

PEKING AUTUMN BOWL 2025: LUSTRIA CUP

11s BLOOD BOWL TOURNAMENT

Slottsgatan 133, 602 20 Norrköping (Sweden), Oct 25 - 26, 2025

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

NAF specialist

This is a NAF specialist tournament, encouraging creativity and hobbyism by allowing secret league teams from, or thematically associated with, Lustria.

Results

Due to current limitations in the NAF database, the results cannot be uploaded for these teams. The tournament organizers will keep a record of the results, ready for uploading once NAF fixes this issue. If you would like this feature too, please help us in convincing NAF by arguing for our cause to Stimme on NAF discord.

Awards

There will be plenty of awards.

Registration

Registration is a three-step process:

1. Complete the form found here:
https://docs.google.com/forms/d/e/1FAIpQLSdX6hJt_JTFNE3XOhRP2oybU1owiklV_LcNaqRDJnBzvQAtZg/viewform
2. Register in tourplay:
<https://tourplay.net/en/blood-bowl/peking-autumn-bowl-25-lustria-cup>
3. Send a swish of 150 SEK to Lars - 0763-388336 - don't forget to state "Lustria" and your tourplay name in the message.

Allowed teams

Only a selected few teams are worthy of playing in Lustria Cup. The invited teams are listed below. All rosters are built with 1,150,000 GP regardless of tier.

Tier	Teams
1	Amazon, Dryad, Lizardmen, Nagarythe, Norse ⁺ , Wood Elf*
2	Black Ark, Clan Pestilens, Forest Goblin, Human, Lustrian Pact, Old World Alliance*, Rasetra, Savage Orc, Simyin, Skink, Slann, Snakemen, Valkyrie ⁺ , Witch Hunters, Zoot
3	Forest Halflings, Gnome*, Halfling*, Nautican, Treeman

⁺) Marked teams may only enter Lustria Cup if they have rostered at least one Yhetee (because they are so cuddly).

^{*}) Marked teams may only enter Lustria Cup if they have rostered at least one Treeman (because trees).

Allowed inducements

Bloodweiser Kegs, Team Mascot, Master of Ballistics, Bribes, Halfling Master Chef, Weather Mage, Josef Bugman, Fink da Fixer, Biased referees (named and unnamed)

Tournament scoring

Wins are awarded 3 points, draws 1 point and losses 0 points.

The player with the most accumulated points after the final round is declared Champion of Lustria. Tiebreaking is done in order of:

- Opponent score
- Head to head
- Net TDs
- Net CAS
- Total TDs
- Total CAS

Boosting your roster

Each team gets some skill points that can be used to improve their roster. The number of points allocated depends on the tier. Tiering also determines how they can be spent, according to the table below. Details on each category follows after the table.

Tier	Available skill points (SP)	# primary skills (cost 1 SP)	# secondary skills (cost 2 SP)	# star players (cost 2 SP)	# SPs traded for cash (cost 1 SP)
1	6	Max 6	Max 1	Max 1	Max 1
2	8	Max 8	Max 2	Max 1	Max 2
3	10	Max 10	Max 2	Max 2	Max 4

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, or traded for cash and/or star player(s). **Every team may use skill stacking once to give one player two skills (at least one of which must be a primary skill). After that, no player may be given more than 1 Skill.**

STAR PLAYERS

Star players can be recruited by spending cash. However, each star player hired also costs 2 SPs. Note that pairs of stars (such as Dribl and Drull) count as one star player (so they take one star player slot and cost 2 SP in total). But they still occupy two slots on your roster. Note that you cannot hire a star player until you have at least 11 regular players on your roster. Nor can you have a total of more than 16 rostered players, in accordance with standard Blood Bowl rules.

The following star players are **NOT** welcome in Lustria this year, due to ongoing investigations on illegal corruption. A player on this list may therefore **ONLY** be rostered by Tier 3 teams *or Forest Goblins*, as these teams don't care about the rules anyway. Note that the team must still have the necessary Special rules to be able to roster that particular star player.

- Bomber Dribblesnot
- Cindy Piewhistle
- Count Luthor von Drakenborg
- Glart Smashrip
- Grashnak Blackhoof
- Griff Oberwald
- Grombrindal, the White Dwarf
- Hakflem Skuttlespike
- H'tarkh the Unstoppable
- Lord Borak the Despoiler
- Morg 'n' Thorg

The Highlander rule is in effect. If the same star player is rostered by both teams in a match-up, they will not play for either team.

ADDITIONAL CASH

Skill points may be traded for extra cash at a rate of 1 SP for 15,000 GP. Note that the amount of SPs that can be traded for cash in this way is limited depending on the tier of your team.

