



BEACH BOWL

Even the fiercest Blood Bowl competitors need a break now and then. 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 for impromptu tournaments or even leagues.

Beach Bowl is a Blood Bowl variant designed to simulate these low-stakes games of oceanside 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. In addition, for those familiar with Blood Bowl Sevens you will see strong similarities between the two variants.

★ 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.

- ★ When drafting a Beach Bowl team, you have a budget of 600,000 gold pieces to spend on players, Sideline Staff, team re-rolls, and so forth.
- ★ Teams may be selected from any of the NAF approved rosters. Slann are a historical team that does not appear in BB2020. The NAF recommends you include this race at tournaments, but this is not mandatory.
- ★ The only inducements permitted in Beach Bowl are Bloodweiser Kegs, the Halfling Master Chef, and Souvenirs (see below).
- ★ Every Beach Bowl team must contain a minimum of seven (7) permanently hired players when it is first drafted. No Beach Bowl team can ever contain more than eleven (11) permanently hired players. A team will only field 7 players at a time.
- ★ All teams will have a player type that they are permitted to take 0-12 or 0-16 of. Regardless of name, this Player type is the team's linemen. All other player types are considered 'positional' players. A Beach Bowl team may have no more than four (4) positional players. Team restrictions still apply, such that a team that is only allowed 0-2 blitzers may still only have a maximum of two (2). They can still choose two other positional players if they have the budget to do so.

- ★ Beach Bowl teams are not very well-trained or reliable. As in Blood Bowl Sevens, team re-rolls cost double their listed cost. For example, a re-roll for a Human team would cost 100,000 gold pieces.
- ★ Apothecaries are of little use to Beach Bowl squads due to the friendlier nature of the game, and things are far too informal for Dedicated Fans outside of Beach Bowl leagues, but Cheerleaders and Assistant Coaches may often be found for both league and tournament alike.

BEACH BOWL RULES ★

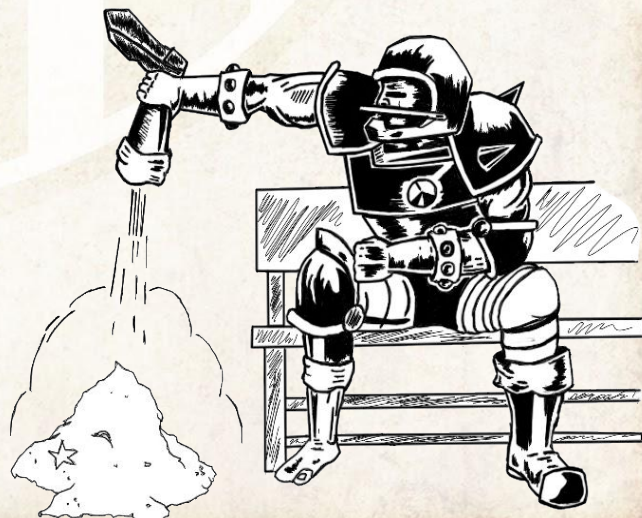
GAME LENGTH: Beach Bowl is made up of two 6-turn halves, rather than the normal 8-turn halves used in Blood Bowl.

THE PITCH: The Beach Bowl pitch is only 9 squares wide and 20 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 D6 and remove the highest result to determine how far the kick scatters (the Kick skill may still be used on this lowest die as normal). A D8 is still rolled to determine the direction the ball moves from the targeted square.

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 rush, apply a -1 modifier to the Armor Roll. In all other instances (blocking, etc.), add a +1 modifier.



NO CASUALTIES: There are no casualties in Beach Bowl.

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)

There is no separate injury table for Stunty players in Beach Bowl. Knockout recovery rolls are made following every drive as usual. Regeneration obviously has no effect in Beach games. Serious 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, etc.), do not roll to bounce it. If the ball should fall into the crowd, the rather chill beachside crowds will only throw it in 1D6 squares instead of the usual 2D6. The square the ball left from counts as square zero (0).

RUSHING: Due to the poor traction afforded by the sand, all rush rolls are successful on a 3+. Additional modifiers still apply. e.g. "Drunkard".

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 single drive, any Secret Weapons require maintenance which cause the weapons to miss the rest of the match.

★WEATHER TABLE★

2D6	Result
2	Sweltering Heat: Some players faint in the unbearable heat! The kicking team rolls a D3. That many randomly selected players from each team that are on the pitch when a drive ends are placed in the Reserves box. They must miss the next drive.
3	Very Sunny: A glorious day, but the clear skies and bright sunlight interfere with the passing game! Apply a -1 modifier every time a player tests against their Passing Ability.
4-10	Perfect Conditions: Neither too cold, nor too hot. A warm and breezy beach day provides perfect conditions for some Beach Bowl!
11	Pouring Rain: A torrential downpour leaves the players soaked and the ball very slippery! Apply a -1 modifier every time a player makes an Agility test to catch or pick-up the ball, or to attempt to interfere with a pass.
12	Tropical Storm: A typhoon has made its way into the area, bending trees and disrupting the match with a powerful gale. While this weather condition is in effect, ignore Step 2 of the Start of Drive sequence - it is not possible for a kick-off to be resolved and a touchback is automatically caused instead. Additionally, while this weather condition is in effect, only quick and short passes may be attempted. Long passes and Long Bombs are prohibited.

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 gold pieces, 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 at the end of the current game half.**

★ SOUVENIR SHOP TABLE ★

ID8	Result	ID8	Result
1	Sports Sandals: The player may add +1 to Rush 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 or bounces 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>Changing Weather: Make a new roll on the Weather Table (above) and apply that result. If the new Weather roll is a 'Perfect Conditions' result, then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.</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 the remainder of the drive, Quick and Short passes face an additional -1 modifier. Long and Long Bomb face an additional -2 modifier.</p>
4	<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 a d6 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 pick-up, catch, deflect, and intercept attempts and the ball carrier gains Mighty Blow (+1). 4-6: Inflatable beach ball. -1 to pass, +1 to pick-up, catch, deflect, and intercept.</p>	10	<p>Blitz! D3+1 Open players on the kicking team may immediately perform a Move action. One may instead perform a Blitz action and one may perform a Throw Team-mate action. If a player Falls Over or is Knocked Down, no further players can be activated and the Blitz ends immediately.</p>
5	<p>High Kick: One Open player on the receiving team may be moved any number of squares, regardless of their MA, and placed in the same square the ball will land in.</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 a D6. The team who gets the lowest result is affected (both teams in case of a tie). Randomly select a player from the affected team and make an automatic Injury roll for that player.</p>
6	<p>Samba! Both coaches roll a D6 and add the number of cheerleaders on their Team Draft list. The coach with the highest total gains one extra team re-roll for the drive ahead. If this team re-roll is not used before the end of this drive, it is lost. In the case of a tie, neither coach gains an extra team re-roll.</p>	12	<p>Monster Wave: A giant wave hits as the teams are setting up. All players on the field are moved a D3 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. The ball lands just after these effects are worked out.</p>
7	<p>Brilliant Coaching: Both coaches roll a D6 and add the number of assistant coaches on their Team Draft list. The coach with the highest total gains one extra team re-roll for the drive ahead. If this team re-roll is not used before the end of this drive, it is lost. In the case of a tie, neither coach gains an extra team re-roll.</p>		

★ CREDITS ★

Following a variant review process in 2024 by Stimme, Gaixo, and Megamind, this updated version of the document was developed by Melifaxis and underx with art by Garion. Original concept is from ZeBoss and KaduC. Beach Bowl was revised in 2019 by montanhas18, Raveen and Templar.

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