



BEACH BOWL

Blood Bowlers need a break now and then, just like anyone else. But even while on vacation, these crazed athletes can't resist stealing away for a bit of sport. In most resort cities around the known world, there are enough of these players on-hand to organize into informal teams or even leagues.

Beach Bowl is a Blood Bowl variant designed to simulate these low-stakes games of sand football. This document represents an update from the NAF's Variant Committee, which is intended to make the rules more suitable for modern tournament play. This will serve as the base rules document for Beach Bowl tournaments sanctioned by the NAF.

As with other Blood Bowl events, organizers can choose to customize their Beach Bowl tournaments, but alterations should be kept within reason. Such judgments will be made by the NAF Tournament Director when an event is submitted for sanction.

★ BLOOD BOWL RULES ★

Outside of those modifications specifically described below, games will be played using the most current rules for Blood Bowl.

★ TEAM CREATION ★

These Team Creation rules are **highly** recommended, as they have been play tested at length and changes may unbalance this version of the game. That said, modifications are allowed unless they are thought to be too transformative or unbalancing. The Tournament Director may ask you to alter them or refuse sanction.

- ★ Teams may be purchased using 600,000 GC.
- ★ Teams may be selected from any of the 23 / 26 NAF approved rosters.
- ★ The only inducements permitted are Bloodweiser Kegs, the Halfling Master Chef and Souvenirs (see below).
- ★ In Beach Bowl, a team must have at least 7 players but may not have more than 11 players on the roster. A team will only field 7 players at a time.
- ★ In addition, only 4 "specialist" players (meaning any player whose availability is less than 0-12) may be selected.
- ★ Beach Bowl teams are not very well-trained or reliable. Team re-rolls cost double their listed cost. For example, a re-roll for a Human team would cost 100,000 GC.

- ★ Did we mention Beach Bowl players are poorly trained? It's **very highly recommended** that tournaments severely limit added skills and ban Leader.
- ★ Apothecaries aren't of much use and Assistant Coaches are still hard at work on next season's game plan, but Cheerleaders may be hired as usual (these are usually WAGs, or HABs in the case of Amazon teams).

★ BEACH BOWL RULES ★

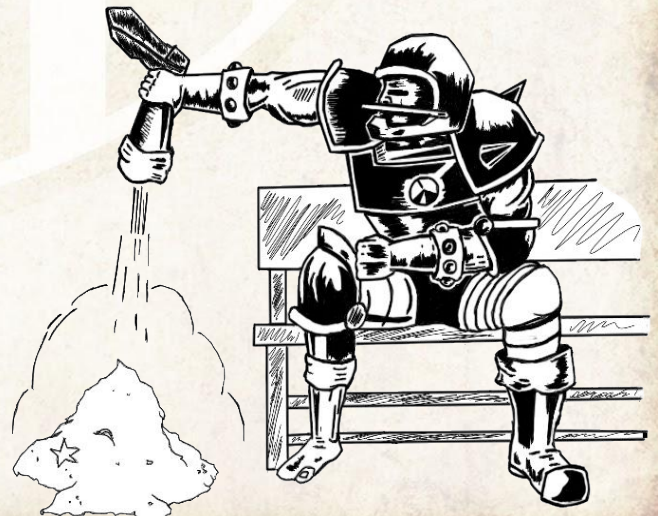
GAME LENGTH: Beach Bowl is made up of two 6-turn halves, rather than the normal 8-turn halves used in Blood Bowl.

THE PITCH: The Beach Bowl pitch is only 9 squares wide and 10 squares long. The width of the pitch is divided into a 5-square center zone and 2 squares in each of the wide zones. The pitch's surface is soft sand, the effects of which are detailed below.

THE SET-UP: A team **MUST** set up as many players as possible for each kickoff, up to a maximum of 7 players for each drive. Due to the narrower width of the pitch, it is only mandatory to set up two players on the line of scrimmage (they must also be between the hash marks), though more can be set up there if desired. Only one player may be set up in each wide zone.

KICK-OFFS: When the ball is kicked at the start of a drive, roll two dice and remove the highest result to determine how far the kick scatters (the Kick skill may still be used on this lowest dice as normal).

