



Deep within the caverns of Kul-Dor lies the fabled Hand of Roze-El. 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 Melifax to arrange for a tournament worthy of their vast domains.

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

Whether the relic is the actual hand of Roze-El 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-El 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!

The Beantown Brouhaha is a NAF-sanctioned, Resurrection & Swiss-styled, Blood Bowl tournament that first took place in 2004. This will be the tenth time I have run the event, and I will be continuing it with regularity now that my children are older. With that said, let's cover some basics (feel free to skip these 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?**

9:00am-7:00pm on Saturday, July 20, 2024

### **Where is the Tournament?**

Great Stories Comics & Games  
1167 Providence Rd  
Whitinsville, MA

### **How Much Does it Cost?**

The price of the tournament is \$35 for NAF members. A NAF membership is only \$10 for an entire year. It's also free for those under age 16 and you can also sign up for \$5 on the day of an event (if the appropriate NAF official is present)! 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 patches without worry that their matches are not likely to count.

Look on the prior page for the link to join NAF.

### **What does that get me?**

3 Rounds of Blood Bowl mayhem, a pizza lunch, some beverages, camaraderie with other great Blood Bowl enthusiasts, 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!!! One of you will also end up in The Hall of Champions and have your name and your team's name forever etched onto The Hand of Roze-El!!

### **Registration:**

- Registration will be open to all NAF members until we hit our capacity of 30 coaches. **Pre-registration is strongly encouraged as it helps enormously in planning prizes etc.** Non-NAF members will be allowed to register only on the day of the event provided they join NAF and that we maintain an even number of coaches. So just join NAF online in advance if you want to lock in your place at the table!
- To pre-register (NAF members only) simply e-mail robert.fossey@gmail.com, with your name, NAF ID, team name, team race, favorite pizza toppings, your commitment to be there on the date of the tourney, and roster if it's ready. Payment can be sent via PayPal to the same email address to complete your registration. Until payment is received your spot is **not** reserved.
- Valid rosters sent via email prior to midnight 06/30/2024 will receive a free assistant coach and cheerleader for the event! I'll make less mistakes if I don't have to check them all in a mad rush the morning of the event! There will be no TV adjustments.
- All e-mails for pre-registration will be processed in the order they are received.

## Team Creation:

- Teams will be drafted using BB2020 Rules including published errata through May 2024
- All 21 teams in the Blood Bowl 2020 Core Rulebook, the three remaining Teams of Legend, the Khorne, Amazon, Vampire, and Norse rosters from Spike, and the NAF recommended Slann team may be selected for tournament play.

### [Blood Bowl - Teams of Legend](#)

#### [Slann Roster \(page 2\)](#)

- Teams will be created utilizing **1.2M** gold crowns and must contain 11 players before any inducements are purchased.
- **Prohibited Inducements:** Star Players, Special Play Cards, (In)famous Coaching Staff, Wizard Inducements (as clarification this does not include the Weather Mage per the Core Rulebook but does include the Haemomancer in the Vampire Spike), Mercenaries (including Giants), Medicinal Unguent, and Side Bets are prohibited from purchase. Everything else in the Core Rulebook, Spike, and Death Zone is fair game. If it's in the Matched Play Guide, then it is disallowed.
- **Star Players:** Stars Players have been banned from playing in Beantown Brouhaha X, but each game a Star Player shows up in the stands and inspires both teams equally at the start of a match (see next bullet point).
- **Heroic Inspiration:**  
Coaches roll 2d6 at the start of the match (one d6 each). For the remainder of the match each team assigns the following skills to a single player on their team based on which Star Player is in the stands inspiring the players on the field. These must be applied to a player that has not been given additional skills. Skills can not stack. So, for example, adding Mighty Blow (+1) to someone who already starts with Mighty Blow (+1) like a Shambling Undead Mummy does NOT result in Mighty Blow (+2).
  - 2 - Morg 'n' Thorg: Mighty Blow (+1) and Thick Skull
  - 3 - Helmut Wulf: Chainsaw and Secret Weapon
  - 4 - Granshnak Blackhoof: Frenzy and Mighty Blow (+1)
  - 5 - Count Luthor Von Drakenborg: Hypnotic Gaze and Sidestep
  - 6 - Griff Oberwald: Dodge and Fend
  - 7 - Lord Borak the Despoiler: Dirty Player (+1) and Sneaky Git
  - 8 - Varag Ghoulecher: Block and Mighty Blow (+1)
  - 9 - Eldril Sidewinder: Hypnotic Gaze and Nerves of Steel
  - 10 - Puggy Baconbreath: Always Hungry, Block, and Dodge
  - 11 - Bomber Dribblesnot: Bombardier and Secret Weapon
  - 12 - Grim Ironjaw: Block and Dauntless

