

7-Cities Blood Bowl Presents:

the Beater Bowl

& UGLIEST TEAM PAGEANT



September 30, 2023
4500 Old Battlefield Road*
Chesapeake, VA

*(*Actual address supplied at registration. It's about a mile from the above.)*

TL;DR VERSION OF THE CONCEPT:

Bring a goofy team, but not too goofy. You're not guaranteed to play a game with it, but the odds are *relatively* high.

A longer explanation of concept:

The Living Rulebook era produced a stable meta the likes of which today's rookie coaches will never know. Unfortunately, that stability led to a lack of originality in roster selection, as everyone quickly learned the best teams and skill combos. This was the environment that produced diversity efforts such as the "24" patch (for playing each team type in at least one event), tournament tiers (to provide bonuses for less effective teams), and the Turncoat format.

Created by Bart "MagicTobe" Verstuyft in 2012, Turncoat's base concept is that you only play half of the tournament rounds using your own team, then for the others you trade with your opponent and use their team instead. Thus, each coach could make the decision to bring a min/max power-build or heavily themed goblins with the knowledge that they'd eventually be playing against the same roster, for better or worse.

That original Turncoat in Belgium was a hit, eventually spawning a 24-hour spin-off (the 10-round "Turncoat Max") and being exported as far as New Zealand. Locally, we've seen the Chesapeake Turncoat (2015), North Carolina's T.R.A.T.R. (2017-2019), and last year's Richmond Turncoat, all regional favorites.

There were only two (admittedly minor) issues with the format, especially when catering to an American audience:

- *Some people can't stand the idea of someone pawing their precious models even more than they already do in a standard game.*
- *Turncoat requires an even number of rounds, and most local coaches aren't up for four rounds in a day.*

That bring us to Beater Bowl.

The concept is similar to Turncoat, in that you won't be using your own roster in every round. Instead, there's a decent chance you'll play the 1st round with your own squad (just to keep you honest) before being assigned a random one in the last two, thus maintaining the oddball angle while saving us from the horrors of a 4-round tournament. Additionally, coaches are encouraged to bring their oldest, ugliest, weirdest, or least favorite team (commonly known as "beater" teams), so as to minimize anxiety over any rugged handling by opponents. To play into that aspect, there will also be multiple awards for ugly or unusual models.

TEAM ASSIGNMENT

- Prior to the first round, a single die will be rolled by the tournament organizer (or any convenient third party). If the result is even, coaches will use the team and roster they brought with them. If odd, all rosters/teams will be randomized among all coaches.
- Prior to subsequent rounds, all rosters/teams will be randomized among all coaches.
- Rosters must be submitted by September 22, so that organizers can create standardized roster sheets for each team.

THE BEATER BOWL CODE OF CONDUCT

Acceptable:

- Bringing Legos, Cutiemals, Heroclix, McCollum specials, Chess pieces, repurposed toys, etc.
- Bringing a totally normal team of well-painted conventional Blood Bowl models
- Making a roster that is challenging or even super dumb
- Making a roster that is as competitive as usual

Unacceptable:

- Bringing a team that is overly confusing or for which the positionals are difficult to distinguish. This would include models for which it is impossible to tell prone from stunned.
- Getting mad about the dopey rosters you get stuck playing. (“Not my OWA ranking!”)
- Being intentionally rough with other people’s models. (Taking the tournament’s name too seriously, in other words.)

Don’t have an eye for the ugly?

- We have locals that specialize in building teams out of unconventional materials and printing weird little 3d models. Get in touch and we’ll put you together with one of them to plan a team.

TOURNAMENT SCHEDULE

September 30, 2023

10:00 - 10:30 : Registration

10:45 - 1:00 : Round 1

1:00 - 2:00 : Lunch

2:00 - 4:15 : Round 2

4:45 - 7:00 : Round 3

7:00 - 7:30 : Awards ceremony

WHAT TO BRING

- \$25.
- 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
- Pen or pencil.

WHAT YOU GET

Just dice, probably! This is an attempted return to experiential Blood Bowl. Also, the paired tournament is basically free. (See below.)

1 WEEKEND, 2 TOURNAMENTS

This tournament is part of a 2-day Blood Bowling affair. It will be played on a Saturday and another tournament, Bosom Bowl, will be played on Sunday. Information on Bosom Bowl can be found here:

<http://7citiesbb.com/BosomBowl6.pdf>

(If you've only been to the area during the summertime before, you'll find that the cost of hotels and home rentals are significantly lower during the offseason.)

BASIC RULES & TEAM CREATION

- Games will be played using the NAF's current rules for tournaments, as found at: <https://www.thenaf.net/tournaments/nafdocs/>
- Tournament teams may be purchased using 1,120,000 GC.
- All teams from Blood Bowl Second Season, Teams of Legend, and the NAF Community team Slann (see NAF link above).
- All inducements are allowed, with the exception of:
 - Mercenaries of either type
 - Special Play Cards
- Yes, this means that star players, wizards, giants, and sideline staff will be allowed.
- There is no penalty for star players. If you want to gamble on a 50% chance of using Morg once before he's released into the wild, go for it.
- Skills will be awarded depending on team type:

TIER A – 4 PRIMARY SKILLS, NO SECONDARIES

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

TIER B – 5 PRIMARY SKILLS, NO SECONDARIES

Black Orc, Chaos Chosen, Elf Union, High Elf, Imperial Nobility, Human, Necromantic

TIER C – 6 SKILLS, (UP TO 1 SECONDARY)

Chaos Renegades, Khorne, Nurgle, Vampire, Slann, Old World, Tomb Kings, Underworld

TIER D - 4 PRIMARY SKILLS + 2 SECONDARY SKILLS

Goblin, Halfling, Ogre, Snotling

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

- No more than two skills per player.
- Secondary skills can be traded for +1 MA/PA,/AV. No limits beyond those in the rulebook (e.g., no MA10).
- Freely, I said! There's no limit on skill incidence or anything like that.

TOURNAMENT RULES

BORING STUFF

- 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 and 15 minutes, 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.

SKILL BANDS

As teams will be traded around, players should be marked with bands, paint, or something along those lines to indicate which skills they have. For the most common skills, use the following colors:

Blue = Block
White = Wrestle
Yellow = Dodge
Green = Guard
Red = Mighty Blow
Orange = Tackle
Black = Dirty Player
Purple = Leader

For other skills, please use multi-colored bands or some other indicator. We'll be contacting you before the tournament to find out if there's any special information that needs to accompany your team as it's passed around.

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:

- **+2 Win**
- **+1 Draw**
- **0 Loss**
- **-1 Forfeit or concession.**
- **Tiebreakers: Net TDs, then Fewest TDs allowed, then Net casualties.**

AWARDS

Trophies will be awarded for the following accomplishments:

- **Champion** (most tournament points)
- **2nd Place** (2nd-most tournament points)
- **Last Place** (fewest tournament points)
- **Most Touchdowns**
- **Most Casualties**
- **Best Defense** (fewest TDs allowed)

- *Ugliest Team*
- *Best Team*
- *Dumbest Roster*
- *Best Roster*

No coach may win more than one competitive award (the first 6 on the list). The last 4 will be decided by a community vote and coaches may win any number of them.