ARMOR ROLLS: Because Beach Bowl is played on sand and players wear less armor than in typical games, if a player fails a dodge or a GFI, apply a -1 modifier to the Armor Roll. In all other instances (blocking, etc.), add a +1 modifier.



NO CASUALTIES: The Injury Table is modified as below:

★INJURY TABLE★

2D6	Result
2-7	Stunned
8-9	Mild Knockout (3+ to recover)
10-12	Serious Knockout (5+ to recover)

Knockout recovery rolls are made following every drive as usual. Regeneration obviously has no effect in Beach games. Major Knockouts count as casualties for the purpose of league SPPs or tournament tiebreakers.

LOOSE BALLS: Balls will not bounce when they fall to the ground. Assuming the ball lands in an open space (following a kick, failed catch, etc.), do not roll to scatter it. If the ball should fall into the crowd, the sedate crowd will only throw it in 1D6 squares instead of the usual 2D6.

GOING FOR IT: Due to the poor traction afforded by the sand, all GFI rolls are successful on a 3+

FOULS: There are no traditional fouls, as these are friendly games between players on holiday. But sometimes players might "accidentally" attempt to bury an opponent's head, if they don't receive their own face full of sand from that same opponent beforehand. Fouling is worked out as normal except that before rolling Armor, a D6 is rolled by the coach of the player who is about to be fouled. On a roll of 4-6 the fouler is knocked down, causing a turnover. On a roll of 1-3 the foul can proceed as usual.

SECRET WEAPONS: Sand and salt air don't mix well with secret weapons. Motors seize, blades rust, and bombs are difficult to light. After playing in a drive, any Secret Weapons require maintenance which cause them to miss the rest of the game.

★WEATHER TABLE★

2D6	Result
2	Sweltering Heat: It's so hot and humid that some players collapse from heat exhaustion. Roll a D6 for each player on the pitch at the end of a drive. On a roll of 1 the player collapses and may not be set up for the next kick-off.
3	Very Sunny: A glorious day, but the blinding sunshine causes a -1 modifier on all passing rolls.
4-10	Normal: Perfect Blood Bowl weather.
11	Rain: It's raining, making the ball slippery and difficult to hold. A -1 modifier applies to all catch, intercept, or pick-up rolls.
12	Tropical Storm: It's bloody windy! As a consequence, only Quick and Short Passes can be attempted (and the Hail Mary Pass skill can't be used). Furthermore, roll 1D8 to determine wind direction (it remains in the same direction until a new roll on the Weather Table is made. If you get another Tropical Storm result, determine the wind direction again). During Kick-offs, Inaccurate Passes, and Throw-Ins, the ball scatters 1D3 extra squares in the direction of the wind before landing. Players with the Right Stuff skill scatter also an extra 1D3 squares during Throw Teammate (unless it's a fumble).

THE SOUVENIR SHOP: Every seaside town is full of merchants plying keepsake trinkets to gullible tourists. Thankfully, some are of use on the football field. For the bargain price of 50,000 GC (assume that 49,995 GC was spent on bawdy T-shirts and postcards before coming up with something useful), a coach may roll on the table below. Any number of items may be assigned to a player before a drive. **The cheaply made gifts invariably break and must be discarded after one game half, though.**

★ SOUVENIR SHOP TABLE ★

ID8	Result	ID8	Result
1	Sports Sandals: The player may add +1 to Go For It rolls	5	Bottle: Now that the beer is gone, it may be used as a weapon. The player gains the Stab skill.
2	Suntan Lotion: The slippery player may add +1 to all Dodge rolls.	6	Puka Shell Necklace: With true faith in his good-luck charm, the player gains the Pro skill.
3	Thong: The player gains Disturbing Presence. (Trolls and Amazons cause different sorts of disturbances).	7	Sticky Bun: The player gains a +1 modifier for pick-up, catch and intercept rolls, but a -1 modifier for pass rolls.
4	Sunglasses: The player gains the Accurate and Safe Throw skills.	8	Gatorcade: Perhaps a bit TOO revitalized, the player gains the Frenzy, Jump-Up and No Hands skills.

