



Welcome to Beachhead Bowl Weekend!

Our friends at Entoyment are running another gigantic Tournament event...
So naturally we're there with the best game of all - **Blood Bowl!!!**

The Beachhead Bowl Blood Bowl Tournaments are being held on
Saturday 10th February and Sunday 11th February 2024
at the **Bournemouth International Centre (BIC)**, Bournemouth, Dorset, UK.

Saturday 10th: Beachhead Bowl (Blood Bowl 11s)
Sunday 11th: Beachhead Sevens (Blood Bowl 7s)

These are two separate Tournaments, but the points will
also be combined for an overall Weekend Winner!



FAQ, UPDATES, & ANNOUNCEMENTS PLACEHOLDER PAGE

This Page is where we will include changes, updates, and FAQs as required.

Q: Are the Spike 15 Star Players eligible at this event?

A: Absolutely!

Q: Is the new Vampire roster (Spike 16) eligible?

A: Absolutely! The older Teams of Legend Vampire roster is no longer applicable.



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 2024 (Blood Bowl 11s)

Beachhead Bowl 2024 (Blood Bowl 11s) will be 3 Matches of Standard 11s Blood Bowl.

TOURNAMENT SCHEDULE

- ★ 9.30 → Registration & Set-Up
- ★ 10.00 → Match 1
- ★ 12.15 → Break
- ★ 13.00 → Match 2
- ★ 15.30 → Match 3
- ★ 18.00 → Awards

Full Tournament Details on Page 3.

Beachhead Sevens 2024 (Blood Bowl 7s)

Beachhead Sevens 2024 (Blood Bowl 7s) will be 4 Matches of Blood Bowl Sevens.

TOURNAMENT SCHEDULE

- ★ 9.30 → Registration & Set-Up
- ★ 10.00 → Match 1
- ★ 11.15 → Match 2
- ★ 12.15 → Break
- ★ 13.00 → Match 3
- ★ 14.15 → Match 4
- ★ 15.30 → Awards

Full Tournament Details on Page 8.

Tickets Available Below

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

Tickets are available for Saturday, Sunday, or both Days at a reduced cost.

Bournemouth International Centre

Address: Bournemouth International Centre, Exeter Road, Bournemouth, BH2 5BH

TOURNAMENT SPECIAL STAR PLAYER: FENBEAST

The Fenbeasts... ARE BACK!

The stars of the show at the first Beachhead Bowl are returning to the Blood Bowl pitches of Albion, and can be taken as a **Star Player** by **Any Team**... Even in **Beachhead Sevens**!
(The Fenbeast is the only Star Player that may be taken in Beachhead Sevens)

Fenbeasts are elemental creatures native to Albion that are summoned by local magic-users to do their bidding. They are roughly humanoid shaped hulks, equal parts composed of the remains of creatures that have perished in the fens and swamps, and the mud, wet wood and rotting plants of the fens themselves.

A small Ogham stone is embedded in the centre of their body and holds the amorphous mass together. Fenbeasts are completely relentless, do not feel fear or pain, and are extremely strong - making them ideal Blood Bowl players!

MA	ST	AG	PA	AV	SKILLS & TRAITS
4	6	5+	-	10+	Loner (4+), Really Stupid, Foul Appearance, Mighty blow (+1). Regeneration
Cost		150,000 GP			
Plays For		Any Team			



**Brutefun has sculpted an awesome Fenbeast for us!
But you can use any appropriate big guy miniature to be your Fenbeast!**



Beachhead Bowl 2024 (Blood Bowl 11s)

Beachhead Bowl 2024 (Blood Bowl 11s) will be 3 Matches of Standard 11s Blood Bowl.

TOURNAMENT SCHEDULE

- ★ 9.30 → Registration & Set-Up
- ★ 10.00 → Match 1
- ★ 12.15 → Break
- ★ 13.00 → Match 2
- ★ 15.30 → Match 3
- ★ 18.00 → Awards

TOURNAMENT FORMAT

Coaches will be paired randomly for the first match, with matches 2 and 3 being paired in a swiss format (top teams vs top teams, bottom teams vs bottom teams), and we will endeavour to avoid duplicate matches where possible.

This is an **exhibition** format, and therefore all teams will start each match as rostered (no SPPs or Casualties are applied).

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.

PRIZES AND AWARDS

OVERALL CHAMPION

Overall Winner (most Tournament Points).

STUNTY CHAMPION

Stunty* Team with the most Tournament Points.

**Tier 3 Stunty teams Only.*

BEST TEAM AWARD

Team with the most "Best Team" votes.

PARTICIPATION TROPHY

Last Place Finish (least Tournament Points)

MOST TOUCHDOWNS

Most Touchdowns Scored

MOST CASUALTIES

Most Casualties** Caused.

DIRTY PLAYER AWARD

Most Fouls Attempted.

WHAT TO BRING?

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 have plenty of spare pitches, but it would be helpful if you are able to bring one too.

We will provide Two Copies of your Roster (one for opponent, one for you) - but we need your roster in by the deadline (27th January).

NAF SANCTIONED TOURNAMENT

We intend 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/>

ROSTERS DUE 27th JANUARY 2024

We would like you to submit your Roster(s) by Saturday 27th January 2024; this will give us two weeks to check it over and make sure everything is as it should be.

