

BEACH BLOOD BOWL



Team creation:

- You have 600.000 gp to create your team.
- You can choose any races of the original Blood Bowl game.
- A team consists in 7 to 10 players.
- Available quantities of positional players are halved. For example, a Human team can only have 2 Blitzers instead of 4, 1 Thrower instead of 2, etc... Players available in quantity 0-16 become 0-10 at Beach Bowl.
- Players available in quantity 0-1 can't be chosen.
- Inducements are forbidden for one-off and tournament games, except the « Treasures of the Beach ». Inducements are allowed only for League games (see Appendix).
- Apothecaries and Assistants are forbidden. However, Cheerleaders are available.
- You can create a team with Fan Factor 0 as stated in LRB 5.

Beach Bowl Special Rules:

- The core Blood Bowl rules are the same for Beach Bowl with these exceptions/modifications:
- A game of Beach Bowl consists in 2 teams of 7 players, during 2 periods of 6 turns.

- The pitch is smaller: 20 squares long on 9 squares width and wide zones are only 2 squares width.
- For Kick-Offs, you must place 7 players with the following restrictions: 2 players min on the Line of Scrimmage and 1 player max per wide zone.
- If you used the 4 minutes rule, it becomes 2 minutes per turn !
- As there is no referee in Beach Bowl, the Illegal Procedure rule isn't used and players can't be sent off (the Foul Action is worked out differently, see below).
- During Kick-Offs, the ball scatters like this: the Kicking Coach rolls 2 dice and the one which gives the lowest result is kept for the scattering (there's no choice !). The Kick skill works as usual and is used on the dice kept for the scattering.
- If the ball goes off the pitch, the spectators kicks it back as usual but with a distance of 1D6 instead of 2D6.
- The ball don't Bounce at Beach Bowl because of the sand. As a consequence, each time the ball lands in an empty square (during a Kick-Off, an Inaccurate Pass, a Throw-In) we don't roll the D8: the ball stays where it lands. Fumbles are still worked out as usual.
- On the beach, players can't carry their heavy protections due to the heat. As a consequence, an Armour Roll is passed when the opposing coach rolls more or equal to the Armour Value.
- Every Injury Rolls (including the ones made by the spectators, or Kick-Offs results... well all !) have a -1 modifier because the sand softens falling and hooligans hit less hard during holidays !
- There are no Casualties at Beach Bowl. The Injury Table is modified like this: 2-7: Stunned; 8-9: Minor KO (player goes back on 3+); 10-12: Major KO (player goes back on 5+). The Regenerate skill doesn't work at Beach Bowl.
- Players can't Go For It, due to the sand which slows moves ! Bull-Centaurs are the only exception as they « were born » with the Sure Feet and Sprint skills. They count as having Beach Shoes permanently (see the section « The Treasures of the Beach »).
- There are no « classic » fouls at Beach Bowl because players are on holidays and play relaxed. However it is still possible for a player to « unfortunately » bury one prone opponent's head in the sand... This action is worked out as a classic Foul Action with the following modifications. Before making the Armour Roll, the coach of the prone player rolls 1D6: from 1 to 3, the Foul Action is worked out as usual ; from 4 to 6, the prone player manages to throw sand in the fouler's eyes: the fouler is Knocked Down (so it is a Turnover for his team). When a player gets sand in his eyes (the fouler or the prone player), he can only be Stunned (we don't make the Injury Roll). The Sneaky Git skill is modified like this: the prone player only manages to throw sand in the fouler's eyes on a 5+.
- To determine the numbers of spectators, proceed as described in LRB 5, without multiplying the result by 1.000 (it doesn't change anything but it's just more « realistic »: Old World beaches are not so crowded !). FAME is determined as described in LRB 5.
- The Weather and Kick-Off Tables are different compared to Blood Bowl ones. See below.
- There are also 3 new rules in Beach Bowl ! See below "The Treasures of the Beach", "ShowTime" and "Pam the Lifeguard".

The Beach Weather Table:

2-3: Sweltering Heat: LRB 5.

4-5: Very Sunny: LRB 5.

6-10: Nice: LRB 5.

11: Pouring Rain: LRB 5.

