

SUFFOLK SUBTERRANEAN 2 – THERE’S SOMETHING DOWN THERE

With the success of the inaugural Subterranean tournament, the organisers have commissioned some Dwarfs to go mining, and have increased the available space for pitches to be set up ahead of the next event, which will be part of the South East Tournament series for 2024.

We will be looking to get NAF approval for this event which will be using the Subterranean weather table as seen on page 78 of the Death Zone book. Taking the game underground has some interesting possibilities, and as part of the excavation, the miners have found some Snotlings lurking in the caves, staring at the supply of match balls being stocked up, and mumbling about “we wants it precious”. These creatures could not be shooed away, and appear to have taken up a residence of sorts in the various team dugouts prepared for the event.

As a result, each team will have the option to draft the SmeaGhoul star player for 50K from their budget.



SmeaGhoul

MA 5

ST 1

AG 3+

PA 5+

AV 6+

GP
50,000

SKILLS & TRAITS
Dodge, Right Stuff, Sidestep, Stunty, Titchy, Loner (5+), Animosity (all players)

PLAYS FOR
Any team venturing into the Suffolk Subterranean arena

SPECIAL RULES
We Wants It Precious!: Once per match, SmeaGhoul may attempt to steal the ball from the opposing ball carrier when entering one of their tackle zones.
Roll a D6 : On a 5+, he successfully gains the ball.
On a 2 - 4, the ball is not stolen.
On a 1, SmeaGhoul enters a trance of greed, suffering the effect of being targetted by Hypnotic Gaze and loses his tackle zone.

Due to the poor lighting, the ref may be distracted by each coach once per game to allow a free foul action to be performed with no risk of being sent off. This must be declared by the coach before the foul attempt.

The venue: St Augustine's Community Hub, Bucklesham Road, Ipswich, IP3 8TH

Number of attendees: The tournament capacity has been increased from last year, and will have an initial capacity of 40 players, but if interest is high we will increase this. Should an odd number of attendees sign up the organisers will enter a team to ensure everyone plays all rounds.

The ticket price is £15.00. As we will be paying for the hiring of the venue in advance, refunds can only be offered to cancellations made more than 2 weeks prior to the event. The ticket price will also include tea and coffee throughout the day.

Any new team, Spike or Errata released before 14th October 2024 will be valid. All BB2020 teams and Teams of Legend will be eligible.

This will be a Swiss style resurrection tournament following the latest NAF rules. Players will disregard any casualties suffered at the end of a match, and will start each round with their declared roster. Further to this, any players raised during a match (such as via the Masters of Undeath rule, summoned Thrall or Plague Ridden skill) are lost at the end of the match. The Exhibition table will be used for any Prayers To Nuffle rolls.

Schedule: Players will have 2 hours 15 minutes per game. Please try to be conscious of the time as you play, the organisers will give you time updates as we go through each round and may request you use a clock if you are falling behind.

Registration and first round draw: 10:15 - 10:45

Game 1: 10:45 - 13:00

Lunch 13:00 - 13:30 (There is a Subway, KFC and a newsagent across the road, and a Sainsbury's supermarket 5 minutes away)

Game 2: 13:30 - 15:45

Game 3: 16:00 - 18:15

Results: 18:30 - 18:45

Players are required to bring a painted team with clearly identifiable positional pieces. With the increasing number of non-GW teams available, we are happy for you to bring your Cutiemals, Pi-Rats, or whatever team you have invested in, but your opponent must be able to easily tell your figures apart.

We will have a number of pitches available from our own supplies, but would encourage anyone who can bring a pitch to do so.

A copy of your roster should be brought to share with your opponent prior to each game. You may know all the 20+ teams available, but your opponent may not.

Dice : Due to the confusing variations of third-party dice available, we will be restricting block dice to GW official dice and NAF issued block dice. If you do not possess a set of GW / NAF dice you may loan a set from the organisers for the event at no additional charge. Further to this, and images or writing on a D6 die must only be on the 6 side.

Rules : All NAF teams are allowed. Players will be given a treasury of 1,150,000 gold pieces to build their team, staff, and rerolls. All teams will start with 0 dedicated fans.

Tier 1: Amazon, Chaos Dwarf, Dark Elf, Dwarf, High Elf, Lizardmen, Norse, Shambling Undead, Skaven, Underworld Denizens and Wood Elves

Tier 2: Black Orc, Chaos Chosen, Chaos Renegades, Elven Union, Human, Imperial Nobility, Khorne, Necromantic Horror, Nurgle, Old World Alliance, Orc, Tomb Kings, Vampire

Tier 3: Goblin, Halfling, Ogre, Snotling

Each tier will have a budget with which to purchase skills.

Budget per tier is as follows:

Tier 1 may purchase 5 primary skills.

Tier 2 may purchase 6 primary skills, or 5 primary and 1 secondary skill.

Tier 3 may purchase 8 skills, of which up to 2 may be secondary skills

Skill stacking is allowed, however each skill is limited to 2 purchases per team. (E.g. Dwarf teams can purchase Block on 2 Runners, in addition to the Block skill already provided to their Linemen.)

A maximum of 1 Star player may be signed in addition to SmeaGhoul. Star players may not be given any additional skills, and any team signing a Star Player will have their skill budget reduced by 2 primary skills, and any team signing a MegaStar will have their skill budget reduced by 4 primary skills. Hiring SmeaGhoul will not affect your skill budget.

You may take any inducements from page 89 of the rulebook with the following exceptions:

No special play cards

No Wizard / weather mages

No Mercenaries

Scoring will be 30 points for a win, 15 for a draw, and 0 for a loss, with 1 bonus point per casualty / touchdown to a maximum of 3 (of each). Any casualties caused by you (to your opponent's team) that would normally award Star Player Points will be counted. This includes fouls, crowd surfs and bombs, but does not include failed dodges or rushes.

There will be prizes for the following:

Overall winner

Runner Up

Most Touchdowns

Most Casualties

Best placed Stunty (Stunty Cup)

Suffolk Slayer (Most casualties caused in a match where you are victorious against a player from the Ipswich Blood Bowl League or Aardvarks & Dragons Blood Bowl League – contested by coaches not involved with those leagues)

Home League Hero (Best placed entrant from IBBL / A&DBBL)

Wooden Spoon

We would like to share prizes as widely as possible, so in the event that the most casualties, most touchdowns, and / or best placed Stunty are also the overall winner, these prizes will be awarded to the next highest place competitor.
