

# BEACHHEAD BOWL 2022

VERSION 1.1  
24<sup>TH</sup> APRIL



## BEACHHEAD BOWL 2022 – SATURDAY 12<sup>TH</sup> & SUNDAY 13<sup>TH</sup> FEB 2022

*Happy New Year, Boneheads*

*– it's Tournament Time again!!*

Beachhead Bowl 22 will be our first Tournament of 2022 and our biggest yet!

### Two Tournaments – One Weekend!

But if you can't make one or the other day... that's fine! We're hosting a Standard Tournament on the Saturday, with a Sevens Tournament on day two. There will be prizes for each tournament, and extras for the "weekend winners" who compete both days!

### Beachhead Bowl 2022

Saturday 12<sup>th</sup> Feb 2022  
10.00am → 5.30pm

### Beachhead Sevens 2022

Sunday 13<sup>th</sup> Feb 2022  
10.00am → 3.30pm

### Bournemouth International Centre (BIC)

Exeter Road  
Bournemouth  
BH2 5BH

### FORMAT – STANDARD SATURDAY

Beachhead Bowl 2022 Standard Saturday will be 3 Matches.

Round 1 will be paired randomly.

Rounds 2-3 are paired in a Swiss Format (top teams vs top teams, bottom teams vs bottom teams).

This is a resurrection format and all Teams will start as rostered at the start of every Match.

### SCHEDULE – STANDARD SATURDAY

- ★ 10.00 → Registration & Set-Up
- ★ 10.15 → Match 1
- ★ 12.30 → Break
- ★ 13.00 → Match 2
- ★ 15.15 → Match 3
- ★ 17.30 → Awards

The matches will be held to a 2 hour time limit, with Coaches being reminded at the 1 Hour Remaining, 30 Minutes Remaining, and 15 Minutes Remaining points. Once final time has been called coaches will be given up to 5 minutes to finish the turn currently being played and then the game must end.

Each pitch will be numbered so that when the Matches are announced at the start of each round the coaches are able to easily locate their opponent.

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## FORMAT - SEVENS SUNDAY

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Beachhead Bowl 2022 Sevens Sunday will be 4 Matches of Blood Bowl Sevens.  
Round 1 will be paired using Saturday standings (if applicable) and random if not.  
Rounds 2-4 are paired in a Swiss Format (top coaches vs top coaches, bottom coaches vs bottom coaches).  
This is a resurrection format and all Teams will start as rostered at the start of every Match.

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## SCHEDULE - SEVENS SUNDAY

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- ★ 10.00 → Registration & Set-Up
- ★ 10.15 → Match 1
- ★ 11.30 → Match 2
- ★ 12.30 → Break
- ★ 13.15 → Match 3
- ★ 14.15 → Match 4
- ★ 15.30 → Awards

The matches will be held to a 1 hour time limit, with Coaches being reminded at the 30 Minutes Remaining and 15 Minutes Remaining points.  
Once final time has been called coaches will be given up to 5 minutes to finish the turn currently being played and then the game must end.

Each pitch will be numbered so that when the Matches are announced at the start of each round the coaches are able to easily locate their opponent.

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## REGISTERING & TICKETS

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### TICKETS

Tickets for the event are available from the Entoyment website below.

<https://entoyment.co.uk/>

The All Weekend Ticket will get you entry to both Tournaments and the Beachhead Convention Saturday and Sunday.

The Standard Saturday /Sevens Sunday tickets will get you access to the Tournament and Beachhead Convention on the selected day.

If you have any problems purchasing a ticket from the website, please just get in contact with us on Facebook, Twitter, or by email

### CONTACT DETAILS

<https://www.facebook.com/TheBoneheadPodcast>  
<https://twitter.com/PodcastBonehead>  
[TheBoneheadPodcast@Gmail.com](mailto:TheBoneheadPodcast@Gmail.com)

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## REGISTERING

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### ROSTERS → DUE 29TH JANUARY 2022

We would like you to submit your Roster(s) by Saturday 29th January 2022; this will give us two weeks to check it over and make sure everything is as it should be.

[TheBoneheadPodcast@gmail.com](mailto:TheBoneheadPodcast@gmail.com)

Please submit your rosters (including NAF ID) to us at the above email address.

We will provide you with 1 copy of your roster, plus an additional 1 copy for you to give to each of your opponents on the day.

This makes it as clear as possible to all coaches what the teams are, and allows you to look back at the event and see who and what you played against.

### LIMITED SPACES: 48 COACHES

Now, we don't know what the world will be like in February, so to make sure that we can have the event go ahead with as much certainty as possible we are limiting the event to 48 Coaches.

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## WHAT TO BRING

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Please bring a team that is clearly marked / identifiable player types.

Teams do not have to be painted, but we think the game looks better if they are!

Three Block dice, two D6, one D8, and one D16 dice  
Throw-in, Scatter and Pass templates

We will endeavour to have enough BB2020 pitches for the event, but if you are able to bring one just in case that would be excellent.

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## NAF SANCTIONED TOURNAMENTS

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We intend of this to be a NAF Sanctioned event, so would prefer all of the coaches attending to be registered with the NAF. If you have any concerns or require support in registering with the NAF before the event please don't hesitate to get in touch with us.

