Bier Bowl

Pub League Fantasy Football Game
By Christopher Cale, Tied to a Kite Games 2017

Equipment Required

- One Pitch, which is a grid of approximately 7 by 13 squares. The last row at each short end is an Endzone.
- Two teams of 5 figures each.
- Something to represent the ball.
- At least one each of d4, d6 and d8.
- Some method of recording Cheer Points and Touchdowns.

Building a Team

A team consists of 5 figures, containing any mix of the following:

	Agility	Power	Colour
Ordinary	d6	d6	-
Fast	d8	d4	Blue
Tough	d4	d8	Red

There must be some easy way to differentiate between the three types. Tough players might have lots of armour or spikey bits, whilst Fast players wear little or none. Alternatively you might use different races - such as Orcs or Dwarves for Tough players, Humans for Ordinary players and Halflings, Goblins or Elves for Fast players. For easy recognition you might like to make use of the colours listed above to differentiate them.

Setting Up

1. Randomly determine the First Player.
2. The First Player sets up their team entirely within one Endzone, then the other player sets up in the opposite Endzone.
3. The ball is placed in the centre square of the board, each player begins with 3 Cheer Points and the First Player takes the first turn.

In Your Turn

First move all your figures. Each figure can move up to a throw of it's Agility Die in spaces. Moves may be made diagonally, except when this would allow the figure to pass between two adjacent enemy figures. A Knocked Over figure will spend it's entire movement standing back up.

Then each of your figures may Act. Each figure can only take one Action per turn.

Actions

If the figure has the ball, they may:

Do Nothing.
Punt - Roll the figure's Power Die and place the ball on the ground exactly that many spaces downfield and then bounce the ball as below.
Pass - You may only pass once per turn. Pick a target figure to pass to. Throw your Agility Die, if it is higher than the number of spaces to that figure the ball has been successfully passed to them. If lower, place the ball as far as was thrown on the die and then bounce the ball as below. In either case, if the path of the ball crosses a space containing an opposing figure, they may attempt to Intercept the ball and take it for themselves by rolling higher than you did with their Agility Die.
Sprint - Move again, but halve dice throw rounding down. If a natural 1 is thrown the figure is Knocked Over.

If the figure does not have the ball they may:

Do Nothing.
Tackle - Pick an adjacent opponent. Both figures roll their Power Die. The lower rolling figure is Knocked Over. If the higher throw is at least double the lower, the losing figure has also been Injured. Remove the Injured figure from the pitch until the end of the Drive. You can tackle diagonally, as long as it is not between two adjacent enemy players.
Stick The Boot In - Pick an adjacent Knocked Over figure. Both figures roll their Power Die. If this figure rolls higher than the figure on the ground, that Knocked Over figure becomes Injured as above.
Sprint - Move again, but halve dice throw rounding down. If a natural 1 is thrown the figure is Knocked Over.

Picking up the Ball

Any time the ball ends up in the same space as a figure the figure picks the ball up. Whether they have moved through it or landed on it, or if the ball bounces and lands on the player.

Bouncing Balls

If a figure carrying the ball is Knocked Over or Injured, they will drop the ball into one of the eight spaces around them. A Punt or a failed Pass will also result in the ball bouncing into one of the eight spaces around where it landed. Pick a square to be 1, roll a d8 and count around clockwise to find which square to drop the ball into.

If a ball goes off the pitch, it will immediately be thrown straight back in 1d6 squares perpendicular to the edge of the pitch from the point it left.

A bouncing ball that lands on a Knocked Over player immediately bounces again.

Scoring

To score a Touchdown, you must get one of your figures into the opponent's Endzone whilst holding the ball.

The first player to 3 Touchdowns wins the match.

Drives

After a Touchdown has been scored a new Drive begins. Put the ball back in the middle of the pitch and then both players recover their Injured figures, reset to 3 Cheer Points and start again. The player who didn't score becomes the First Player - placing their figures before their opponent does and then taking the first turn of the new Drive.

Cheer Points

Cheer Points can be spent by your figures at any time to re-roll any die thrown by either player. The player that threw the die in question chooses whether they want to re-roll it or not first.

Campaign Games

Bier Bowl is set in the metropolis of Heldenhofen; a vast multicultural city containing all sorts of races and a large number of taverns - each with it's own Bier Bowl team, with hundreds of rivalries, tournaments and leagues taking place throughout the year.

Bier Bowl campaigns can be of three types, Test Series, League or Cup. For all three types, the rules for team creation and experience are the same.

