this tournament is unique in that regard.)
- These paired coaches are not partners, but rivals. If the luck of the draw should bring them together, the following conditions apply:
 - These teams don't like each other; once per turn each team can Pile On as the skill.
 - The winning team will get an extra 5 tournament points. There are no extra points for a draw. Yes, bonus points are usually lame but we've got a theme to attend to here.
 - The winning team will get a marker to represent that they are in possession of the Crimson Grail (or Scarlet Garter or a necklace of teeth – whatever they're into). If a team in possession of this item is defeated in subsequent rounds, this bonus will be transferred to the team that defeats them (and to any team that defeats that team in turn). Draws versus rivals or teams in possession of a Grail have no effect.
- The first round will be entirely random, so there is a possibility of you playing anyone in the tournament. (In other words, there are no groups to prevent playing league-mates in the first round.)
- The other two rounds use Swiss pairings. So while it might seem like a slick move to pick an inexperienced coach or someone with a low-tier team as your rival, it will mean that you're much less likely to run into them during tournament play.

NOTE: This tournament is light on special rules by design. Playing as and against the new teams is the main deal. But it might also be argued that tournaments could use slightly fewer special rules. Just a thought!

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:

- **+10 Win**
- **+5 Draw**
- **0 Loss**
- **+5 per Crimson Grail**
- **-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 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.