12: Tempest: It's bloody windy ! As a consequence, only Quick and Short Passes can be attempted (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 Tempest result, determine again the wind direction). Before the ball lands, it scatters 1D3 extra squares in the wind direction during Kick-Offs, Inaccurate Passes and Throw-Ins. Players with the Right Stuff skill scatter also 1D3 squares during Throw Team-Mates (except if it's a Fumble).

Kick-Off Table:

2- My Mate Roberto !

Each Coach rolls 1D6 and adds the following bonuses. If a team is outscored, his Coach adds a +1 modifier per Touchdown difference. If a team is outnumbered, his Coach adds a +1 modifier per Player difference. The team with the highest total gets Roberto's help for the rest of this Drive ! Reroll in case of a tie. Roberto is an old Blood Bowl Legend who had to change his name and retired prematurely because of a conflict between his agent and the NAF... He is now the owner of the Bar of the Beach, and he's always happy to help teams in trouble ! The Coach can place Roberto anywhere in his own half (even in a wide zone). Note that the Coach can have 8 players on the pitch for this Drive ! Roberto has the following characteristics: 6 6 2 9, Block, Break Tackle, Horns, Mighty Blow, Thick Skull, Bonehead (remember somebody ? ;)).

3- Attack of the Seagull !

A Seagull seems to be particularly interested in the action on the pitch, and especially in the ball ! Until the end of this Drive, roll 1D6 at the beginning of each turn if the ball is on the sand. On a 2+, with a -1 modifier per tackle zone on the ball (count all the tackle zones regardless of which team players belong to. A result of 6 is always considered as a success), the Seagull takes the ball ! However it's too heavy to fly with and so release it at 1D3 squares in a random direction.

Furthermore, when a player attempts a Long Pass or a Long Bomb, there's a chance that the Seagull hits the ball while in the air ! After working out Pass Block moves and Interceptions if any, the opposing Coach rolls 1D6. On a 5+, the Seagull hits the ball and the Pass is automatically Inaccurate ! (make the Pass Roll to see if it's a Fumble instead).

4-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 must remain in the set-up chosen by their coach.

5-« Sun Ball »

The ball is kicked very high, allowing a player on the receiving team time to move into the perfect position to catch it... but the sun is really blinding and the player sees the ball on the last moment ! A player on the receiving team earns the Kick-Off Return skill only for this Kick-Off. Furthermore, if he manages to move into the square where the ball will land, he suffers a -1 modifier for the Catch Roll due to the sun.

6-Autographs Hunters !

Tourists and fans attempt to get autographs of their favourite players approaching dangerously the sidelines ! Each Coach rolls 1D3 adding his FAME and his Cheerleaders. The team with the highest total earns an extra Team Re-Roll for this half. In case of a tie, both teams get a re-roll.

Furthermore, until the end of this Drive and for both teams, all adjacent squares of the sidelines (including End-Zones) count as being Tackle Zones (when a player enters or leaves one of these squares). Last but not least, when a player wants to leave one of these squares, spectators count as having the Tentacles skill with a ST 3.

7-Changing Weather

Make a new roll on the Beach Weather table. Apply the new Weather roll. If the new Weather roll was a 'Nice' result, then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.

8-Samba !

Spectators play their tambourines and whistles, Cheerleaders dance, and with a frantic rhythm, the Samba fever grows among the spectators ! Each Coach rolls 1D3 adding his FAME and his Cheerleaders. The team with the highest total earns an extra Team Re-Roll for this half. In case of a tie, both teams get a re-roll.

Furthermore, players on the field are really distracted by this entertaining show ! As a consequence, until the end of this Drive and for both teams, all squares within 3 squares of the sidelines (including End-Zones) count as being under the influence of the Disturbing Presence

skill.

9-Quick Snap !

The offence start their drive a fraction before the defence is ready, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the pitch.

10-Blitz !

The defence start 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 then the bonus turn ends immediately.

11-Attack of the Medusa !

While his team is setting up on the pitch, a player has the nasty surprise to walk on a medusa... Each Coach rolls 1D6. The team who gets the lowest result is affected (both teams in case of a tie). Randomly select a player and make directly an Injury Roll for him.

12-Da Wave of the Century !

