

Forest City Cup II

Friday, May 2: **Forest City 7s**

Saturday, May 3: **Quest for the Grail III**

Sunday, May 4: **Biffo Bowl**

Cost (does not include NAF membership fees)

Friday: \$10

Saturday: \$20

Sunday: \$20

Full weekend: \$40

This can be e-transferred to codyclerke@live.ca or paid at the door.

Bonus

Each coach that submits their final rosters and payment **on or before** April 26, 2025 will receive 3 dedicated fans for the tournament and 5 raffle tickets.

Format

Each day's event will have its own champion and prize winners. Points will be accumulated over the weekend. The coach with the most points over the course of all three events will be declared the winner of the Forest City Cup.

On each day the first round will have random pairings. Subsequent rounds will be Swiss pairings. Each event will be a resurrection tournament (no SPP, injuries do not carry over). All teams will be considered to have equal CTV at the start of each game.

General Rules

We will be using the [NAF Tournament Rules for 2024](#). The budget can be used to buy players, team goods, star players, and inducements. If both teams have the same star player, the player will play for both teams. The inducements available are star players (including those in the most recent Spike! Journal), Halfling Master Chef, bribes, kegs, plague doctor, and riotous rookies. Wizards, special play cards, (in)famous coaches, and other inducements are not available for purchase. Teams must have 11 players before hiring any star players.

Coaches should do their best to play within the given time frame. Game progress will be assessed at the midway point to ensure games finish on time. Games may be stopped early to keep the event on schedule. Each coach will play the same number of turns.

Good sportsmanship is expected from all participants. While the tournament is a competitive setting, everyone is there to have fun and that includes your opponents.

Prizes

Champion

Runner-Up
Most TDs
Most Casualties
Stunty Cup
Best Sport
Wooden Spoon

Tiebreakers

Points
Head to head
Strength of schedule
Touchdown differential
Casualty differential
Skill-testing question

What to bring

- Dice (GW, NAF, or FUMBBL block dice, D8, D16)
- Miniatures with easily identifiable positions (star players can be proxies)
 - Skill bands will be available for those not marked

What you get

- 3-4 games of Blood Bowl each day
- 2 custom D6 each weekend day (2 different sets total if attending each day)
- Prizes
 - A raffle will be held on Sunday. Tickets may be purchased or won throughout the weekend and we will find a way to get you any prizes won if you cannot be present for the draw on Sunday.
 - The full list of raffle items is to be determined.

Forest City 7s

Location

The Rec Room (Three10 Balcony)
1680 Richmond St
London, ON

Schedule - Friday, May 2, 2025

6:00 - Registration
6:15 - 7:25 - Round 1
7:30 - 8:40 - Round 2
8:45 - 9:55 - Round 3
10:00 - Awards

Scoring

Win: 5
Draw: 2
Loss: 0
Concede: -5

Rules

This event will be played using the Sevens rules from Death Zone. We will use the injury table and apothecary rules from the standard game of Blood Bowl.

Team Building

Each team will have **600,000 gp** to spend on team creation. Teams must have a minimum of 7 players and maximum of 11 players. You can hire a maximum of 4 players that are not Linemen. Star players and mercenaries cannot be purchased. All teams will be allowed to take **two different primary skills** for their team after team creation. Desperate measures may not be taken.

Quest for the Grail III

Location

Game Knight Leagues
38 Adelaide St N, Unit 2A
London, ON

Schedule - Saturday, May 3, 2025

8:00 - Registration
8:30 - 10:45 - Round 1
11:00 - 1:15 - Round 2
1:15 - 2:00 - Lunch
2:00 - 4:15 - Round 3
4:30 - 6:45 - Round 4
7:00 - Awards

Scoring

Win: 30
Draw: 10
Loss: 0
Concede: -10
Score 3 or more TDs: 1
Concede 0 TDs: 1
Cause 3 or more casualties (from Blocks only): 1

Rules

Star Players with rules released before April 15 will be allowed.

Team Building

Each team will have **1,150,000 gp** to spend on team creation. Teams must have a minimum of 11 players before hiring Star Players. If both teams have the same Star Player both will play. Star Players may not be given additional skills. Due to popularity, the following Star Players will incur an additional cost to add to your roster:

- Morg 'n' Thorg, Griff Oberwald, Deeproot Strongbranch, Hakflem Skuttlespie, Kreek Rustgouger, Bomber Dribblesnot, Cindy Pie whistle, Estelle la Veneaux, Dribl & Drull, Skitter Stab-Stab, H'thark the Unstoppable, Maple Highgrove: 5 primary skills
- All other stars: 2 primary skills

Choose one of the following skill packages to add skills to your players based on your team's tier as described below. One player may be given two primary skills at the cost of one primary and one secondary skill. No additional skill stacking will be permitted.

Tier 1: Amazon, Dark Elf, Dwarf, Lizardman, Orc, Skaven, Undead, Vampire, Wood Elf

- 6 primary skills
- 4 primary skills + 1 secondary skill

Tier 2: Chaos Dwarf, Elven Union, High Elf, Human, Necromantic, Norse, Slann, Tomb Kings, Underworld

- 7 primary skills
- 5 primary skills + 1 secondary skill

Tier 3: Black Orc, Chaos Chosen, Chaos Renegade, Imperial Nobility, Khorne, Nurgle, Old World Alliance

- 6 primary skills + 1 secondary skill
- 5 primary skills + 2 secondary skills

Tier 4: Halfling, Gnome, Goblin, Ogre, Snotling

- 7 primary skills + 1 secondary skill
- 6 primary skills + 2 secondary skills

Biffo Bowl

Location

Game Knight Leagues
38 Adelaide St N, Unit 2A
London, ON

Schedule - Sunday, May 4, 2025

8:30 - Registration
9:00 - 11:15 - Round 1
11:30 - 1:45 - Round 2
1:45 - 2:30 - Lunch
2:30 - 4:45 - Round 3
5:00 - Awards

Scoring

Win: 30
Draw: 10
Loss: 0
Concede: -10
Score 3 or more TDs: 1
Concede 0 TDs: 1
Cause 3 or more casualties (from Blocks only): 1

Team Building

Each team will have a **1,300,000 gp** budget to spend on team creation. This budget may be spent on players, team goods, inducements, skills and characteristic improvements. Only one player may be given multiple skills or stats. Death Zone inducements will be permitted, but star players, wizards, giants, unnamed biased refs, and mercenaries will not be allowed as inducements.

Primary skill: 20k
Secondary Skill: 40k
Improvement to ST: 80k
Improvement to AG: 40k
Improvement to MA: 20k
Improvement to PA: 20k
Improvement to AV: 10k

During the course of the tournament each coach will be provided with a Blood Bowl ~~Bingo~~ Biffo card to complete various achievements to earn small rewards and raffle tickets.

Thanks

