Peking Blood Bowl presents:



**11s BLOOD BOWL TOURNAMENT**

Slottsgatan 133, 602 20 Norrköping (Sweden), Oct 26-27, 2024

**SCHEDULE**

| 09:00 | Welcome/registration, **Day 1** | 09:00 | Opening, **Day 2** |
| --- | --- | --- | --- |
| 09:30 | Round 1 | 09:30 | Round 4 |
| 12:00 | Lunch, on your own | 12:00 | Lunch, on your own |
| 13:15 | Round 2 | 13:15 | Round 5 |
| 15:45 | Break | 15:45 | Break |
| 16:00 | Round 3 | 16:00 | Closing ceremonies |
| 18:30 | Joint dinner | 16:30 | Trip home |

**FEE & SIGNING UP**

A fee of 150 SEK for participation can be Swished to 0763388336, add the message “AHB”.

Sign up using the sign-up form, found [here](https://forms.gle/GmWcJnJxXPFvTgHX7). Note that to sign up you must ALSO send your roster to larwa852@gmail.com **before October 14**.

**EARLY DEAD BIRD (possibly a parrot):** **If you sign up before October 1**, **the sign-up fee is only 100 SEK.**

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Coaches are paired using Swiss pairing. This is an exhibition format, and therefore all teams will start each match as rostered (no SPPs or Casualties are applied from one match to the other).

**PRIZES AND AWARDS**

| FIRST PLACE | RUNNER UP | BEST PAINTED |
| --- | --- | --- |
| WOODEN SPOON | BARE BONED | SHARPEST TEETH |
| MEMENTO MORI | SAWBONES |  |

**WHAT TO BRING?**

Please bring a team that is clearly marked / identifiable player types (Painted teams make more touchdowns!), three Block dice, two D6, one D8, and one D16 dice. We have plenty of spare pitches, but it is helpful if you can bring one too. Please also bring copies of your Roster for your opponents.

**NAF registering**

This is a specialized NAF-sanctioned event. All coaches should register with the NAF (<https://member.thenaf.net/index.php?module=Users&func=register)> before the tournament. For more information on the NAF, please visit the website: <https://www.thenaf.net/>

**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: +20 Points | Per TD: +1 Points (max 3 per Match) |
| --- | --- |
| Per Draw: +10 Points | Per CAS\*: +1 Points (max 3 per Match) |
| Per Loss: +0 Points | Perfect D: +1 Points (No TDs against, only applies if you won the match) |
| Per Concede: -50 Points |  |

\*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. This means it’s easier to count your casualties! Remember - death is only the beginning!

**MATCH RESULTS TIEBREAKER**

| 1: Touchdowns for | 4: Net Casualties |
| --- | --- |
| 2: Casualties for | 5: Opponent score |
| 3: Net Touchdowns | 6: Random |

**TEAM CREATION**

Teams may be purchased using **1 250,000 GC.**

The AHB is a slow, arduous, and inevitable event where all who enter abandon all hope to see sunlight again (which is considered a good thing!). As the icy winds shriek over the graveyards, not all teams dare enter. However, the tournament also draws in teams and players not usually found in other tournaments and league play. Therefore, teams can be picked from the table below. Teams with \* have special rosters, which are listed further down.

| **Team** | **Favoured of…** | **Team** | **Favoured of…** |
| --- | --- | --- | --- |
| Black Orcs | The Blood Dragons | Ogre | Any Vampire family |
| Blood Dragons\* | - | Orc | The Blood Dragons |
| Ethereals\* | The Lahmians | Shambling Undead | The Von Carsteins |
| Ka-Sabar\* | The Necrarchs | Strigoi\* | - |
| Lahmians\* | - | Tomb Kings | The Necrarchs |
| Necrarch\* | - | Undead Pirates\* | Any Vampire family |
| Necromantic Horror | Any Vampire family | Vampires | Any Vampire family |
| Nurgle | The Strigoi | Von Carsteins\* | - |

