

# TT TOMBSTONE TOURNAMENT

THE BONEHEAD PODCAST'S  
HORROR THEMED  
BLOOD BOWL TOURNAMENT





# TOMBSTONE TOURNAMENT

## Welcome to The Tombstone Tournament!

The horror-themed Blood Bowl tournament run by Ben and Rich from The Bonehead Podcast.

**Saturday 26th October**

**10.30-18.00**

**Entoyment Wargaming (Poole, UK)**

Unit 2 Fleetsbridge Business Centre  
Upton Road  
Poole Dorset  
BH17 7AF

Telephone: 01202 929449

<https://entoyment.co.uk/>

### Tournament Format

The Tombstone Tournament will be 3 Matches.

Round 1 will be paired randomly.

Rounds 2 and 3 paired in a Swiss Format [top teams vs top teams, bottom teams vs bottom teams].

This is a resurrection format and all Teams will start as rostered at the start of every Match.

### Tournament Schedule

**10.30** → Registration & Set-up

**11.00** → Match 1

**13.00** → Lunch

**13.30** → Match 2

**15.30** → Match 3

**18.00** → Awards

The Matches will be held to a 2 hour time limit, with Coaches being warned at the 1 hour remaining, 30 minutes remaining, and 15 minutes remaining points.

Once the 2 hour mark has been reached, Coaches will be given 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 at the start of each Round the Coaches are able to easily locate their opponent.



## Registering

Tickets are £10 for the day, and that covers all the prizes and support from Entoyment. We would like you to submit your Roster by Sunday 20<sup>th</sup> October; this will give us a week to check it over and make sure everything is as it should be.

Please contact us if you'd like to attend via Facebook, Twitter, or email. Alternatively please message us on TalkFantasyFootball or comment on the thread. We'd like to get an idea of the numbers ahead of time.

## Late Entries

If you're reading this after the 20<sup>th</sup> October deadline – no problem, if you want to come along then please get in contact in any of the ways above and we're sure we can accommodate you!

## PayPal

We'd prefer the Ticket price to be paid via PayPal ([TheBoneheadPodcast@gmail.com](mailto:TheBoneheadPodcast@gmail.com)), but if you'd prefer to pay in cash on the day that's fine – just drop us a message and let us know.

## Contact

Facebook: <https://www.facebook.com/TheBoneheadPodcast>

Twitter: <https://twitter.com/PodcastBonehead>

Email: [TheBoneheadPodcast@gmail.com](mailto:TheBoneheadPodcast@gmail.com)

## Things to Bring

Your Blood Bowl team (preferably painted)  
Three Block dice, two D6 and one D8 dice  
Throw-in, Scatter and Pass templates  
Blood Bowl 2016 Pitch (if possible – just in case we have more Coaches than expected!)

## Trophies and Awards

Tombstone Tournament		
Champion	🏆	→ 1 <sup>st</sup> Place (Most Tournament Points)
Fan Favourite		→ Most "Fan Favourite" Points (Sportsmanship)
The Chosen Ones	🏆	→ Bonehead Podcast choice (Best Fluff/Effort)
The Participation Trophy*	🏆	→ Least Tournament Points (*Spoon)
Highest Scoring Team	🏆	→ Most Touchdowns Scored
Most Violent Team		→ Most Casualties Caused
The "Wrong Game" Award		→ Most Touchdowns Conceded
Chocolate Armour Award		→ Most Casualties Suffered

Spot Prizes → Announced at the start of each Match



## Tombstone Tournament Kick-Off Table

Instead of using the normal Blood Bowl Kick-Off table, the following adjusted Kick-Off table should be used instead.