★ KICK-OFF TABLE ★

2D6	Result	2D6	Result
2	<p>High Tide: The sea isn't cooperating with the game and floods a portion of the field. Randomly select one wide zone; that portion of the pitch may not be occupied by any players for the rest of the drive. Any players who were set up in that section are immediately moved in a straight line toward the middle of the field until they reach the center zone. If their destination square is already occupied, scatter them with a D8 until an empty square is reached. If a player is pushed into the flooded area by an opponent, they are removed from play as usual, but go to Reserves. If the kick-off falls in the flooded area, it is a touchback. If the ball scatters into the flooded area during play, it is swept back in by the tide and returns to the square it most recently occupied. The field returns to normal at the end of the drive.</p>	8	<p>Lost Ball: Whether lost to the tide, confiscated by the beach patrol, or stolen by local youths, the game ball is no longer available. Roll on the following table to see what sort of replacement is found; this is used for the rest of the game or until this result is rolled again. 1-3: Conch shell. -1 to catch, ball carrier gains Mighty Blow. 4-6: Inflatable beach ball. -1 to throw, +1 to pick-up, catch, intercept.</p>
3	<p>Rousted: Local police break up the game. The players regroup further down the beach, but can't recall how much time was left on the clock. If the receiving team's turn marker is on turn 5 for the half, both teams move their turn marker back one space as the referee resets the clock back to before the fight started. If the receiving team has not yet taken a turn this half the referee lets the clock run on during the fight and both teams' turn markers are moved forward one space. Otherwise roll a D6. On a 1-3, both teams' turn markers are moved forward one space. On a 4-6, both team's turn markers are moved back one space.</p>	9	<p>Seagull Attack: A flock of seagulls take an interest in the game ball. For this drive, Quick and Short passes face a -1 modifier. Long and Long Bomb passes are automatically inaccurate, assuming they weren't intercepted or fumbled.</p>
4	<p>Perfect Defense: The kicking team's coach may reorganize his players – in other words he can set them up again into another legal defence. The receiving team does not reset.</p>	10	<p>Blitz: The defense starts their drive a fraction before the offence is ready, catching the receiving team flat footed. The kicking team receives a free 'bonus' turn; however, players that are in an enemy tackle zone at the beginning of this free turn may not perform an Action. The kicking team may use team re-rolls during a Blitz. If any player suffers a turnover, the bonus turn ends immediately</p>
5	<p>High Kick: The ball is kicked very high, allowing a player on the receiving team time to get under it. Any one player on the receiving team who is not in an opposing player's tackle zone may be moved into the square where the ball will land no matter what their MA may be, as long as the square is unoccupied.</p>	11	<p>Jellyfish: An unlucky player has the ill fortune of stepping on a jellyfish (or sea urchin, piece of glass, sharp shell...). Each Coach rolls 1D6. The team who gets the lowest result is affected (both teams in case of a tie). Randomly select a player from that team who is currently on the field and make an Injury Roll for him.</p>
6	<p>Samba!: Each team rolls a D6 and then adds their FaME modifier and Cheerleaders. On a score of 6 or higher, the team gains a re-roll.</p>	12	<p>Monster Wave: A giant wave hits as the teams are setting up. All players on the field are moved D8 squares in the same random direction. This movement is simultaneous, so there are no collisions. Players pushed out of bounds are simply moved to reserves, as the crowd is also stunned by the wave. In addition, a 6+ on a D6 must be rolled for each player, otherwise they are placed prone. The ball lands just after these effects are worked out. If the ball goes off the pitch and all the offense's players are prone, that coach can place the ball in any empty square in his half (as usual, there is no scatter).</p>
7	<p>Changing Weather: Make a new roll on the Weather Table (above) and apply the results. If the new Weather roll is a 'Nice' result, then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.</p>		

★ CREDITS ★

Following a variant review process in 2019 by Dark Horse, Vain, Anc001, Gaixo and Shteve0, this updated version of the document was developed by montanhas18, Raveen and Templar with art by Garion. Original concept is from Emmanuel "ZeBoss" Personne and François "KaduC" Huguet.

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