**ADDITIONAL RULES**

The AHB is an exclusive tournament, usually only privy to the Higher Vampire families. In order for other teams to enter, coaches must curry favour with one of the families. When choosing a team **other than the vampire family teams,** look at the chart above for what family you can pick from either the Blood Dragons, Lahmians, Necrarchs, Strigoi, or Von Carsteins. These favours not only bring with them the ability to enter the tournament, but also provides the team with certain other advantages. These, as well as the Special teams, are listed below and taken from the Fumbbl 2020 Secret League rules. Note that **any special rules gained this way does not apply to the specific Vampire Family teams, and the special rules cannot be used with any Star Players**. If any players are given special rules/bonuses/skills, note it on your roster.

| **Born by Blood (Blood Dragon family)** |
| --- |
| When rostering your team, pick one player **with strength 4 or less (not a star).** In addition to their normal skills, this player gains the *Blood Lust (3+), Mighty Blow (+1)*, and *Regeneration* skills. |
| **Favoured of the Queen (Lahmian family)** |
| You gain an additional 50K when rostering your team (so your team may be purchased using 1 300K). |
| **Servants of Nagash (Necrarch family)** |
| Your team gains a free Sports Necrotheurge. |
| **Favoured of the Beast (Strigoi family)** |
| All players on your team with *Really Stupid*, *Bonehead*, or *Unchanneled Fury* replace this trait with *Blood Lust (3+)*. Furthermore, when rostering your team, you may roster one additional Ghoul to your team (you do have to pay for it) – so, for example, a Nurgle team may roster 1 Ghoul, while a Shambling Undead team may have up to five Ghouls. This Ghoul inherits its stats, skills and cost from the Strigoi Team Roster (see below). Thus, the extra ghoul can be different from other ghouls on your team, and it should be clear which is which. The extra ghoul has the Loner (4+) trait, and may be given no extra skills. |
| **It’s All in the Family (Von Carstein family)** |
| Your team gains a free Mortuary Assistant. |

**THE SPECIAL TEAMS**

**BLOOD DRAGON TEAM (VAMPIRE FAMILY TEAM)**

| **No.** | **Position** | **Cost** | **M** | **S** | **AG** | **PA** | **AV** | **Skills** |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 0-16 | Thralls | 40,000 | 6 | 3 | 3+ | 5+ | 8+ |  | G  | A  |
| 0-4 | Zombies | 40,000  | 4 | 3 | 4+ | - | 9+ | Regeneration  | G  | AS |
| 0-2 | Grave Guard | 80,000  | 5 | 3 | 4+ | 5+ | 10+ | Block, Regeneration | GS | A  |
| 0-6 | Blood Dragon Vampires | 100,000 | 6 | 4 | 3+ | 3+ | 10+ | Blood Lust (3+), Hypnotic Gaze, Mighty Blow (+1), Juggernaut, Regeneration | GS  | AP  |
| Re-roll counter  | 70,000 gold pieces each. | Special Rules  | Sylvanian Spotlight, Vampire Lord |
| Apothecary  | No | Tier | 2 |

**ETHEREAL TEAM**

| **No.** | **Position** | **Cost** | **M** | **S** | **AG** | **PA** | **AV** | **Skills** |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 0-16 | Ghosts | 40,000 | 6 | 3 | 2+ | - | 8+ | No Hands, Titchy, Regeneration | GA | S  |
| 0-2 | Wraith | 95,000 | 6 | 3 | 3+ | - | 9+ | Block, Foul Appearance, No Hands, Regeneration, Side Step  | GS | A  |
| 0-2 | Cairn Wraith | 100,000 | 6 | 3 | 3+ | 5+ | 9+ | Foul Appearance, Regeneration, Side Step, Stab | GS | A  |
| 0-2 | Banshee | 110,000 | 7 | 2 | 2+ | 3+ | 8+ | Disturbing Presence, Dodge, Foul Appearance, Regeneration, Shadowing | GA | SP |
| Re-roll counter  | 50,000 gold pieces each. | Special Rules | Sylvanian Spotlight, Master of Undeath (Ghost) |
| Apothecary  | No | Tier | 2 |