- After this, coaches will add skills to their teams based on the tier they fall in. Coaches choose the skills they want to apply; there are no random skills. A coach may choose to apply a primary skill in place of a secondary skill.
  - **Tier 1 (6 Primary Skills, maximum of 1 extra skill per player):**  
Amazons, Chaos Dwarves, Dark Elves, Dwarves, High Elves, Norse, Shambling Undead, Skaven, Underworld Denizens, Vampires
  - **Tier 2 (6 Primary Skills plus 2 Secondary Skills, maximum of 2 extra skills per player):**  
Chaos Chosen, Elven Union, Humans, Imperial Nobility, Lizardmen, Khorne, Necromantic Horror, Old World Alliance, Orcs, Slann, Tomb Kings, Wood Elves
  - **Tier 3 (7 Primary Skills plus 3 Secondary Skills, maximum of 2 extra skills per player):**  
Chaos Renegades, Black Orcs, Halflings, Nurgle, Snotlings
  - **Tier 4 (50k extra gold, 8 Primary Skills plus 4 Secondary Skills, maximum of 2 extra skills per player):**  
Goblins\*, Ogres
- **\*Goblin Injustice** - GW clearly has it in for goblins. The Goblin Civil Liberties Union (GCLU) has not-so-secretly bribed all tournament officials. Goblin squads may purchase a bulk package of three bribes for 100k.
- **Air it Out!:** There's not enough passing in BB2020. After your roster is finalized with spend, add the following:
  - Tier 1 - 1 Passing Skill (other than Leader or On the Ball) to a single player with Primary Pass skill access.
  - Tier 2 - 2 Passing Skills (other than Leader or On The Ball) to a single player with Primary Pass skill access.
  - Tier 3 - +PA and 2 Passing Skills to a single player with Primary Pass skill access.
  - Tier 4 - +PA and 3 Passing Skills to a single player with Primary Pass skill access.
  - If no player on your team has primary pass access you may then add to a player with Secondary Pass skill access. If no player on your team has Primary or Secondary Pass skill access (I'm looking at you Chaos Dwarf coaches) then add it to any player. These Air it Out allocations can not bring a player above the maximum 6 advancements.
- 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 or **highlighting** them on your roster will help them to stand out.
- Colored rubber bands or skill rings will keep the tournament moving along and are strongly encouraged. I will have some on hand if you need them.

- Any Questions? Please feel free to ask on the [NEBBN Discord](#) server under the event's channel or reach out to me at robert.fossey@gmail.com

### **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. The TO reserves the right to remove any coach from the tournament for poor sportsmanship. Sportsmanship is an aspiration or ethos that a sport or activity will be enjoyed for its own sake, and with proper consideration for fairness, ethics, mutual respect, and a sense of fellowship with one's competitors. Also, remember that fouling, while a “despicable act” and “worthy of distaste of the highest order”, is a core part of the game we all love - this is NOT an act of bad sportsmanship; even if done 32 times in a match. 33 is crossing a line though ;)
- May 2024 Errata will be utilized and will be linked here once published  
[Designer's Commentary & Errata May 2024](#)
- NAF 2024 Tournament Rules are in play (inducement and skill related items specific to the Beantown Brouhaha are clarified above under Team Creation)  
[NAF 2024 Rules for Tournaments](#)
- The Exhibition Prayers to Nuffle Table will be utilized (Core Rulebook p 103)
- 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 charts or apps, playbooks, and the like must not be used while in-game. A Passing Square chart is ok and encouraged.
- External coaching of players in-game is not permitted.
- Turn timers will 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 TO. Under such a scenario each coach will be given an EQUAL number of turns. If you are running behind, please break out your phones and time your turns. If you want to mitigate that risk, please use a timer or clock if you know it would benefit you.
- Casualties may be scored by Block, Blitz, Foul, Crowd-Push, Secret Weapon, Stab, Vomit, the usage of Skills or Mutations that aid in creating an opponent injury (Arm Bar, Diving Tackle, Prehensile Tail), TTM Collisions, or Star Player Special Actions that target opposition players. You do not score them for hurting your own team members.
- Apothecaries work in the standard manner.
- We will allow the use of multiple bribes on a single event despite the word "single" having both been in the rules and still remaining in the written rules in this context.

