



S E V E N  C I T I E S

BOSOM BOWL 6

Rise of the Ogre Prince



BOSOM BOWIE

A BLOOD BOWL TOURNAMENT TO
CELEBRATE WILLIAM ROGERS IV



October 1, 2023
501 Birdneck Road
Virginia Beach, VA

The Princely Gimmick

It's not often that you see monarchy combined with meritocracy, but that's what the Ogre Kingdoms' rules of succession boil down to. A child born to a king is thrown in with an anonymous pack of ogre infants (which are roughly as strong and capable as full-grown hyenas) alongside the whelps of lesser warlords and common laborers. These brutish babies are subjected to a pit fight or similar test of mettle, and the ogreling who emerges atop the pack is judged to have been the heir all along.

Such is the situation in the lands of King William the Relatively Undersized. With his armies and treasury having already been assigned to his first two children respectively, the birth of his third means that there is finally someone to inherit the kingdom's thriving Blood Bowl league. As such, rather than arranging the usual duels and feats of strength, King William has convened a Blood Bowl tournament. And you, dear reader, are among the coaches who have been tasked with building a team around a baby ogre who may or may not hold a champion's pedigree.



The real deal.

Will Rogers is a legend of Virginia Blood Bowl, having played in over 70 tournaments during his decade as a coach. He also created Bosom Bowl, a charity tournament that has raised thousands of dollars for the American Cancer Society's Relay For Life. Now, as he prepares for the birth of a son, we're holding this event to congratulate he and his fiancé Nikki on that, as well as to celebrate his time in the game.

Nate Beem is running this for Will. If we can get up around 16 people, Nate won't be playing and Timmy Dunbar will serve as odd man out. Everyone is welcome even if you don't know Will at all, but we're going to cap it at 20 teams. It's a Specialist tournament, so games will be tracked on the NAF site but won't count for or against your main rankings. Personally, I find this a comfort when playing in a tournament with goofy rules, which this one 100% is (if you hadn't yet noticed).

TOURNAMENT SCHEDULE

October 1, 2023

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

WHAT TO BRING

- A gift suitable for the parent of a newborn baby. This can be a box of baby wipes or a solid gold basinet, depending on how cheap and close to the father you are. In all seriousness, bring something but don't sweat it too much.
- 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).

WHAT YOU GET

Just dice, probably! You're coming to appreciate your buddy/acquaintance.

Yes, a baby ogre model was considered, but we'd rather see what you come up with.

1 WEEKEND, 2 TOURNAMENTS

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

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

(If you've only been to the area during the summertime before, you'll find that the cost of hotels and 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/>
- The Autumn Weather chart from Death Zone will be in effect. Better run out and buy it or start Googling.
- Tournament teams may be purchased using 1,150,000 GC.
- All teams from Blood Bowl Second Season, Teams of Legend and the NAF Community teams (see NAF link above).
- All inducements are allowed, with the exception of:
 - Mercenaries
 - Special Play Cards
 - Star Players
 - Referees of any type
- Yes, this means that wizards, giants, and sideline staff will be allowed.
- Each team will be assigned a baby ogre (see next page). This player is free but does not count toward the 11 players needed to field a team. It does count as one of the 11 players on the field.
- Skills will be awarded depending on team type:

TIER A – 4 SKILLS, NO SECONDARIES

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

TIER B – 5 SKILLS, NO SECONDARIES

Black Orc, Chaos, High Elf, Human, Imperial Nobility, Khorne, Necromantic, Skaven

TIER C – 6 SKILLS, 2 MAY BE SECONDARIES

Chaos Renegades, Nurgle, Slann, OWA, Tomb Kings, Underworld, Vampire

TIER D- 8 SKILLS, 3 MAY BE SECONDARIES

Goblin, Halfling, Ogre, Snotling

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).

That's it. Go nuts!

TOURNAMENT RULES

BORING STUFF

- 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.

THE PRINCE

Ogre babies are way tougher than human babies, but they're still infants. Not only are they relatively weak, they don't necessarily follow orders either.

BABY OGRE MA: 4, ST: 2, AG: 4+, PA: 6+, AV: 8+

Skills: Loner 4+, Bonehead, Drunkard, Animosity: everyone, Stunty, Titchy, Right Stuff, Break Tackle, Mighty Blow, Sprint, Thick Skull

- Record any SPPs earned by the baby, as these could win you a special award. In addition to all the normal ways you can earn SPPs, a baby that survives an entire match without becoming a casualty automatically gets an MVP (4 SPPs).
- A baby that is removed as a casualty by any means is considered disqualified (at best!). Delete all SPPs earned to this point, and a new baby will be assigned AFTER the match. Apothecaries may not be used on babies.
- It is perfectly acceptable to park a baby in the dugout, assuming you can field 11 other players. It's just unlikely they'll earn SPPs while hiding out.
- Baby SPPs aren't tiebreakers or bonus points, so you're basically deciding between playing it straight or trying to win the meta contest – unless maybe you're good enough to do both!
- You must have some sort of (slightly) appropriate model to represent the baby. You must also name it on your roster, no exceptions. Write it longhand if your app doesn't allow for additions.

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 - not including painting points)
- Stunty Cup (most points by one of the following teams:
 - Halflings
 - Goblins
 - Ogres
 - Snotlings
- Most Touchdowns
- Most Casualties
- Best Defense (fewest TDs allowed)
- Best Baby (see above)

No coach may win more than one award, with the exception of Best Baby.