**KA-SABAR TEAM**

| **No.** | **Position** | **Cost** | **M** | **S** | **AG** | **PA** | **AV** | **Skills** |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 0-16 | Skeleton | 50,000 | 5 | 3 | 4+ | 6+ | 9+ | Regeneration, Thick Skull | GA | S |
| 0-2 | Throw-Ra | 80,000 | 6 | 3 | 4+ | 3+ | 9+ | Pass, Regeneration, Sure Hands, Thick Skull  | GP | AS |
| 0-4 | Block-Ra | 90,000 | 5 | 3 | 4+ | 6+ | 10+ | Block, Regeneration, Thick Skull | GS | AP |
| 0-2 | Ushabti | 120,000 | 5 | 5 | 5+ | - | 11+ | Mighty Blow (+1), Regeneration, Take Root, Thick Skull | S | GA |
| Re-roll counter  | 70,000 gold pieces each. | Special Rules | Sylvanian Spotlight |
| Apothecary  | No | Tier | 2 |

**LAHMIAN TEAM (VAMPIRE FAMILY TEAM)**

| **No.** | **Position** | **Cost** | **M** | **S** | **AG** | **PA** | **AV** | **Skills** |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 0-16 | Linemen | 50,000 | 6 | 3 | 3+ | 4+ | 9+ | (Thrall) | G  | AS |
| 0-2 | Blitzers  | 90,000 | 7 | 3 | 3+ | 4+ | 9+ | Block, (Thrall) | GS | AP  |
| 0-6 | Lahmian Vampires | 100,000 | 7 | 3 | 2+ | 3+ | 8+ | Blood Lust (2+), Dodge, Hypnotic Gaze, Regeneration | GAS | P  |
| Re-roll counter  | 70,000 gold pieces each. | Special Rules | Sylvanian Spotlight, Vampire Lord |
| Apothecary  | Yes | Tier | 1 |

**NECRARCH TEAM (VAMPIRE FAMILY TEAM)**

| **No.** | **Position** | **Cost** | **M** | **S** | **AG** | **PA** | **AV** | **Skills** |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 0-16 | Skeletons | 40,000 | 5 | 3 | 4+ | 6+ | 8+ | Thick Skull, Regeneration | G  | AS |
| 0-2 | Wights | 40,000 | 6 | 3 | 3+ | 5+ | 9+ | Block, Regeneration | GS | AP |
| 0-4 | Necrarch Vampires | 110,000 | 6 | 3 | 2+ | 4+ | 9+ | Foul Appearance, Hypnotic Gaze, Regeneration | GAS  | P  |
| Re-roll counter  | 70,000 gold pieces each. | Special Rules | Sylvanian Spotlight, Master of Undeath (Skeleton) |
| Apothecary  | No | Tier | 1 |

**STRIGOI TEAM (VAMPIRE FAMILY TEAM)**

| **No.** | **Position** | **Cost** | **M** | **S** | **AG** | **PA** | **AV** | **Skills** |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 0-16 | Zombie | 40,000 | 4 | 3 | 4+ | 6+ | 9+ | Regeneration | G  | AS |
| 0-2 | Blood Boars | 20,000 | 5 | 1 | 3+ | - | 6+ | Dodge, No Hands, Pick Me Up, Stunty, Thrall, Titchy | - | A |
| 0-6 | Ghouls | 70,000 | 7 | 3 | 3+ | 4+ | 8+ | Dodge, Thrall | GA | SP  |
| 0-4 | Strigoi Vampires | 100,000 | 6 | 4 | 3+ | 4+ | 9+ | Blood Lust (2+), Claws, Hypnotic Gaze, Regeneration | GAS  | P  |
| 0-1 | Crypt Horror | 150,000 | 5 | 5 | 4+ | - | 11+ | Blood Lust (3+), Claws, Loner (4+). Regeneration | S | AG |
| Re-roll counter  | 70,000 gold pieces each. | Special Rules | Sylvanian Spotlight |
| Apothecary  | No | Tier | 2 |