Secret league rosters

Disclaimer: these are meant to be the same as Fumbl secret league 2020. If you find any discrepancies, please notify the tournament organizers. Also, if you find any differences to the rosters listed in tourplay, let us know that too.

Black Ark Teams		Cost	MA	ST	AG	PA	AV	Skills	P	S
0-16	Black Ark Corsairs	70,000	7	3	2+	4+	8+		GA	SP
0-2	Doomreavers	80,000	7	3	2+	2+	8+	Pass	GAP	S
0-2	Dreadblades	90,000	7	3	2+	3+	8+	Juggernaut, Nerves of Steel	GA	SP
0-4	Kraken Helms	100,000	6	3	2+	5+	9+	Disturbing Presence, Foul Appearance, Tentacles	GA	S
Re-rolls		60,000						Apothecary	Yes	
Tier		2						Special Rules	Elven Kingdoms League	

Clan Pestilens Teams		Cost	MA	ST	AG	PA	AV	Skills	P	S
0-16	Plague Monk	55,000	7	3	3+	5+	8+	Disturbing Presence	G	ASM
0-2	Plague Carrier	70,000	7	3	3+	4+	8+	Foul Appearance, Disturbing Presence, Sure Hands	G	ASPM
0-2	Plague Priest	110,000	7	3	3+	5+	9+	Foul Appearance, Disturbing Presence, Frenzy, Stand Firm	GS	AM
0-2	Plague Censer Bearer	120,000	3	7	3+	-	8+	Ball & Chain, No Hands, Disturbing Presence	SM	GA
Re-rolls		60,000						Apothecary	Yes	
Tier		2						Special Rules	Underworld Challenge	

Dryad Teams		Cost	MA	ST	AG	PA	AV	Skills	P	S
0-16	Dryad	50,000	5	3	3+	4+	10+		G	ASP
0-4	Dryad Birch Form	70,000	7	3	3+	4+	8+	Frenzy	GA	SP
0-2	Dryad Oak Form	90,000	4	4	6+	6+	11+	Stand Firm	GS	A
0-2	Dryad Willow Form	110,000	5	4	4+	5+	9+	Prehensile Tail, Tentacles	GS	A
Re-rolls		60,000						Apothecary	Yes	
Tier		1						Special Rules	Old World Classic	

Forest Goblin Teams		Cost	MA	ST	AG	PA	AV	Skills	P	S
0-16	Forest Goblin	40,000	7	2	3+	4+	7+	Dodge, Stunty, Right Stuff	A	GSP
0-4	Savage Orc	50,000	6	3	3+	4+	8+	Frenzy, Thick Skull, Tribal Tattoos (Iron Hard Skin)	GS	AP
0-2	Spider Riders	120,000	7	4	3+	-	9+	Shadowing, Tentacles	AS	G
0-1	Trained River Troll	125,000	4	5	5+	5+	10+	Loner(3+), Always Hungry, Mighty Blow(+1), Really Stupid, Regeneration, Throw Team-Mate, Disturbing Presence, Foul Appearance, Projectile Vomit	S	GAP
Re-rolls		60,000						Apothecary	Yes	
Tier		2						Special Rules	Badlands Brawl	

Forest Halfling Teams		Cost	MA	ST	AG	PA	AV	Skills	P	S
0-16	Forest Halfling	45,000	5	2	3+	4+	7+	Stunty, Break Tackle, Dodge	A	GS
0-2	Forest Halfling Thrower	80,000	5	2	3+	2+	7+	Stunty, Break Tackle, Dodge, Pass, Sure Hands	AP	GS
0-2	Forest Halfling Catcher	80,000	6	2	2+	5+	7+	Stunty, Dodge, Shadowing, Catch	A	GS
0-4	Forest Halfling Blitzer	90,000	5	2	3+	5+	8+	Stunty, Break Tackle, Dodge, Claw, Dauntless	AS	G
Re-rolls		60,000						Apothecary	Yes	
Tier		3						Special Rules	Halfling Thimble Cup, Old World Classic	

Lustrian Pact Teams		Cost	MA	ST	AG	PA	AV	Skills	P	S
0-12	Skink	60,000	8	2	3+	4+	8+	Animosity (all team-mates), Stunty, Dodge	A	GSP
0-2	Python Warrior Throwers	80,000	6	3	3+	3+	8+	Animosity (all team-mates), Dodge, Pass, On the Ball, Safe Pass	GP	AS
0-1	Saurus Blocker	85,000	6	4	5+	6+	10+	Animosity (all team-mates)	GS	A
0-1	Slann Catcher	80,000	7	2	2+	4+	8+	Animosity (all team-mates), Pogo Stick, Very Long Legs, Diving Catch	GA	SP
0-1	Slann Blitzer	110,000	7	3	3+	4+	9+	Animosity (all team-mates), Pogo Stick, Very Long Legs, Jump Up, Diving Tackle	GAS	P
0-1	Kroxigor	140,000	6	5	5+	-	10+	Loner, Bone Head, Thick Skull, Mighty Blow(+1), Prehensile Tail	S	GA
Re-rolls		70,000						Apothecary	Yes	
Tier		2						Special Rules	Lustrian Superleague	

