

BEACH BLOOD BOWL

Beach Bloodbowl is a “light” version of Bloodbowl.

It is played on a smaller pitch (9x20 squares) and it opposes 2 teams of 7 players in 2 halves of 6 turns.

A beach bloodbowl game between 2 experienced players takes about 1 hour to play, so the game is much faster, and is quicker to play.

All the rules of “classic Bloodbowl” apply, with the following changes...

Team Creation:

- 600,000 Gold pieces
- 7 players minimum (10 maximum)
- 1 popularity point as a minimum
- Star Players are forbidden
- The allies are authorised at team creation (There are no penalties for hiring an allied player so you can buy any of them).

The Game:

- 6 turns per half
- 2 minutes per turn
- Cards and wizards are forbidden. (Wizards don’t often go to the beach!)
- -1 to all armour for everybody. (It is hot so the players can’t wear their armour)
- -1 to all injury rolls. (The sand cushions the players fall)
- No injuries:
 - A result of 8-9 on the injury roll is treated as a minor KO.
Before each kick off you can let the player enter the pitch on a roll of 3+.
 - A result of 10, 11, and 12+ on the injury roll is treated as a major KO.
Before each kick off you can let the player enter the pitch on a roll of 5+.
- KO counts as an injury for experience.
- No sprinting. (The sand slows the players down)
- No characteristic improvements. (Beach Bloodbowl games are played in a “soft” way so the players increase their physical skills less than their technical skills)
- Initial Statement:
 - 2 players minimum on the front line
 - 1 player maximum in the lateral zone
- No money gain at the end of the game.
- The public who are watching the game is divided by 1000.
- The kick off table and the ball’s dispersion are unmodified.
- Piling on is forbidden..

Buying New Players:

- At the end of the game, the teams can recruit a new player. Roll D6 and read the result on the table below. **You can only recruit 1 player per game.**

		Public	Modifier
1-5	The player refuses your offer.	0-9	-
6	The player joins your team.	10-19	+1
Modifiers:		20-29	+2
+1 if the player is from the same race as your team.		30-39	+3
-1 if the player is from another race.		40-49	+4
+1 if you won the game.		50+	+5