

DOWN UNDER WORLD DENIZENS SAMPLE TOURNAMENT RULES PACK

One of Six Christmas Gifts to the Blood Bowl Community

With the introduction of the Third Season Edition of Blood Bowl (BB25), the crew at Down Under World Denizens wish to offer all Tournament Organisers (TO's) across the globe a conservative 'All teams are viable' package with which they can modify or adapt to meet the requirements of their own tournament.

Please see this is our way of adding 'value' and 'giving back' to the community we love. We are content creators with our podcast, and this is one more piece of 'content' we have created for you to use if you want to!

TO's should feel free to make changes wherever they see fit. We have made *intentional* decisions to create this ruleset as a balanced rules pack, as best as we can, at this point in time. Be aware, that adding, removing or changing items may lead to unintended consequences, such as unbalancing or creating a situation which can be 'gamed' to an unfair advantage, but please feel free!

We do recommend playtesting any changes before locking them into a finalised rules pack.

Enjoy our gift to you – welcome to BB25!



Down Under World Denizens commends the following businesses for your Fantasy Football needs*:



* Please note that Down Under World Denizens has a commercial arrangement with these companies, however, independent of this fact, we highly recommend them to you – they all have amazing products!

Roster Creation

Coaches begin with a starting budget of 1,100,000gp to create their rosters.

Tiers:

Tier	Teams available	Skill Point allocation
1	Amazons, Dark Elf, High Elf, Lizardmen, Necromantic Horror, Orc, Norse, Old World Alliance, Shambling Undead, Underworld Denizens, Vampire, Wood Elf	12
2	Brettonian, Chaos Chosen, Chaos Dwarf, Elven Union, Human, Imperial Nobility, Nurgle, Skaven, Slann, Tomb Kings	16
3	Black Orc, Chaos Renegade, Dwarf, Khorne, Snotling	18
4	Gnome, Goblin, Halfling, Ogre	20

Skills and Star Players:

A maximum of 1 skill may be added to any player. Star Players may not be allocated additional skills.

Tier	Skill Points	Primary Skill 2 points	Secondary Skills 4 points	Star Players 4 points	Super Stars 6 points	Mega Stars 8 points
1	12	No limit	Maximum 1	Maximum 1	Maximum 1	None allowed
2	16	No limit	Maximum 2	Maximum 2	Maximum 1*	Maximum 1*
3	18	No limit	Maximum 3	Maximum 2	Maximum 1*	Maximum 1*
4	20	No limit	Maximum 4	Maximum 2	Maximum 1	Maximum 1
Elite Primary Skills cost 3 Skill Points						
Elite Secondary Skills cost 5 Skill Points						
No more than 4 of each Elite Skill may be purchased						
*Tiers 2 and 3 may have either 1 Super Star OR 1 Mega Star, not both						

Star Player Tiering

Star Player 4 Skill Points

All Star Players not mentioned in the following categories

Super Stars 6 Skill Points

Count Luthor Von Drakenborg, Deeproot Strongbranch, Ivan "The Animal" Deathshroud, Lord Borak the Despoiler, Maple Highgrove, Skitter Stab-stab, Varag Ghoulichewer

Mega Stars 8 Skill Points

Bomber Dribblesnot, Cindy Piewhistle, Dribl & Drull, Grak and Crumbleberry, Griff Oberwald, Hakflem Skuttlespike, H'Thark the Unstoppable, Kreek Rustgouger, Morg 'n' Thorg, Skrogr Snowpelt, Zolcath the Zoat

Star Players may only be included after 11 regular players have already been rostered.

Those Star Players which are brought as a pair (e.g. Grak and Crumbleberry) are treated as one Star Player and therefore allow another Star Player to be selected as well, although they still count as 2 players towards the 16 total players allowed on the roster.

Additional Teams:

In addition to the 29 teams listed in the Third Season rulebook, two other teams are eligible to be played. The High Elf roster is currently a 'Teams of Legend' roster, hosted on warhammer-community.com.