- If a Leader is removed from the field, the team will lose their Leader re-roll, even if they return to the field, unless there is another Leader on the field. It will only refresh in the second half if a player with Leader can be placed on the pitch to start the half. Choosing to not field a Leader if eleven other players are available does NOT constitute removal from play.
- Players failing a Bloodlust (X+) check while performing a pass action must pass from the same square that they use to bite the thrall. They may not move afterwards unless it was a Quick Pass and the player has the Running Pass skill. Similarly, a Hand-Off action would be completed from the same square as the bite on the thrall.

### **Tournament Scoring:**

- Teams will be ranked after each match using a point scale (0-90 potential points):
  - Winning the Match = 75 Points
  - Tied the Match = 30 Point
  - Losing the Match = 0 Points
  - Blowout Bonus = 5 Points (win by 2 or more TD's)
  - Smackdown Bonus = 5 Points (inflict 2 more casualties than your opponent)
  - Kept It Close Bonus = 5 Points (lose by only 1 TD)
  - Shutout Bonus = 5 Points (give up 0 TD)
- The Tournament Champion will be determined by Total Points after three rounds of play and if needed, by Tie-Breakers in the following order:
  - Head-to-Head Result (if they have played one another)
  - Sum of TD Differential plus half of your CAS Differential
  - TD's Scored
  - CAS Inflicted
  - Coin Toss/Random Die Roll/Other Random Method Determined by TO

### **The Glittering Prizes:**

- Coaches are competing for the following accolades:
  - Champion
  - Runner-Up
  - Most Brutal (Most CAS Inflicted)
  - Best Offense (Most TD's Scored)
  - Best Defense (Least TD's Allowed)
  - Stunty Cup
  - Best Painted
- I like to spread the love so, no coach can win more than one of the above prizes/trophies with the exception of Best Painted.
- Please note that in the NAF system I will still put the actual numeric winner(s) of each category. For example, should the Champion also have Most TD's that would be reflected in NAF, but someone else would go home with the Most TD's prize/trophy (they would not be credited with Most TD's in NAF's system).

### **What You Need to Bring:**

- Your Blood Bowl team (preferably with some paint on it). Models **must** be numbered or easily identifiable. Skill rings or small colored elastic bands to mark players with added skills are strongly encouraged to keep things moving along. I will also have some with me if needed.
- 2 copies of your team roster with added skills in **BOLD** or **highlighted**. One for you and one for your opponent. Ask for it back from your opponent after each round.
- Supporting literature for any inducements purchased
- A Blood Bowl pitch, templates, dugouts, three blocking dice, 2d6, 1d8, and 1d16
- Writing implement(s)

### **The Raffle:**

To support the store, \$5 of every entry will be placed into a raffle for store credit. Random drawings will be made. The number of drawings and amount of each prize will depend on the number of registrations.

### **Lunch:**

A pizza lunch will be provided as part of registration. Let me know what toppings you like.



### **Event Schedule:**

9:30am	Tournament Location Opens and Registration/Check-In Begins.
10:00am-12:15pm	Round One
12:15-1:15pm	Lunch Break
1:15-3:30pm	Round Two
3:45-6:00pm	Round Three
~6:00pm	Awards

### **NEBBN TOURNAMENT SERIES:**

2024 marks the second year of the NEBBN Tournament Series. The series compiles results across specific NEBBN Blood Bowl tournaments for 2024 taking place in the New England states, New York, and New Jersey. The results create coach rankings that can earn special prizes at the end of the year. All participating NAF coaches will have their results from this tournament included in the results of the 2024 NEBBN Tournament Series. To find out more please feel free to join our Discord server for all things Blood Bowl in the North Eastern United States.



[NEBBN Discord](#)





[NEBBN Tournament Series Standings](#)



### The Beantown Brouhaha Hall of Champions:

Brouhaha	Team Name	Race	Coach	Year
I	Desert Kings	Khemri	gken1	2004
II	Some Kinda Voodoo	Necromantic	Melifaxis	2005
III	The Organ Donors	Undead	skavenskulls14	2006
IV	Skinkfury	Lizardmen	SkinkFury	2007
V	Tak's Warriors	Lizardmen	underx	2019
VI	Staph Meeting	Nurgle	G-Bread	2019
VII	The Feastie Boys	Halfling	kowal	2021
VIII	The Feastie Boys	Halfling	kowal	2022
IX	Black Carpet Cartel	Old World Alliance	G-Bread	2023
X	??	??	Will it be you??	2024

**Ye Registered Coaches:**

1	Rob Fossey/melifaxis  	16	
2	Logan Fossey/underx  	17	
3	Anthony Albano/g-bread	18	
4		19	
5		20	
6		21	
7		22	
8		23	
9		24	
10		25	
11		26	
12		27	
13		28	
14		29	
15		30	

 = PayPal received  
  = NAF Member  
  = Roster Fully Checked