

Peking Blood Bowl presents: Peking Winter Bowl

11s BLOOD BOWL TOURNAMENT

Slottsgatan 133, 602 20 Norrköping (Sweden), MARCH 2-3, 2024

SCHEDULE

10:00 Welcome/registration, Day 1	09:00 Opening, Day 2
10:30 Round 1	09:30 Round 4
13:00 Lunch, on your own	12:00 Lunch, on your own
14:15 Round 2	13:15 Round 5
16:45 Break	15:45 Break
17:00 Round 3	16:00 Closing ceremonies
19:30 Joint dinner	16:30 Trip home

FEE & SIGNING UP

A fee of 100 SEK for participation can be Swished to 0763388336, add the message "Winter". Sign up using the sign-up form, found [here](#). Sign up, pay the fee, and send your roster to larwa852@gmail.com before **February 17**.

For the Winter Bowl, coaches will be 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). Casualties and TDs will instead be rewarded tournament points, as described below.

PRIZES AND AWARDS

FIRST PLACE	SECOND PLACE	BEST PAINTED
WOODEN SPOON	MOST CASUALTIES	BEST STUNTY*

*Awarded to the stunty team with most Tournament points, only if two or more stunty teams are playing.

WHAT TO BRING?

Please bring a team that is clearly marked / identifiable player types (teams should be painted, with at least three colors and based). You can also borrow a team if you need it! 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 can 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 (before February 17).

TEAM CREATION

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

Teams can be chosen from any of the standard Blood Bowl teams, and teams of legend (incl. Slann).

ADDITIONAL RULES

Peking Winter Bowl utilizes the special Winter Bowl pitch, kick-off table and weather chart. Furthermore, this tournament also utilizes special Star Players (see below), and Star Player rules, which will be revealed in the run up to the tournament.

In addition, it is difficult to 'surf' (push a player into the crowd) on a winter pitch, due to the build-up of snow around the pitch. Therefore, should a player attempt to surf an opponent, the attacker rolls a d6. On a 1-3, the opponent's player is treated as having the Stand Firm skill (note that the opposing coach may still choose not to use this skill). On a 4+ the opponent is pushed into the crowd. If a player ends up in the crowd, the fans will be extra intent on keeping themselves warm, so add an extra +1 to the injury roll.

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), and may spend these on primary or secondary skills (but *not* Star players, see below), depending on the Tier of your team. So, for example, a Dark Elf team may

have 4 primary skills (4SPs) and 1 secondary skill (2SPs), for a total of 6 SPs. Skills must be noted on your roster when submitted.

Tier	Team	Total skill points (SP)	Max primary skills (cost 1 SP)	Max secondary skills (cost 2 SP)
Tier 1	Amazon, Chaos Dwarf, Dark Elf, Dwarf, High Elf, Lizardmen, Norse, Shambling Undead, Skaven, Underworld Denizens, Wood Elf	6	6	Max 1
Tier 2	Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, Human, Imperial Nobility, Khorne, Necromantic Horror, Nurgle, Old World Alliance, Orc, Tomb Kings, Vampire	8	8	Max 2
Tier 3	Goblin, Halfling, Ogre, Snotling	10	10	Max 2
Note that no player may be given more than 1 Skill.				

STAR PLAYERS

For this tournament, Star Players may *not* be rostered when you create your team. Instead, before each match, each coach will be randomly given one Winter Bowl Star Player that the team must roster for that match only. Once the match is over, the Star Player is returned to the Tournament central dugout.

ALLOWED INDUCEMENTS

Wandering Apothecaries, Bloodweiser Kegs, Igor, Bribes, Chefs, and Riotous Rookies are all allowed as normal. All other inducements are removed.

NAF

This is a NAF Sanctioned event. As such, it is strongly encouraged that all players are registered in the NAF (and have paid the yearly fee). If you are not a paid member, you can become one here: <https://member.thenaf.net/index.php?module=Users&func=register> 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 5 per Match)
Per Draw: +10 Points	Per CAS**: +1 Points (max 5 per Match)
Per Loss: +0 Points	Perfect D: +5 Points (No TDs against)
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! Note that casualties count even if the player is healed by Apothecary, Regeneration or similar rules.

TOURNAMENT RESULTS TIEBREAKER

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