**UNDEAD PIRATE TEAM**

| **No.** | **Position** | **Cost** | **M** | **S** | **AG** | **PA** | **AV** | **Skills** |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 0-16 | Zombies | 40,000 | 4 | 3 | 4+ | - | 9+ | Regeneration | G  | AS  |
| 0-2 | Skeleton Pirates | 80,000 | 5 | 3 | 4+ | - | 8+ | Jump up, Regeneration, Stab, Thick Skull | G | AS  |
| 0-2 | Syreens | 110,000 | 7 | 3 | 3+ | 3+ | 9+ | Disturbing Presence, Foul Appearance, Shadowing, Side Step | GA | SP |
| 0-2 | Animated Hulks | 130,000 | 4 | 5 | 5+ | - | 10+ | Bone Head, Loner (4+), Mighty Blow (+1), Regeneration, Thick Skull | S | GAP |
| 0-1 | Vampire Lord | 160,000 | 6 | 5 | 2+ | 3+ | 9+ | Animal Savagery, Hypnotic Gaze, Regeneration | GAS | P |
| Re-roll counter  | 70,000 gold pieces each. | Special Rules  | Sylvanian Spotlight, Master of Undeath (Zombie) |
| Apothecary  | No | Tier | 2 |

**VON CARSTEIN TEAM (VAMPIRE FAMILY TEAM)**

| **No.** | **Position** | **Cost** | **M** | **S** | **AG** | **PA** | **AV** | **Skills** |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 0-16 | Thralls | 40,000 | 6 | 3 | 3+ | 5+ | 8+ |  | G  | AS |
| 0-4 | Von Carstein Vampires | 120,000 | 6 | 4 | 3+ | 4+ | 9+ | Blood Lust (3+), Hypnotic Gaze, Pro, Regeneration | GAS  | P  |
| Re-roll counter  | 70,000 gold pieces each. | Special Rules | Sylvanian Spotlight, Vampire Lord |
| Apothecary  | No | Tier | 2 |

**ADDITIONAL SKILLS**

All Teams may give their players additional skills as listed below. These do not affect Team Value. Teams are given a number of skill points (SP), depending on the Tier of your team, and may spend these on primary or secondary skills, and/or buy **one** Star player. So, for example, a Lahmian team may have 4 primary skills (4SPs) and 1 secondary skill (2SPs), for a total of 6 SPs, or 2 primary skills (2 SPs) and one Star player (4SPs), for a total of 6 SPs. Skills and any Star Player must be noted on your roster when submitted. In addition, no player may be given more than 1 Skill.

| Tier | Team | Total skill points (SP) | Max primary skills (cost 1 SP) | Max secondary skills (cost 2 SP) |
| --- | --- | --- | --- | --- |
| Tier 1 | Lahmians, Necrarchs, Shambling Undead, | 6  | 6 | Max 1 |
| Tier 2 | Black Orcs, Blood Dragons, Ethereals, Ka-Sabar, Necromantic Horror, Nurgle, Orcs, Strigoi, Tomb Kings, Undead Pirates, Vampires, Von Carstein | 8 | 8 | Max 2 |
| Tier 3 | Ogres | 10 | 10 | Max 2 |

**ALLOWED INDUCEMENTS**

The following inducements are available. They work as normal, unless described otherwise. Note that any team in the AHB can roster inducements normally only available to Sylvanian Spotlight teams.

| **Inducement** | **Available for…** | **Inducement** | **Available for…** |
| --- | --- | --- | --- |
| Ancient Artefact | Any team | Papa Skullbones | Nurgle |
| Bloodweiser Kegs | Any team | Plague Doctor | Nurgle only |
| Bribes | Any team | Professor Frönkelheim | Any team |
| Giant Mercenary | Any except vampires | Riotous Rookies | Ogres only |
| Horatio X. Shottenheim | Any team | Sports Necrotheurge | Any, except Nurgle |
| Horticulturalist of Nurgle | Nurgle only | Team Mascot | Any team |
| Mortuary Assistant | Any team | Weather Mage | Any team |
| Ogre Firebelly | Ogres only | Wicked Witch | Any team |

**ALLOWED STAR PLAYERS**

The following Star Players are available for *any team* in the AHB:

| **Official BB Season 2 Players**  |
| --- |
| Bryce ‘The Slice’ Cambuel | Captain Karina von Riesz | Count Luthor von Drakenhof |
| Estelle le Veneaux | Frank ‘n’ Stein | Gretchen Wächter |
| Ivan ‘the Animal’ Deathshroud | Skrull Halfheight | Wilhelm Chaney |