2D6	Event	Description
2	<b>Igor</b>	Each Team receives 1 additional Igor for the remainder of the Match.
3	<b>Riot</b>	If the receiving Team's turn marker is on 5, then move both Team's turn marker back 1 space (gain a turn each). If the receiving Team has not yet had a turn this half, then move both Team's turn markers forward 1 space (lose a turn each). Otherwise roll 1D6: 1-3: move both Team's turn markers forward 1 space (lose a turn each). 4-6: Move both Team's turn markers back 1 space (gain a turn each).
4	<b>Witch's Ball</b>	The ball is cursed by a spectating witch and explodes when it lands. Treat the ball as if it were a thrown Bomb. Once it has landed on the ground (and exploded) it returns to being a normal ball.
5	<b>Wings of a Raven</b>	The ball is momentarily caught by a passing raven and is dropped into the arms of a receiving player. Randomly determine which player on the receiving team receives the ball. A catch roll must be made as normal.
6	<b>Terrifying Presence</b>	Each coach rolls 1D3 and adds their FAME and number of Cheerleaders. If a coach has a total greater than the opponent, he may choose either team – every player on that team must be moved 1 square directly towards their End Zone as if by a Push result.
7	<b>Changing Weather</b>	Roll again on the Weather Table. If this result is "Nice", a gust of wind scatters the ball 1 more square before landing.
8	<b>Possession</b>	Each coach rolls 1D3 and add their FAME and number of Assistant Coaches. If a coach's total is higher than his opponent's, they choose a player on the opposing team to be possessed by a spirit. The winning coach can move that player up to a number of squares equal to it's MA. The player must remain on its side of the pitch, and ignores tackle zones.
9	<b>Ghostly Winds</b>	A haunted wind spears its way through the stadium, pushing players and the ball alike. Roll 1D8 for direction, then move all players and the ball 1 square in that direction as if by a Push result.
10	<b>Foul Appearance</b>	All players on the Receiving team count as having the Foul Appearance skill for the remainder of this drive.
11	<b>Chainsaw Massacre</b>	Each coach rolls a D3 and adds their FAME to the roll. Max Spleenripper descends from the crowd and attacks a random player on the team whose die roll was lowest (one player on each team in the case of a draw). Roll against that player(s) arm our as if they were attacked by a chainsaw.
12	<b>Full Moon Curse</b>	One player on each team (chosen at random) are affected by the Full Moon Curse and receive Frenzy and Claws for the remainder of the Drive.



## Tombstone Tournament Weather Table

Instead of using the normal Blood Bowl Weather table, the following adjusted Weather table should be used instead.

2D6	Weather	Description
2	Acid Rain	Tainted rain pours from the sky, damaging the armour of the players. All armour rolls have a +1 modifier.
3	Blood Moon	As the blood moon rises, changes can be seen amongst the players. One random player on each team gains the Bloodlust skill, with all other players gaining the Thrall skill.
4-10	Nice (but misty)	Despite being creepily misty, the weather is just fine for Blood Bowl.
11	Soft Ground	Excessive playing on the surface and the damp weather has made the ground underneath soft enough for the dead buried underneath to start clawing their way through, tripping up the players as they do. All Players suffer -1MA, and Go For It's only succeed on rolls of 3+.
12	Thick Fog	An unnatural fog seemingly appears from nowhere obscuring the vision of all those on the pitch. Only Quick and Short passes can be made. Catch and Intercept rolls suffer a -1 modifier.













## Roster Creation

Tombstone Tournament wants to catch that Halloween / Horror feel, so we have selected a mixture of teams from the regular races and from the FUMBBL Secret League and Stunty Leeg.




















