

The Beantown Brouhaha



Deep within the caverns of Kul-Dor lays the fabled Hand of Roze-EI. Secreted away for decades, the Hand lay dormant. But, knowledge of the Hand could not be contained indefinitely and has surfaced at long last. Orcs, dwarves, goblins, elves, men, and even the living dead have begun to gather their armies in hopes of acquiring the ancient artifact through force of arms.

The region stood upon the brink of war.

Desperate to stave off the destruction of his homeland, The Keeper of the Hand called for a Council of Generals. Facing certain death should his gambit not work, he approached the varied rulers and whispered a single word.

"Tournament?"

Delighted with the idea, and each certain of his own team's impending victory, the warlords commanded Melifaxis to arrange for a tournament worthy of their vast domains.

Who will emerge the victor, grasping the fabled Hand of Roze-EI? Will it be you?

Whether the relic is the actual hand of Roze-EI has been the source of countless debate among Blood Bowl historians. One group firmly believes the Hand to be that of the fabled priest that the dwarf Roze-EI named himself after, while another group firmly believes it to be the hand of the dwarf himself, still many more believe it to be something entirely different...

One thing is for certain. Whomsoever possesses the Hand reigns supreme upon the pitch!

After a long hiatus, the **Beantown Brouhaha** is making its triumphant return! The Beantown Brouhaha is a NAF-sanctioned (~~pending approval currently for 2019~~), Resurrection & Swiss-styled, Blood Bowl tournament that first took place in 2004. This will be the fifth time I have run the event, and I'm hoping to continue it with regularity now that my children are older. With that said, let's cover some basics (feel free to skip the first four if you are a NAF Blood Bowl tourney veteran):

What is Blood Bowl?

Combine Chess, Fantasy Football, and Kill the Guy with the Ball and you will be pretty close. Then maybe toss in a few nefarious secret weapons, and some beautifully sculpted miniatures and you're starting to get the idea of the fun that Blood Bowl is. Google can tell you far more than I can squeeze in here though.

What is Resurrection-Style?

It means that any damage inflicted upon your players resets every round of the tournament and you play each match with your full roster. SPP's are not tracked and no new skills will be gained as a result.

What is Swiss-Style?

It means that coaches are randomly matched up in the first round of the tournament, but after that teams with the same number of points are drawn against each other, so that you are playing against someone who is doing about as well as you are. This continues until the final round.

What is the NAF?

The NAF is an international association of players dedicated to Blood Bowl – the Games Workshop game of fantasy football. The NAF acts as a central resource for Blood Bowl coaches the world over – offering news, contacts, discussion, sanctioned tournaments and international player rankings. You also get a free Blood Bowl gift with your membership that varies each year.

[You can join NAF at this link](#)

When is the Tournament?

9:30am-9:30pm on Saturday, May 11, 2019

Where is the Tournament?

Great Stories Comics and Gaming
2 South Main St (2nd floor)
Uxbridge, MA

How Much Does it Cost?

The price of the tournament is \$25, but only \$15 for NAF members. Yes, NAF members enjoy a \$10 discount on attendance. But isn't a NAF membership only \$10 for an entire year? Yes. This is to encourage folks to join NAF which allows their games to be tracked so that all coaches in attendance may enjoy having their results ranked and can pursue the 24/26 patch without worry that their matches are not likely to count. Look up for a link to join NAF.

What does that get me?

4 Rounds of Blood Bowl mayhem, camaraderie with other great Blood Bowl enthusiasts, entry into a raffle for a store credit at Great Stories, a shot at some cool Blood Bowl prizes, and of course the glory of victory or the humiliation of defeat – who am I kidding Nuffle will probably give you both of those things!!!

Registration:

· Registration will be open to all NAF members until we hit our capacity of 24 coaches.

Pre-registration is strongly encouraged. Non-NAF members will be allowed to register only on the day of the event provided we maintain an even number of coaches. Please note the cost of the event is \$10 cheaper for NAF members so there is pretty much no reason to not join NAF and pre-register as a NAF membership is \$10/year and will net you some cool BB items and a great BB community.

· To pre-register (NAF members only), simply e-mail robert.fossey@gmail.com, with your name, NAF ID, team name, team race, your commitment to be there on the date of the tourney, & roster if it's ready. I will then send you a PayPal request to complete your registration. Until payment is received your spot is not reserved.

· All e-mails for pre-registration will be processed in the order they are received.

Team Creation:

- All 23 NAF required teams and the 3 NAF recommended teams (bretonnian, slann, khorne) may be selected for tournament play. The links below detail the teams.

[NAF Required Team Lists – v1.5](#)

[NAF Recommended Teams](#)

- Teams will be created utilizing 1.1M gold crowns and must contain 11 players before any inducements are purchased.

- Prohibited Inducements: Special Play Cards & (In)famous coaching staff wizard are prohibited from purchase.

- If you are buying an inducement you are REQUIRED to bring a copy of the GW publication that contains that inducement DZ1, DZ2, BB Almanac, or Spike! 1, Spike! 2, Spike! 3. This is so that your opponent may review anything he/she is unfamiliar with. Failure to do so means you will need to change your roster before the tournament begins. I simply can't have enough copies on hand for 24 coaches.