BoneheadRosters@Gmail.com

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

We request that you bring 1 copy of your roster, plus an additional 1 copy for you to share with your opponents on the day. This makes it as clear as possible to all coaches what the teams are.

Please let us know when you submit your roster if you would like us to print copies for you to collect on the day.

TOURNAMENT 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.

- ★ Per Win: +30 Points
- ★ Per Draw: +10 Points
- ★ Per Loss: +0 Points
- ★ Per TD: +1 Points (max 5 per Match)
- ★ Per CAS**: +1 Points (max 5 per Match)
- ★ Perfect D: +1 Points (No TDs Allowed)

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.

MATCH RESULTS TIEBREAKER

- ★ 1 Total TDs Scored
- ★ 2 Total CAS** Scored
- ★ 3 TD Differential
- ★ 4 CAS Differential
- ★ 5 Lowest Team Value
- ★ 6 Lowest Tier
- ★ 7 Roll-Off!

FINAL DECISIONS

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.

BEST TEAM AWARD

At the start of Round 1 (on each day) you will receive a Best Team nomination slip. Please retain this and nominate a coach by the end of Round 2 (Round 3 for Sevens) 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!



BEACHHEAD BOWL 2024 - BLOOD BOWL 11s

ELIGIBLE TEAMS

Beachhead Bowl 2024 (Blood Bowl 11s) will be allowing the following Rosters:

All Standard **Blood Bowl** teams eligible.

This includes:

- All teams in the **Blood Bowl** rulebook
- Teams included in a **Spike!** Magazine
- Teams from the [Teams of Legend PDF](#)

We will also be allowing the **Slann** roster available from the NAF ([Link](#)).

NEW RELEASES

If new Team(s) or Star Players are released by Games Workshop after this point (24th November 2022) we will update the rulespack, but we intend to allow all new Games Workshop rules updates into the event

TEAM VALUE → 1,100,000GP

All Teams: 1,100,000gp

All teams will be allowed to spend 1.1 million gold pieces to draft their team, with the conditions below.

EXHIBITION PLAY

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

STAR PLAYERS

Your team must consist of 11 players **before** rostering Star Player(s).

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

MEGA STARS

Your team may include 0-1 **Mega Star** from the list below. Including a Mega Star will reduce the amount of Primary Skills available to your team by 2, in addition to their usual GP Cost.

Bomber Dribblesnot, Deeproot Strongbranch,

Griff Oberwald, Hakflem Skuttlespike,

Kreek 'the Verminator' Rustgouger, Morg 'n' Thorg

ALLOWED INDUCEMENTS

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).

★ **0-1 Fenbeast Star Player** (takes up 1 Star Player slot; Full rules on P3).

★ (In)-Famous Coaching Staff (including Wizards), Special Play Cards, and Unlimited Mercenaries may not be taken.

★ With the exception of the Giant Mercenary, no rules from Death Zone 2021 will be in effect.

★ 0-1 Giant may be included (page 52-55 of Death Zone) for 350,000GP.

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 Skills

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:

Amazons (2022), Chaos Dwarf*, Dark Elf, Dwarf, High Elf*, Lizardmen, Norse, Undead, Skaven, Underworld, Wood Elf

★ Tier 2:

Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, Human, Imperial Nobility, Khorne, Necromantic, Nurgle, Orc, Old World Alliance, Tomb Kings*, **Vampire (2023)**, Slann**

★ Tier 3:

Goblins, Halflings, Ogres, Snotlings

*= Team of Legend

**= NAF Team



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BEACHHEAD SEVENS - BLOOD BOWL 7s

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NEW RELEASES

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TEAM VALUE → 600,000GP

All Teams: **600,000gp**

All teams will be allowed to spend 600,000 gold pieces to draft their team, with the conditions below.

EXHIBITION PLAY

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

STAR PLAYERS

Only one Star Player may be chosen in Beachhead Sevens: The Fenbeast!

★ **0-1 Fenbeast Star Player** (Full rules on P3).

BLOOD BOWL SEVENS

Blood Bowl Sevens is played using the rules presented in the Death Zone 2021 Rulebook.

BLOOD BOWL SEVENS TEAM CONSTRUCTION

Blood Bowl Sevens restricts the total number of players that are not classified as Linemen to 0-4.

These Team Construction rules are present in the Death Zone 2021 Rulebook.

ALLOWED INDUCEMENTS

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

With the exception of Mercenaries and Special Play Cards, all Inducements listed on P.93 of the Death Zone Rulebook may be taken.

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 Skills

Notes:

- ★ No Player may receive more than 1 Skill.
- ★ A Primary Skill may be selected instead of a Secondary Skill if the coach desires.

TEAM TIERS

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

- ★ Tier 1:
Amazons (2022), Chaos Dwarf*, Dark Elf, Dwarf, High Elf*, Lizardmen, Norse, Undead, Skaven, Underworld, Wood Elf
- ★ Tier 2:
Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, Human, Imperial Nobility, Khorne, Necromantic, Nurgle, Orc, Old World Alliance, Tomb Kings*, Vampire (2023), Slann**
- ★ Tier 3:
Goblins, Halflings, Ogres, Snotlings

*= Team of Legend

**= NAF Team