For more information on the NAF please visit the website:

<https://www.thenaf.net/>



## TROPHIES & AWARDS - SATURDAY

### BEACHHEADBOWL 22 - CHAMPION

Overall Winner (most Tournament Points).

### BEACHHEADBOWL 22 - STUNTY CUP

Stunty\* Team with the most Tournament Points.

\*Tier 3 teams only.

### BEACHHEADBOWL 22 - BEST TEAM AWARD

Team with the most "Best Team" votes.

### BEACHHEADBOWL 22 - PARTICIPATION TROPHY

Last Place Finish (least Tournament Points)

### BEACHHEADBOWL 22 - MOST TOUCHDOWNS

Most Touchdowns Scored.

### BEACHHEADBOWL 22 - MOST CASUALTIES

Most Casualties\*\* Caused.

### BEACHHEADBOWL 22 - WRONG GAME AWARD

Most Touchdowns Allowed.

### BEACHHEADBOWL 22 - CHOCOLATE ARMOUR AWARD

Most Casualties\*\* Suffered.

## TROPHIES & AWARDS - SATURDAY

### BEACHHEAD SEVENS 22 - CHAMPION

Overall Winner (most Tournament Points).

### BEACHHEAD SEVENS 22 - STUNTY CUP

Stunty\* Team with the most Tournament Points.

\*Tier 3 teams only.

### BEACHHEAD SEVENS 22 - BEST TEAM AWARD

Team with the most "Best Team" votes.

### BEACHHEAD SEVENS 22 - PARTICIPATION TROPHY

Last Place Finish (least Tournament Points)

### BEACHHEAD SEVENS 22 - MOST TOUCHDOWNS

Most Touchdowns Scored.

### BEACHHEAD SEVENS 22 - MOST CASUALTIES

Most Casualties\*\* Caused.

### BEACHHEAD SEVENS 22 - WRONG GAME AWARD

Most Touchdowns Allowed.

### BEACHHEAD SEVENS 22 - CHOCOLATE ARMOUR AWARD

Most Casualties\*\* Suffered.

## ASTERIXES

### \*Stunty Teams:

Goblins, Halflings, Ogres, and Snotlings are the only teams eligible for the Stunty Cup.

### \*\*Casualties:

All Casualties caused to your opponent's team during your turn count - this includes Blocks, Fouls, Crowd Surfing, Secret Weapons, being hit by thrown players, etc.

## TROPHIES & AWARDS - WEEKEND

### BEACHHEADBOWL 22 - WEEKEND CHAMPION

Weekend Winner (most Tournament Points when participating on both days).

### BEACHHEADBOWL 22 - WEEKEND STUNTY CUP

Weekend Stunty Winner (most Tournament Points when participating on both days using Stunty\* teams).

## THE SCORING

At the start of each Round you will receive 1x Match Result form per Pitch.

Please complete these during the Match and hand them in after you have finished.

### MATCH RESULTS SCORING

★ Per Win: +30 Points +20 Points (Sevens)

★ Per Draw: +10 Points

★ Per Loss: +0 Points

★ Per TD: +1 Points (max 3 per Match)

★ Per CAS: +1 Points (max 3 per Match)

★ Perfect D: +1 Points (No TDs Allowed)

### MATCH RESULTS TIEBREAKERS

1 ★ Total TDs Scored

2 ★ Total CAS Scored

3 ★ TD Differential

4 ★ CAS Differential

5 ★ Lowest Team Value

6 ★ Lowest Tier

7 ★ Roll-Off!



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## BEST TEAM AWARD

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At the start of Round 1 you will receive a Best Team nomination slip.  
Please retain this and nominate a coach by the end of Round 2 to win the Best Team Award.  
The Coach with the most nominations will win the Award.

### WHAT IS BEST TEAM?!

Really – it's up to you! Whether you're a fan of great painting, clever modelling, brilliant background stories, or just superb theme; you get to choose a Coach from the tournament that you think put in more effort than anyone else.

### LUNCHTIME SHOWCASE

We ask all coaches to leave their team on display during the lunch break so we can all have a look!

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## BEST TEAM AWARD

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When it comes to rules and tie-breakers, please support us in making great decisions, but please please accept that for brevity's sake – the Tournament Organiser's decision is final.



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## TEAM CONSTRUCTION

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### ELIGIBLE TEAMS

Ahhh... the fun part!  
All 27 Standard Teams are allowed (those featured in the Blood Bowl 2020 Rulebook or the Teams of Legend PDF available below).

[Teams of Legend](#)

We will also be including the two NAF expanded teams (Slann and Khorne), available at the link below:

[NAF Teams](#)

### NEW RELEASES

If new Team(s) or Star Players are released by Games Workshop after this point (24<sup>th</sup> April 2021) we will update the rulespack but intend to allow all new Games Workshop rules updates into the event.

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## EXHIBITION PLAY

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Teams should be built for this event using the Exhibition Play rules on p101-102 of the Blood Bowl 2020 Rulebook.

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## STAR PLAYERS

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Star Players from all published Games Workshop releases will be eligible for this tournament.