While players are setting up, Da Wave of the Century prepare to break on the beach ! All players are moved 1D3 squares in the same direction of the ball scattering (note that there can't be any collisions between players as they all "slide" at the same time with the same rolled distance). Futhermore, roll a dice for each player. On 1-5 the player is Placed Prone. On a 6, he manages to stay stood up. Players who are ejected out of the pitch are placed in their Reserves (there are no Injury Rolls as spectators are also hit by Da Wave !). Note that some players can start the Drive in the opposing half but there's no particular effect. The ball lands just after Da Wave has hit everybody (these are the normal rules of the Kick-Off Sequence). If the ball goes off the pitch and all his players are prone, the Coach can place the ball in any square in his half (there's no scattering).

The Treasures of the Beach:

On Old World beaches, there is a lot of itinerant sellers proposing fabulous magic items (err...) to give Beach Bowl teams a little boost. Coaches have the possibility to buy these items for 50.000 gp each. For one-off or tournament games, these items can be bought during team creation. These items have a very short life hope (especially during a Beach Bowl game !). As a consequence, each item can only be used for one half before being broken. The Coach can give an item to any player before a Drive. You can give several items to one player if you want, but you will be a little stripped then !

Before each game, roll 1D8 per item to know what it is exactly. If you roll twice the same item, you can reroll the D8 but you must accept the second result.

For League games, note that the unused Treasures of the Beach at the end of the game are lost !

1-Beach Shoes: the player can GFI on 3+ (he can GFI twice as in the normal Blood Bowl rules).

2-Solar Cream: the player becomes slipping like an eel and so has a +1 modifier for Dodge rolls (like the Two Heads skill).

3-Thong: the player earns the Disturbing Presence skill (the word Disturbing doesn't have the same meaning whether the thong is worn by an Amazon or a Troll !).

4-Sunglasses: the player earns the Accurate and Safe Throw skills (as the Sunglasses hide the thrower's eyes, it's easier for him to feint defenders !).

5-Bottle: the player can use it to hit his opponents. The player earns the Stab skill.

6-Brazilian Bracelet: the player is convinced that the Bracelet gives him luck. He earns the Pro and Leader skills.

7-Sticky Bun: the player has a +1 modifier for Pick Up, Catch and Interception rolls (like the Extra Arms skill). However he has a -1 modifier for Pass rolls.

8-Gatorcade Can: the player earns the Frenzy, Jump Up and No Hands skills.

Showtime:

A ShowTime is a particularly impressive action and spectators love that !

It's an action based on 1D6 (any actions) which needs a 6 to succeed. For instance, if a Human picks up the ball and rolls a 6, it's not a Showtime as he had to roll a 3+ to succeed. However, if he attempts to pick up the ball in 3 Tackle Zones it's different as he must roll a 6 to succeed: it's a ShowTime !

A player can also perform a Showtime based on Block Dice, but only for 2 or 3 Dice Against Blocks: the Showtime is a success when the defender is Knocked Down and the attacker stays stood up. A player can also perform a Showtime for 1 Die Blocks but in this case the defender must have the Block and Dodge skills and the attacker mustn't have the Tackle skill.

When a player performs a ShowTime, he's applauded by spectators and so earns the Fan Favorite skill until the end of the game ! Furthermore, he feels so motivated that he earns immediately (even if his action is not over) the Pro skill until the end of this Drive !

Pam the Lifeguard:

Pam is the Lifeguard of the Beach. Her job is to save tourists of drowning (including the ones who fake to drown...). However when there's a game of Beach Bowl, she offers her skills for free taking care of injured players.

Between each Drive, coaches can be helped by Pam in 2 different ways: she allows to reroll only one failed KO roll, or she allows to reroll only one failed Sweltering Heat roll (you must choose to reroll immediately). A coach can choose to make all his KO rolls before or after all his Sweltering Heat rolls.

Appendix

All rules proposed in the Appendix are optional.

Important detail: Beach Bowl is mainly designed for one-off or tournament games but it can be played in leagues. However we suggest you to play few games as standard League rules don't really suit for long term leagues. The following League rules have not been playtested on high scale so I can't guarantee that they're balanced. If you really want to set a Blood Bowl league, thanks for sharing your thoughts, opinions, problems, etc...

