

# Blood Bowl Geheimnisnacht Special

## – The Showdown in Sylvania

*Halloween is here – and over in the Old World, as Geheimnisnacht draws in, folks have shut their doors tight to avoid all the strange goings-on that occur at this time of year. In the fog-filled dark forests of Sylvania, however, this period of superstition and fear is alive with macabre mania, as the less-living populace shamble and shuffle their way to the nearest Blood Bowl stadium. The cause of this flurry of activity? Well, when the night is darkest, the dead play Blood Bowl!*

### Sylvania Showdown

This is a variation on a standard Blood Bowl game with a unique Weather table, a new Inducement and a special rule designed to feel like a gridiron clash at this most frightful time of year.



### Team Selection

Coaches will need to create a team of any budget that the players agree upon, using the following options:

- Vampires
- Shambling Undead
- Necromantic Horror
- Tomb Kings (See the [Teams of Legend PDF](#))

## Weather Table

### ALL HALLOWS EVE WEATHER TABLE

2D6	Result
2	<p><b>Ravenous Spectators:</b> <i>Those who populate the bleachers of the Sylvanian stadiums are never ones to shy away from a treat!</i></p> <p>Whenever a player is pushed into, or lands in, the crowd, apply a +1 modifier to the Injury roll.</p>
3	<p><b>Spooky Mist:</b> <i>A not-so-cosy blanket of fog covers the pitch, playing havoc with both passing and viewership!</i></p> <p>Players making a Pass action may not perform a Long pass or a Long bomb.</p>
4-10	<p><b>Danse Macabre:</b> <i>Ancient necromantic power flows across the field, infusing all in attendance with life-like exuberance.</i></p> <p>Whenever a player uses the Regeneration Trait, they receive a +1 modifier to the roll.</p>
11	<p><b>Sudden Downpour:</b> <i>An autumnal shower soaks the players and makes the carpet of fallen leaves lying upon the pitch treacherously slippery!</i></p> <p>Players must apply a -1 modifier to the roll when attempting to Rush.</p>
12	<p><b>Lightning:</b> <i>Forks of lightning streak across the sky, occasionally striking the ground to the detriment of those in their path.</i></p> <p>At the end of every team turn, roll a D6. On a roll of 1, a single randomly selected player in the active team is struck by lightning and immediately Knocked Down. When a player is Knocked Down by lightning, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.</p>

## Special Rules

*Sometimes, the trap doors on a Blood Bowl field become home to creatures and monsters with nefarious intent – or just a desperate desire to be involved in some trick or treating!*

### TRICK OR TREAT

Whenever a player moves into, or is pushed into, a square containing a trap door, roll a D6.

- On a roll of 1-3, the player has been tricked! The tricked player is immediately Knocked Down. When a player is Knocked Down by a trick, you may apply a +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made.
- On a roll of 4-6, the player has been treated! The treated player may improve their MA, ST or AG by 1 until the end of their next Activation.

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## Inducements

### **HALLOWEEN CANDY**

#### **50,000 GOLD PIECES, AVAILABLE TO ANY TEAM**

A bag filled with Halloween candy brings a joy like no other, especially when you've stolen it from a group of frightened Halflings!

Whenever a player on your team uses a team re-roll, roll a D6. On a 5+, the team re-roll is free.

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*Well, if this isn't enough to get your spine-chilling squads out on the astrogranite, we don't know what is! Share pictures of your Halloween-inspired games with us on social media and let us know how you're going to celebrate the spooky season!*