**RESURRECTED STAR PLAYERS**

| **G’Ral Blodschucker** | 160,000 | 7 | 3 | 3+ | 4+ | 8+ | Catch, Dodge, Loner (4+), Sure Feet, Wrestle |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Bloodsmack:** When G’Ral wrestles an opponent, he may immediately make a foul against the other player, regardless of whose turn it is. This does not cause a turnover unless the ball was dropped (regardless of the outcome of the foul). |
| **Hack Enslash** | 120,000 | 6 | 3 | 4+ | - | 8+ | Chainsaw, Loner (4+), Regeneration, Secret Weapon, Side Step |
| **Hack the Ref**: Once per match, when sent off, Hack Enslash may choose to ignore the ref’s call and attack the ref instead. Roll a D6. On 2+ the ref is chopped into pieces. No players can be sent off for the remainder of that drive or at the end of the drive (thus: may ignore secret weapon trait). An assistant referee will take over from the start of the next drive. On a roll of 1 Hack is sent off as usual and the opponent gets a free bribe. |
| **Humerus Carpal** | 130,000 | 7 | 2 | 3+ | 5+ | 8+ | Loner (4+), Catch, Dodge, Regeneration, Nerves of Steel |
| **Tunnel syndrome:** When declared as the target of a pass, before rolling for success, Humerus may immediately move one square in any direction, ignoring any tackle zones. This movement cannot be blocked by tentacles, diving tackle, etc. |
| **Ithaca Benoin** | 220,000 | 7 | 3 | 3+ | 2+ | 8+ | Loner (4+), Dump Off, Nerves of Steel, Pass, Regeneration, Safe Pass, Sure Hands |
| **Yee-haw!:** Once per half, Ithaca can extend the range of his passing game by yelling yee-haw before making a throw. Pick a square adjacent to Ithaca when throwing (it does not matter if the square is occupied), measure range and interception paths from that square instead of from Ithaca’s position. |
| **J Earlice** | 180,000 | 8 | 3 | 3 | 4+ | 8+ | Loner (4+), Catch, Diving Catch, Dodge, Sprint |
| **Earlice start:** At the start of every drive, after step 2 but before step 3 of the kick-off, J Earlice may move up to four squares, including into the opponent’s side of the pitch. |
| **Ramtut III** | 360,000 | 5 | 6 | 5+ | 6+ | 10+ | Break Tackle, Loner (4+), Mighty Blow (+1), Regeneration, Wrestle |
| **The king is dead, long live the king:** Every time Ramtut successfully passes a regeneration roll, his strength increases by 1. |
| **‘Rotten’ Rick Bupkels** | 110,000 | 4 | 3 | 2+ | 6+ | 9+ | Dirty Player (+1), Loner (4+), Regeneration, Sneaky Git |
| **It’s not the smell that kills, it’s the fart:** Once per game, after fouling an opponent ‘Rotten’ Rick may choose to perform a piling on action (place him prone), fouling the same opponent again. He may choose to do so even if he was sent off for the first foul. If he is sent off for both fouling actions, a single successful bribe or argue the call will clear the situation with the ref for both offenses. |
| **Sinnedbad** | 80,000 | 6 | 3 | 4+ | 5+ | 8+ | Block, Jump Up, Loner (4+), On the Ball, Regeneration, Secret Weapon, Side Step, Stab |
| **Swift blades:** Once per match, when Sinnedbad successfully blocks or stabs a player, he may immediately perform an extra stab action (following up may be done before the extra stab action, but not after). |
| **Setekh** | 220,000 | 6 | 4 | 4+ | 5+ | 9+ | Block, Break Tackle, Juggernaut, Loner (4+), Regeneration, Strip Ball |
| **Down you go:** Once per match, when Setekh fails a dodge he may choose to fall over in the square he was dodging from, wrestling down an opponent player that he was dodging away from. Place both players prone without rolling armor rolls. This does not cause a turnover unless Setekh was holding the ball. |
| **Throttlesnot 'The Impaler'** | 100,000 | 6 | 2 | 3+ | 4+ | 8+ | Dirty Player (+1), Dodge, Pogo Stick, Loner (4+), Regeneration, Secret Weapon, Stab, Stunty |
| **Full throttle:** Once per match, Throttlesnot may declare full throttle to add +3 to his MA, gain Dirty Player (+2) and add +1 to either armor or injury roll when stabbing for this turn only. Note that this must be declared before starting a movement or blitz action. |