Beach Bowl Leagues:

Pre-Match and Post-Match Sequences are modified like this:

Pre-Match Sequence:

1-Weather: use the Beach Weather Table.

2-Transfer Gold: deleted

3-Inducements: only the following Inducements are allowed: Treasures of the Beach, Bloodweiser Babes, Extra Team Training and Halfling Master Chef (who loves making barbecues on the beach!).

Post-Match Sequence:

1-Improvement Rolls: LRB 5, with the following modifications:

Concerning Star Players Points, they are earned in the same way as in any Blood Bowl games, Major KOs counting as Casualties.

The players who reach a new level can only earn new skills. They can't win Characteristics Increases because the players get better more technically than physically to show off on the pitch ! Of course the Sprint and Sure Feet skills are useless because players can't GFI at Beach Bowl (although you can still choose these skills and pray to find Beach Shoes in the sand...).

The Star Player Points Table is modified like this:

0-5	Rookie
6-30	Experienced
31-75	Veteran
76+	Emerging Star

2-Update Team Roster

2.1-Delete dead players and update player's value: LRB 5. Note that there are never dead or seriously injured players in Beach Bowl. Goblins eaten by Trolls are the only exception. So the Always Hungry skill is modified like this if you play with the League rules: the Coach must still make the Always Hungry roll before a Throw Team-Mate action. If it fails, the Coach doesn't have to make the second roll, we consider that the Goblin always manages to squirm free as explained in the Blood Bowl rules.

2.2-Winnings: deleted

2.3-Transfer Gold and Spiralling Expenses: deleted.

2.4-Fan Factor: LRB 5.

2.5-Buy new players/coaching staff: the following modifications apply:

-You can't earn money in Beach Bowl but it's still possible to hire new players or Cheerleaders. Roll 1D6. On a 6+, a new player or Cheerleader joins your team. If you won the game, you have a +1 modifier. You also have a +1 modifier for each player in your team who has the Fan Favorite skill.

If you roll a natural 1, one randomly selected player decides to leave your team (except if you only have 7 players left, in this case you don't have to make the roll).

Don't forget that the max number of players in a Beach Bowl team is 10 and that the available quantities of positional players are halved.

-In order to earn extra Team re-rolls, your players must show off on the pitch ! Here's the method: take the cost of your Team re-rolls and divides it by 2.000 (for instance we get 25 for Humans, 30 for Orcs, 35 for Undead, etc...) to get your ShowTime Value. At the end of the game, you have to determine the number of ShowTime Points earned by your team (TDs + Major KOs + Showtimes). Add the ShowTime Points earned during this game to your previous total to get your ShowTime Factor ! If this total is more or equal to your ShowTime Value (or a multiple of this Value), you earn an extra Team re-roll ! (For example, Humans earn an extra Team re-roll after scoring 25, 50, 75, etc... ShowTime Points).

2.6 and 2.7-Journeyman: deleted.
2.8-Team Value: LRB 5.

Beach Bowl Tournaments:

Beach Bowl is an ideal variant for tournaments because games are really fast and fun ! Furthermore, a Coach can play versus all other Coaches as the games only last about 1 hour ! You can use a classical tournament system (1 skill after each game for 1 player of your choice) or the Tulips System (determine 1 MVP and roll for a skill, but don't forget that there is no characteristic increase at Beach Bowl. A player can win several MVP titles and so have several skills).

Alternative Kick-Off Table (Drinking Variant):

Substitute the results of the Kick-Off Table by the following ones (it's better to play in a bar or a pub of course... unless you have big reserves at home !):

2-Oasis

The Coach of the kicking team discovered a hidden source under the sand. Yell « Drink ! ». The bar offers you a beer (or something else).

3-Get the Coach !

Watch your opponent in his eyes and tell him that you want a beer (or something else). He must pay it to you. You can take a Team re-roll instead only if your glass is more than half full (or: drink, drink, drink !).

11-Ice Cube

Watch your opponent in his eyes and ask him if he wants a beer (or something else). You must pay it to him. He can take a Team re-roll instead only if his glass is more than half full (or: drink, drink, drink !).