

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 Tournament is being held on Saturday 9th February and Sunday 10th February 2025 at the Bournemouth International Centre (BIC), Bournemouth, Dorset, UK.

Tickets available at: https://www.beachheadexpo.com/tickets

This year it's one tournament - 5 games of 11s over Two Days!!!

3 games on the Saturday, 2 on the Sunday.



ALL BEACHHEAD BOWL 2025 TOURNAMENTS

FAQ, UPDATES, & ANNOUNCEMENTS PLACEHOLDER PAGE

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

Q: What is the tier listing for this event?

A: We're using the "Brushtithe" Tiering for this event:

Tier 1:

Amazons, Dark Elves, Lizardmen, Orcs, Skaven, Undead, Underworld Denizens, Wood Elves

★Tier 2:

Chaos Dwarf (2024 only), Dwarf, Elven Union, High Elf*, Human, Necromantic, Norse, Tomb Kings*, Vampire

★Tier 3:

Black Orc, Chaos Chosen, Chaos Renegades, Imperial Nobility, Khorne, Nurgle, Old World Alliance, Slann**

★Stunty Tier:

Gnomes, Goblins, Halflings, Ogres, Snotlings

^{*=} Team of Legend

^{**=} NAF Unofficial Team

BEACHHEAD BOWL 2025 - BLOOD BOWL 11s



Beachhead Bowl 2025 (Blood Bowl 11s)

Beachhead Bowl 2025 (Blood Bowl 11s) will be 3 Matches of Standard 11s Blood Bowl on Saturday, and the final 2 games played on Sunday.

TOURNAMENT SCHEDULE - SATURDAY

- \bigstar 9.30 \rightarrow Registration & Set-Up
- **★** 10.00 → Match 1
- ★ $12.15 \rightarrow Break$
- \bigstar 13.00 \rightarrow Match 2
- \bigstar 15.30 \rightarrow Match 3

SATURDAY EVENING EVENT (Optional)

TOURNAMENT SCHEDULE - SUNDAY

- **★** 10.00 → Match 4
- \bigstar 12.15 \rightarrow Break
- \bigstar 13.00 \rightarrow Match 5
- \bigstar 15.30 \rightarrow Awards

TOURNAMENT FORMAT

Coaches will be paired randomly for the first match, with remaining matches 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 & TOURPLAY

We will using Tourplay on the day - results must be processed through there. Failure to report a match can result in game losses being awarded - **so check!!**

Matches will be held to a 2 hour 15 minute 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 a 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.

BEACHHEAD BOWL 2025 - BLOOD BOWL 11s

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 1st FEBRUARY 2025

We need you to submit your Roster(s) by Saturday 1st February 2025.

We will be using Tourplay for Rosters and Match Submissions for this event.

https://tourplay.net/en/blood-bowl/beachhead-bowl -2025

Once you have bought your ticket - you can register and submit your team via the link above.

Note: Registering on Tourplay does not guarantee you a place on the day; don't forget to purchase your ticket!

Any concerns please get in contact with us via email or in our Discord!

BoneheadRosters@Gmail.com

TOURNAMENT SCORING

Please enter match results via Tourplay. Please let us know if there are any issues!.

- ★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 Saturday you will receive a Best Team nomination slip. Please retain this and nominate a coach by the end of Saturday 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 2025 - BLOOD BOWL 11s

ELIGIBLE TEAMS

Beachhead Bowl 2025 (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 (1st November 2024) we will update the rulespack, but we intend to allow all new Games Workshop rules updates into the event

TEAM VALUE \rightarrow 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 **4**, in addition to their usual GP Cost.

Bomber Dribblesnot, Cindy Piewhistle,
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 by some teams, 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 P6).
- ★ (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.
- \bigstar 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: 5 Primary Skills & 1 Secondary Skill
★Tier 3: 6 Primary Skills & 1 Secondary Skills
★Stunty Tier: 6 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.

STAR PLAYER RESTRICTIONS

Tier 1: 0-1 Star Player choice
Tier 2 / Tier 3: 0-2 Star Player choices
Stunty: 0-2 Star Player choices, or
0-1 Mega Star Player choice

Note: Star Players that are taken as a pair (e.g. Grak and Crumbleberry) count as 2 players for your roster, but only a single Star Player choice.

STAR / MEGA STAR PLAYER TAX

Including a Star Player will reduce the amount of Primary Skills available by **2** for each Star Included, in addition to their usual GP Cost.

Including a Mega Star will reduce the amount of Primary Skills available to your team by **4** instead of the above **2**.

ALL BEACHHEAD BOWL 2025 TOURNAMENTS

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**...

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.

S 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!