Nagarythe Teams		Cost	MA	ST	AG	PA	AV	Skills	P	S
0-16	Linemen	70,000	6	3	2+	4+	9+		GA	SP
0-2	Scouts	90,000	7	3	2+	2+	8+	Hit and Run, Fumblerooskie	GAP	S
0-4	Shadow Warriors	95,000	7	3	2+	5+	9+	Wrestle	GA	S
0-2	Shadow Walkers	105,000	7	3	2+	5+	9+	Trickster, Shadowing	GA	S
	Re-rolls	50,000						Apothecary		Yes
	Tier	1						Special Rules	Elven Kingdom's League	

Nautican Teams		Cost	MA	ST	AG	PA	AV	Skills	P	S
0-16	Cresters	60,000	7	2	3+	4+	8+	Stunty, Right Stuff, Dodge, Big Hand	A	GS
0-4	Ignimbrite	50,000	4	2	4+	4+	10+	Dauntless, Stand Firm, Regeneration, Jump Up	GS	AP
0-2	Giant Crab	140,000	4	5	5+	6+	10+	Bone Head, Claws, Side Step, Throw Team Mate, Always Hungry	S	GAP
	Re-rolls	60,000						Apothecary		Yes
	Tier	3						Special Rules	Lustrian Superleague	

Rasetra Teams		Cost	MA	ST	AG	PA	AV	Skills	P	S
0-16	Skeletons	40,000	5	3	4+	6+	8+	Regenerate, Thick Skull	G	AS
0-2	Saurus Throw-Ra	120,000	6	4	5+	3+	9+	Regeneration, Sure Hands, Pass, Thick Skull	GSP	A
0-2	Saurus Skeleton	100,000	5	4	5+	6+	9+	Regeneration, Thick Skull	GS	A
0-2	Kroq-Ra	140,000	5	5	5+	-	9+	Loner(4+), Bone Head, Thick Skull, Regeneration, Prehensile Tail, Mighty Blow(+1)	S	GA
	Re-rolls	60,000						Apothecary		No
	Tier	2						Special Rules	Sylvanian Spotlight	

Savage Orc Teams	Cost	MA	ST	AG	PA	AV	Skills	P	S
0-16 Savage Orc Lineman	50,000	6	3	3+	4+	8+	Frenzy, Thick Skull, Tribal Tattoos (Iron Hard Skin)	GS	AP
0-4 Savage Blocker	80,000	5	4	4+	5+	8+	Frenzy, Thick Skull, Tribal Tattoos (Iron Hard Skin)	GS	A
0-4 Savage Blitzzer	90,000	7	3	3+	5+	8+	Block, Frenzy, Thick Skull, Tribal Tattoos (Iron Hard Skin)	GS	A
0-1* Troglodyte	140,000	5	5	5+	-	10+	Loner(4+), Bone Head, Thick Skull, Mighty Blow(+1), Prehensile Tail, Disturbing Presence	S	GA
0-1* River Troll	125,000	4	5	5+	5+	10+	Loner(4+), Always Hungry, Mighty Blow(+1), Really Stupid, Regeneration, Throw Team-Mate, Disturbing Presence, Foul Appearance, Projectile Vomit	S	GAP
Re-rolls	60,000						Apothecary		Yes
Tier	2						Special Rules		Badlands Brawl

* Max one big guy

Simyin Teams	Cost	MA	ST	AG	PA	AV	Skills	P	S
0-12 Bonobo Lineapes	45,000	6	3	3+	4+	8+	Extra Arms	G	AS
0-2 Orangutan Throwers	70,000	5	3	3+	2+	9+	Extra Arms	GP	AS
0-2 Chimpanzee Runner	80,000	7	3	3+	4+	8+	Extra Arms, Wrestle	GA	SP
0-4 Gorilla Blockers	100,000	5	4	4+	5+	9+	Extra Arms, Grab	AS	G
0-1 Silverback	140,000	5	5	4+	-	10+	Extra Arms, Grab, Loner (4+), Mighty Blow (+1), Unchannelled Fury	S	GA
Re-Rolls	60,000						Apothecary		Yes
Tier	2						Special Rules		Lustrian Superleague