HIGH ELF TEAMS

NOTABLE EXAMPLES: GALADRIETH GLADIATORS, CALEDOR DRAGONS

HIGH ELF TEAMS										
QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	High Elf Lineman (Elf, Lineman)	65,000	6	3	2+	3+	9+	None	AG	PS
0-2	High Elf Thrower (Elf, Thrower)	100,000	6	3	2+	2+	9+	Cloud Burster, Pass, Safe Pass	AGP	S
0-4	High Elf Catcher (Elf, Catcher)	90,000	8	3	2+	3+	8+	Catch	AG	S
0-2	High Elf Blitzler (Elf, Blitzler)	100,000	7	3	2+	4+	9+	Block	AG	PS
0-8 team re-rolls: 50,000 gold pieces each									Tier: 1	
Special Rules: Elven Kingdom Leagues					Apothecary: Yes					

Below is the BB2025 roster for Slann, which continues to be recommended by the NAF to be included in NAF approved tournaments. For new coaches it is very, very important that the Slann roster is included in the tournament rules pack, to avoid new coaches being unaware of the team.

SLANN TEAMS

NOTABLE EXAMPLES: THE LUSTRIA CROAKERS

SLANN TEAMS										
QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Linefrogs (Lineman, Lizardman)	60,000	6	3	3+	4+	9+	Pogo, Very Long Legs	G	AS
0-2	Catchers (Catcher, Lizardman)	80,000	7	2	2+	3+	8+	Diving Catch, On the Ball, Pogo, Very Long Legs	GA	SP
0-2	Blitzers (Blitzer, Lizardman)	100,000	7	3	3+	4+	9+	Diving Tackle, Hit and Run, Jump Up, Pogo, Very Long Legs	SAG	P
0-1	Kroxigor (Big Guy, Lizardman)	140,000	6	5	5+	6+	10+	Bone Head, Loner (4+), Mighty Blow (+1), Prehensile Tail, Thick Skull	S	GA
0-8 team re-rolls: 50,000 gold pieces each									Tier: 2	
Special Rules: Lustrian Superleague					Apothecary: Yes					

Permitted Inducements:

***Tournament Organisers should feel free to add or delete as suits them**

The following only are permitted as an inducement in this tournament:

Biased Referee, Blitzler's Best Kegs, Bribes, Hafling Master Chef, Mortuary Assistant, Part-time Assistant Coaches, Plague Doctor, Riotous Rookies, Team Mascot, Temp Agency cheerleaders, Wandering Apothecary, Weather Mage or a Wizard (for Star Players see above).

Schedule:

***Tournament organisers should complete a schedule for each day**

Day / Date / Month

8:30am – Registration Opens...

9:10am – Draw for Game 1 released

9:20am – Game One begins

12:00pm – Lunch

1:00pm – etc.

What to Bring:

***Tournament Organisers should add or delete whichever does not apply**

- Blood Bowl dice.
- Blood Bowl Pitch.
- Miniatures for your team.
- Tokens for your team re-rolls, score, turn counter, ball, and any other useful tokens you may have.
- A pen, pencil, or some other writing implement.
- Two paper copies of your team roster, with all additional skills added highlighted or bolded.
- A positive attitude in line with the Code of Conduct.
- An understanding of the rulebook and the latest 'Designer's Commentary'.
- A phone or tablet with access to a Chess clock and tournament software if either are used (such as Blood Bowl Tournament Manager or Tourplay).

Miniature Requirements for Tournaments:

***Tournament Organisers should add or delete whichever does not apply**

- All coaches need to be in possession of appropriate miniatures for their team. Appropriate is determined at the discretion of the Tournament Organiser, who has final say. If in doubt, ask the Organiser ahead of time.
- Miniatures should have numbers or position shown, clearly identified or marked, and miniatures should be painted to tabletop standard, and with a minimum of 3 colours.
- Extra skills should be noted on the miniatures either via skill rings/hooks, rubber bands or markings. Some Tournament Organisers offer 'loom bands' to assist with this, so please ask.
- Bribes, Re-rolls, Turn Markers, and Score Markers are the responsibility of each coach to provide for their team.

Use of Chess Clocks and End of Game procedure:

***Tournament Organisers should change to their rules here**

At the end of the official timer for the entire game, coaches are to put dice down at the end of that current Round. A decision on what is to continue will be made by the Tournament Organiser, such as calling the game finished unless a coach can easily score.