- After this, coaches will add skills to their teams based on the tier they fall in.

- Tier 1 (5 Regular skills, maximum of one extra skill per player):

Amazons, Bretonnians, Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Norse, Orc, Skaven, Undead, Wood Elves

- Tier 2 (6 Regular skills, maximum of one extra skill per player):

Chaos, Chaos Pact, Elves, High Elves, Humans, Khemri, Khorne, Necromantic, Nurgle, Slann

- Tier 3 (5 Regular skills plus 2 doubles skills, maximum of one skill per player):

Halflings, Goblins, Ogres, Underworld, Vampires

- ALL skills MUST be noted on the team roster which is submitted to the Tournament Organizer at registration. Pro tip: Putting the added skills in **BOLD** font on your roster will help them to stand out.

- The BB2016 version of Piling On will be utilized and may be selected. We will not be using the CRP version of the skill. This skill will be limited to one per team as we test the impact this year.

- Colored rubber bands or skill rings will keep the tournament moving along and are strongly encouraged.

Tournament Rules and Gameplay:

- THE GOLDEN RULE: Sportsmanship matters more than winning. We are gathering to enjoy our time together and share our love of Blood Bowl. Be considerate of your fellow coaches. At the end of the day this is still just a game. Should the TO need to address bad sportsmanship, a coach may be removed from the tournament at the TO's discretion.
- NAF 2019 Tournament Rules are in play (inducement and skill related items specific to the Beantown Brouhaha are clarified above under Team Creation)

[NAF 2019 Rules for Tournaments](#)

- Resurrection/Swiss Style Event
- Prior to each game, coaches should agree what constitutes a 'cocked' die and discuss any other issues relating to dice rolling mechanisms and reach consensus (ie dice towers). Should either coach request, dice must be shared between coaches.
- Player aids, such as probability Apps, calculators and the like must not be used while in-game.
- External coaching of players in-game is not permitted.
- The Illegal Procedure rule will not be in use; just politely remind your opponent to move their turn marker.
- Turn timer rules will also not be in place. Please note that you may be given a certain amount of time to complete your game should you be running late at the discretion of the Tournament Organizer.
- Overtime will only be played in the Championship Match.

Tournament Scoring:

Teams will be ranked after each match using the below point scale.

- Winning the Match = 3 Points
- Tied the Match = 1 Point
- Losing the Match = 0 points
- If two or more teams have the same number of points the following tie-breakers will be applied in this order:
 - Head-to-Head Result (if they have played one another)
 - TD Differential
 - CAS Differential
 - TD's Scored
 - CAS Inflicted
 - Coin Toss/Random Die Roll by TO
- After three rounds the top two teams will face off in the Championship Match

What You Need to Bring:

- Your Blood Bowl team (fully painted if you please). Models **must** be numbered. Skill rings or small colored elastic bands to mark players with skills are strongly encouraged to keep things moving along. I will also have some with me if needed.
- 3 copies of your team roster with added skills in **BOLD**
- Supporting literature for any inducements purchased
- A Blood Bowl board, templates, dugout, blocking dice, and d8 (we can't guarantee we will have extras on hand)
- Writing implement(s)

Event Schedule:

9:30am	Tournament Location Opens and Registration/Check-In Begins. Again, Coaches are strongly encouraged to pre-register as it will greatly help speed things along.
10:00am-12:15pm	Round One
12:15-1:00pm	Lunch Break
1:00-3:15pm	Round Two
3:15-3:30pm	Raffle Winner(s) Declared
3:30-5:45pm	Round Three
5:45-6:30pm	Dinner Break
6:40-8:45pm	Round Four
8:45-9:15pm	Awards

The Raffle:

The first \$5 of every coach's entry fee goes into a raffle. The winner(s) will receive store credit at Great Stories Comics and Gaming. We do this to thank Great Stories for hosting us and to ensure that they get some business from our Blood Bowl coaches that day.

After the second round, we will draw the winner(s) randomly. The number of winners depends on the number of registered coaches. If 8 coaches or less register, there will be one winner drawn for the full amount (\$5 x number of registered coaches). If there are between 10 and 16 coaches, there will be two winners drawn that will split the pot equally. If there are between 18 and 24 coaches, there will be three winners drawn that will split the pot equally.

Group Food Orders:

Great Stories is being kind enough to coordinate a group order for pizza for lunch and subs for dinner. They sell beverages at the store as well. Sign-up sheets will be at the venue in the morning so that food can arrive around our break time. If you don't have any dietary restrictions, please consider utilizing this option as it will help keep us on track for a timing perspective. If you do have any dietary restrictions, please feel free to bring what you need.



Beantown Brouhaha Hall of Champions:

Team Name	Race	Coach	Year
Desert Kings	Khemri	gken1	2004
Some Kinda Voodoo	Necromantic	Melifaxis	2005
The Organ Donors	Undead	skavenskulls14	2006
Skinkfury	Lizardmen	SkinkFury	2007
Tak's Warriors	Lizardmen	underx	2019