### Teams Allowed – Regular Teams.

( <https://www.thenaf.net/wp-content/uploads/2018/05/NAF-Team-Lists-v1-5.pdf> )

Team	Tier	Team	Tier
Chaos / Chaos Chosen	2 	Khemri / Tomb Kings	2 
Chaos Dwarves	1 	Necromantic	2 
Chaos Renegades / Pact	2 	Undead / Shambling Undead	1 
Nurgle / Nurgle's Rotters	2 	Vampire	2 




### Teams Allowed – Secret League Teams.

( <https://fumbbl.com/help:SecretLeague> )

Team	Tier	Team	Tier
Blood Dragon	1 	Mahrak	1 
Daemons of Khorne	2 	Necrarch	1 
Daemons of Malal	2 	Numas	1 
Daemons of Nurgle	2 	Rasetra	2 
Daemons of Slaanesh	1 	Strigoi	2 
Daemons of Tzeentch	2 	Undead Pirates	3 
Ethereal	1 	Von Carstein	1 
Ka-Sabar	3 	Were Team	2 
Lahmian	1 	Zandri	2 
Lybaras	2 		

### Teams Allowed – Stunty Leeg Teams.

( <https://fumbbl.com/help:Stunty+Leeg+Central> )

Team	Tier	Team	Tier
Chaos Halflings	3 	Nurglings	3 
Horrors of Tzeentch	3 		



## Roster Value

Teams and Inducements can be purchased to a total value of **1,100,000GP**.

**Roster Value** → \$1,100,000 Gold Pieces

### Star Players

- All Star Players listed in the NAF Team List are allowed
- All Star Players listed in any Death Zone or Spike! are allowed
- All Star Players listed on the Team's entry on FUMBBL are allowed
- A Team must have 11 Players rostered before taking Star Players
- A Team can only have 0-2 Star Players

### Skills

- Teams are allowed a number of additional Skills by **Tier**
- 0-1 Skill per Player
- 0-2 of each Skill per Roster
- Normal / Double Skills allowed determined by Tier (see below)
- Skills do not affect Team Value, nor do they cost Gold Pieces
- No Stat increases can be taken
- No Star Players may take additional Skills

Each coach has an allowance of 1,100,000 gold pieces with which to create their Team. Coaches do not purchase skills with their gold allowance - skills are awarded to players for free. All skills will be chosen before the tournament and will stay the same for all matches throughout the tournament. See the tier chart below for information on how many and which type of skills your selected team can choose.

## Star Players

Teams must have at least 11 players on your roster.

Star Players purchased during team creation do not count towards your minimum 11 players required for a team.

## Inducements

Inducements may be purchased during team creation, including 0-2 Star Players, but this excludes Special Play Cards, and Unlimited Mercenaries.

All other Inducements from Blood Bowl 2016, Almanacs, Death Zones, and Spike! Magazines can be chosen as per the rules.

Inducements bought in this way are considered a permanent part of the team and can be used each game. Opposing teams may have the same Star Player.

Tier	Skills Allowed
<b>I</b>	0-3 Skills (0-1 of which may be a Double)
<b>2</b>	0-4 Skills (0-1 of which may be a Double)
<b>3</b>	0-5 Skills (0-2 of which may be a Double)



## The Scoring

At the start of each Round you will receive 1x Match Result form per Pitch.  
Please complete this during the Match and hand it in after you have finished.

### Match Result Scoring

<b>Per Win</b>	→ +30 Tournament Points
<b>Per Draw</b>	→ +10 Tournament Points
<b>Per Loss</b>	→ +0 Tournament Points
<b>Per TD Scored</b>	→ +1 Tournament Point (Max. 3 per Match)
<b>Per CAS Inflicted</b>	→ +1 Tournament Point (Max. 3 per Match)

### Match Result Tiebreakers

- 1 – Total TDs Scored
- 2 – Total CAS Caused
- 3 – TD Differential
- 4 – CAS Differential
- 5 – Lowest TV
- 6 – Tier Total

### Fan Favourite Scoring

At the start of the day each Coach will receive a Fan Favourite nomination slip.  
After game 3 please select and record the Coach number of your nomination and submit it.  
These nominations go towards the Fan Favourite Award at the end of the day.

### Fan Favourite Tiebreakers

- 1 – Least Match Points Scored
- 2 – Match Result Tiebreakers **In Reverse**

## The Final Decision

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.