Skink Teams	Cost	MA	ST	AG	PA	AV	Skills	P	S
0-16 Skink	60,000	8	2	3+	4+	8+	Stunty, Dodge	A	GSP
0-2 Chameleon Skink	70,000	7	2	3+	3+	8+	Stunty, Dodge, Shadowing, On the Ball	A	GSP
0-2 Red Crested Skink	80,000	8	2	3+	5+	8+	Stunty, Dodge, Dauntless	AG	S
0-4 Kroxigor	140,000	6	5	5+	-	10+	Bone Head, Thick Skull, Mighty Blow(+1), Prehensile Tail	S	GA
Re-rolls	50,000						Apothecary		Yes
Tier	2						Special Rules		Lustrian Superleague

Snakemen Teams		Cost	MA	ST	AG	PA	AV	Skills	P	S
0-16	Snakemen	60,000	6	3	3+	4+	9+	Prehensile Tail	G	ASP
0-4	Runner	100,000	7	3	3+	3+	8+	Prehensile Tail, Dodge, Safe Pair of Hands, Side Step	GA	SP
0-2	Mesmer	80,000	6	3	3+	4+	9+	Prehensile Tail, Hypnotic Gaze	GM	AS
0-2	Constrictors	100,000	5	4	4+	5+	9+	Tentacles	GS	A
	Re-rolls	60,000						Apothecary		Yes
	Tier	2						Special Rules	Favoured of Slaanesh or Lustrian Superleague	

Treemen Teams		Cost	MA	ST	AG	PA	AV	Skills	P	S
0-16	Spites	20,000	6	1	3+	5+	7+	Dodge, Stunty, Titchy, Right Stuff, Side Step	A	GS
0-6	Treemen	120,000	2	6	5+	5+	11+	Timberrrr, Take Root, Might Blow(+1), Thick Skull, Strong Arm, Throw Team Mate, Stand Firm	S	GAP
	Re-rolls	70,000						Apothecary		Yes
	Tier	3						Special Rules	Old World Classic	

Undead Pirate Teams		Cost	MA	ST	AG	PA	AV	Skills	P	S
0-16	Zombies	40,000	4	3	4+	-	9+	Regenerate	G	AS
0-2	Skeleton Pirates	80,000	5	3	4+	-	8+	Regenerate, Thick Skull, Jump Up, Stab	G	AS
0-2	Syreen	110,000	7	3	3+	3+	9+	Foul Appearance, Disturbing Presence, Side Step, Shadowing	GA	SP
0-2	Animated Hulk	130,000	4	5	5+	-	10+	Loner(4+), Bone Head, Regenerate, Thick Skull, Mighty Blow(+1)	S	GAP
0-1	Vampire Lord	160,000	6	5	2+	3+	9+	Regenerate, Hypnotic Gaze, Animal Savagery	GAS	P
	Re-rolls	70,000						Apothecary		No
	Tier	2						Special Rules	Sylvanian Spotlight, Master of Undeath (Zombie)	

Valkyrie Teams		Cost	MA	ST	AG	PA	AV	Skills	P	S
0-16	Linewomen	50,000	6	3	3+	4+	8+	Block	G	AS
0-2	Thrower	70,000	6	3	3+	2+	8+	Block, Pass	GP	AS
0-2	Catcher	70,000	6	3	3+	5+	8+	Block, Catch	GA	S
0-4	Berserker	90,000	6	3	3+	5+	8+	Block, Jump Up, Frenzy	GS	A
1*	Yhetee	140,000	5	5	4+	6+	9+	Loner(4+), Unchannelled Fury, Claw, Frenzy, Disturbing Presence	S	GA
Re-rolls		60,000						Apothecary	Yes	
Tier		2						Special Rules	Old World Classic	

* The Valkyrie teams MUST roster a Yhetee to play in Lustria Cup

Witch Hunters Teams		Cost	MA	ST	AG	PA	AV	Skills	P	S
0-16	Zealot	40,000	6	3	3+	4+	8+		G	AS
0-4	Flagellants	50,000	6	3	4+	-	8+	Defensive, Frenzy, Thick Skull	GS	A
0-2	Warrior Priests	105,000	6	3	3+	4+	10+	Block, Fend, Dauntless	GS	A
0-2	Witch Hunters	95,000	7	3	3+	3+	9+	Block, Stab	GA	SP
0-1	Sigmar's Anvil	70,000	3	7	3+	-	8+	Secret Weapon, Ball and Chain, No Hands	S	GA
Re-rolls		60,000						Apothecary	Yes	
Tier		2						Special Rules	Lustrian Superleague	

ZoaT Teams		Cost	MA	ST	AG	PA	AV	Skills	P	S
0-16	ZoaT Juven	50,000	6	3	4+	4+	9+	Sure Feet	G	ASP
0-4	ZoaT	110,000	5	5	5+	5+	9+	Brawler, Sure Feet	S	GA
Re-rolls		70,000						Apothecary	Yes	
Tier		2						Special Rules	Lustrian Superleague	