Campaign Teams

A Team for a Campaign may contain any number of players, but only 5 can take part in any one game. Your team should be recorded on a Roster, with space for their name, their type, experience points and any skills they learn or injuries they receive. Bier Bowl teams are usually made up by the regulars of a particular tavern or other drinking hole, and their team names usually reflect that in some way.

Experience

After a game, your figures may improve. A figure gains one experience point for every game they played in and each touchdown they scored. When a figure reaches 6 experience points, these may be turned in to gain a Skill; roll on the following table:

1	*Speedy*	May add 1 to Sprint rolls.
2	*Thrower*	May add 1 to Pass rolls.
3	*Catcher*	May add 1 to Intercept rolls.
4	*Kicker*	May add 1 to Punt rolls.
5	*Blocker*	May add 1 to Tackle rolls.
6	*Vicious*	May add 1 to Stick the Boot In rolls.

A figure can have the same skill multiple times. If you want to start a campaign or game with more experienced teams, players could agree to roll for one skill for each of their team-members.

Injuries

For every 3 injuries a figure receives in the campaign, they must throw *immediately* on the following table:

1	*Broken*	Must be replaced with a new figure.
2	*My Brain Hurts*	Loses all unspent experience points.
3	*Doctors Orders*	May not continue to play current game and must also miss the next.
4	*Lucky*	No effect.
5	*Angry*	Add 1 to Stick the Boot in rolls.
6	*Learning*	Add 1 to Tackle rolls.

Test Series

A Test Series is a series of games played between two teams. This is an ideal way to play Bier Bowl if you only have one regular player. Simply agree on a number of games for the series - 6 is a good number - or decide to play an ongoing Grudge Series. The player who wins the most games is the current winner.

League

Each district of Heldenhofen has it's own League, with all the taverns in that District playing regular League games to determine their standing. Because of the complicated nature of the city, there are no scheduled games - teams are expected to arrange games themselves and to report the results to the League organiser. A Team gains the difference in Touchdowns as League Points if they win, and loses the difference if they lose. The League Organiser will keep a record of current standings, and depending on the League there may be regular rewards, playoffs and so on.

Cup

A Cup is a one-off tournament, usually put on by a prominent city figure or merchant in order to gain popularity or votes. There will be at least a prize for first place, and there may be other prizes offered. Bier Bowl Cups are usually played in a Knockout format; though knocked out teams may end up playing in a Plate Cup.

Random Team Name Generator

Step 1: Roll for type of tavern name.

1	The [Noun] & [Noun]
2	The [Number] [Noun]s
3	The [Descriptor] [Noun]
4	The [Noun]'s [Object]
5	The [Descriptor] [Object]
6	The [Number] [Object]s

Step 2: roll for each tavern name component.

d6	Number	Noun	Descriptor	Object
1	Lone	Dog	Red	Head
2	2	Duck	Golden	Arms
3	3	Lion	Black	Drum
4	6	Griffin	Old	Gunne
5	9	Wyrm	New	Sword
6	Dozen	Duke	Broken	Cup

Step 3: roll for team component.

	1-2	3-4	5-6
1	Reavers	Rangers	Runners
2	Rovers	Revellers	Destroyers
3	Drunkards	Mummers	Terrors
4	Dogs	Gladiators	Dragons
5	Warriors	Dockhands	Killers
6	Lions	Pirates	Disasters

Examples: The Broken Arms Disasters, The Duke & Lion Runners, The Six Lions Pirates, The Old Dog Reavers

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Team Roster

Team Name:

Name	
Type	
Experience	OOOOOO
Skills	
Injuries	OOO

Name	
Type	
Experience	OOOOOO
Skills	
Injuries	OOO

Name	
Type	
Experience	OOOOOO
Skills	
Injuries	OOO

Name	
Type	
Experience	OOOOOO
Skills	
Injuries	OOO

Name	
Type	
Experience	OOOOOO
Skills	
Injuries	OOO

Team Roster

Team Name:

Name	
Type	
Experience	OOOOOO
Skills	
Injuries	OOO

Name	
Type	
Experience	OOOOOO
Skills	
Injuries	OOO

Name	
Type	
Experience	OOOOOO
Skills	
Injuries	OOO

Name	
Type	
Experience	OOOOOO
Skills	
Injuries	OOO

Name	
Type	
Experience	OOOOOO
Skills	
Injuries	OOO

Team Roster

Team Name:

Name	
Type	
Experience	OOOOOO
Skills	
Injuries	OOO

Name	
Type	
Experience	OOOOOO
Skills	
Injuries	OOO

Name	
Type	
Experience	OOOOOO
Skills	
Injuries	OOO

Name	
Type	
Experience	OOOOOO
Skills	
Injuries	OOO

Name	
Type	
Experience	OOOOOO
Skills	
Injuries	OOO