At the time of writing that includes:

- ★ Blood Bowl 2020 Rulebook
- ★ Spike! 11
- ★ Akhorne the Squirrel (White Dwarf 458)

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## INDUCEMENTS

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Inducements are purchased during team creation, and are considered a permanent part of the team and can be used each game.

- ★ 0-2 Star Players may be selected, and can be taken by both teams in a match (Wizards did it).
- ★ In-Famous Coaching Staff (including Wizards), Special Play Cards, and Unlimited Mercenaries may not be taken.
- ★ With the exception of the Blood Bowl Sevens rules for the Sunday tournament, no rules from Death Zone 2021 will be in effect.

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## UPDATES

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Save this space for the new releases!!



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## STANDARD SATURDAY

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### ALL TEAMS: 1,100,000GP

All Coaches will be allowed to spend up to 1,100,000GP on their Teams as per the rules above.

Any Gold not spent will be lost.

### ADDITIONAL SKILLS

All Teams will be allowed to give their players a number additional skills as listed below.

These skills do not affect Team Value in any way.

- ★Tier 1      5 Primary Skills
- ★Tier 2      4 Primary Skills  
                 2 Secondary Skill
- ★Tier 3      5 Primary Skills  
                 2 Secondary Skill

### Notes:

- ★ No Player may receive more than 1 Skill.
- ★ A Primary Skill may be selected instead of a Secondary Skill if the coach desires.
- ★ Star Players cannot be given Skills.

### TEAM TIERS

Each Team has been given a Tier, but we include a list here for ease.

- ★Tier 1      Amazon\*, Chaos Dwarf\*,  
                 Dark Elf, Dwarf, Human, Lizardmen,  
                 Old World Alliance, Orc, Undead,  
                 Skaven, Wood Elf
- ★Tier 2      Black Orc, Chaos Chosen,  
                 Chaos Renegade, Elven Union,  
                 High Elf\*, Imperial Nobility,  
                 Necromantic, Norse\*, Nurgle,  
                 Tomb Kings\*, Underworld, Vampire\*,  
                 Khorne\*\*, Slann\*\*
- ★Tier 3      Goblins, Halflings, Ogres, Snotlings

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## SAVE THIS SPACE FOR FAQ NOTES

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## SEVENS SUNDAY

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### ALL TEAMS: 600,000GP

All Coaches will be allowed to spend up to 600,000GP on their Teams as per the rules above.

Any Gold not spent will be lost.

### ADDITIONAL SKILLS

All Teams will be allowed to give their players a number additional skills as listed below.

These skills do not affect Team Value in any way.

- ★Tier 1      2 Primary Skills
- ★Tier 2      2 Primary Skills  
                 1 Secondary Skill
- ★Tier 3      2 Primary Skills  
                 2 Secondary Skill

### Notes:

- ★ No Player may receive more than 1 Skill.
- ★ A Primary Skill may be selected instead of a Secondary Skill if the coach desires.
- ★ Star Players cannot be taken.

### TEAM TIERS

Each Team has been given a Tier, but we include a list here for ease.

- ★Tier 1      Amazon\*, Chaos Dwarf\*,  
                 Dark Elf, Dwarf, Human, Lizardmen,  
                 Old World Alliance, Orc, Undead,  
                 Skaven, Wood Elf
- ★Tier 2      Black Orc, Chaos Chosen,  
                 Chaos Renegade, Elven Union,  
                 High Elf\*, Imperial Nobility,  
                 Necromantic, Norse\*, Nurgle,  
                 Tomb Kings\*, Underworld, Vampire\*,  
                 Khorne\*\*, Slann\*\*
- ★Tier 3      Goblins, Halflings, Ogres, Snotlings

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## SEVENS ROSTER LIMITS

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The Roster building rules from Death Zone 2021 will be used, including the adjusted Inducement Costs and limitation on 0-4 Positional players (that are not Linemen).

## WHAT'S LEGAL?

### Blood Bowl - What's Legal?

Rules Element	Standard	Sevens	Notes
Blood Bowl 2020 Rulebook	✓	✓	Star Players not allowed in Sevens format
Teams of Legend PDF	✓	✓	-
NAF Tournament Teams (Slann & Khome)	✓	✓	-
Special Play Cards	✗	✗	-
Spike 11 - Necromantic	✓	✓	Star Players not allowed in Sevens format
Spike 12 - Nobility & Black Orc	✓	✓	Star Players not allowed in Sevens format
Akhorne the Squirrel Star Player (White Dwarf 458)	✓	✗	*Star Players not allowed in Sevens format
<b>Death Zone 2021</b>			
(In)Famous Coaching Staff	✗	✗	-
Wizards	✗	✗	-
Biased Referees	✗	✗	-
Other Inducements	✗	✗	-
Fabulous Freebooters (Death Zone Mercenaries)	✗	✗	-
Giants	✗	✗	-
Stadiums	✗	✗	-
Special Ball Rules	✗	✗	-
New Weather Tables	✗	✗	-
Match Events	✗	✗	-
Blood Bowl Sevens	✗	✓	-

### NEW RELEASES...?