If the tournament is to use Chess Clocks, be **very clear** about what it means when the time runs out for one coach.

i.e.: The time per game as per the schedule has 5 minutes subtracted, the remaining time divided by two and that time added to each coach in the chess clock. The clock is a guide for the coaches for their time management. If a coach runs out of time on their chess clock, the Tournament Organiser is notified immediately. Coaches then play on until the Game clock expires. If the game is not finished by this time, then the Tournament Organiser will make a decision such as calling the game at that point if no coach can easily score.

Scoring:

***Tournament Organisers should add their desired Scoring and Tiebreak system here**

Win – 100 points
Draws – 50 points
Loss – 20 points

Bonus Points:

3 or more TD's = + 1 point
Win by 2+ TD's = +1 point
3 or more Casualties = +1 point
0 Touchdowns conceded = +1 point

Please note that casualties are counted as all casualties, not only those which would usually lead to Star Player Points. All casualties inflicted on a team, even by themselves, still count towards the opponent's casualties. Fouls, failed dodges, Skulls on a block, injuries from a secret weapon and players pushed into the crowd all count.

Tiebreaks:

- * Strength of Schedule (as determined by the tournament software)
- * Net TD difference
- * Net Casualty difference

Awards:

***Tournament Organisers should add or delete whichever does not apply**

Tournament champion
Runner Up
Best Painted team
Third Place
Best Sports
Stunty Cup
Wooden Spoon
Most Touchdowns
Most Casualties
Best Offence

Note that to be eligible for the Stunty Cup you must be playing on of the following:

- Gnomes
- Goblins
- Halflings
- Ogres
- Snotlings
- Black Orcs with no Black Orcs on your roster (other than Star Players)
- Lizardmen with no Saurus on your roster (other than Star Players)
- Underworld Denizens with no Skaven on your roster (other than a Rat Ogre or Star Players).

Tournament Organisers should strongly consider utilising the "Trickle Down" effect when awarding prizes.

i.e. Awards like Most Touchdowns, Most Casualties etc, should be awarded to the highest place coach outside of the top 3.

Additionally, while one coach can win multiple trophies, each coach should only select one prize, so the prizes off the prize table are spread around.

Standard Blood Bowl Etiquette:

***Tournament Organisers should add or delete whichever does not apply**

Code of Conduct:

These three Cardinal Rules are non-negotiable:

- Always be polite and respectful to your opponents and other tournament attendees, including the organisers and venue staff.
- Always tell the truth and never cheat.
- If there is any disagreement, please gain the attention of one of the Tournament Organisers. Other than consulting the rulebook or Designer's Commentary, do not attempt to argue or resolve the matter yourself.

Prone and stunned players:

It is a requirement of the tournament that all players will be placed Prone or Stunned, with the following exceptions:

If: a player is large and takes up more space than one square when laid down; the model does not easily lie prone/stunned (such as they naturally 'roll' one way or the other); or the miniature is approved to not be placed prone/stunned by the Tournament Organiser (such as being a flimsy model), it is expected the coach of that model will provide a Prone/Stunned token. When that token is used, the model will be removed from the pitch, and the token will be used in its place in such a way that each model is 'kept track' of its location on the pitch & not confused with any other players that are also in this state. (For example, the model is placed off the pitch but in line with the row on the pitch where the token is).

Dice rolls:

When rolling dice, make sure they are clearly visible to all players and allow your opponent the opportunity to examine the rolls before picking up the dice. Use dice that have clearly marked symbols. Any Block Dice that are either not the official GW or NAF block dice must be approved by the Organising Committee prior to the commencement of Game 1. Any d6 that have symbols on any result other than the 6 are not permitted unless by special permission from the Tournament Organiser.

Cocked Dice:

All Cocked Dice (Dice on an Angle) are to be rerolled, no exceptions. This includes all dice that end up off the gaming table or come to rest slightly tilted. All dice must be completely flat at rest.

Player Movement:

Once you have moved a player on your team, it is convention that the facing is changed to identify that the movement has been completed. You should be able to easily identify which players have or have not moved by looking at your team's facing. If you are unsure how this works, please check with the Tournament Organiser.

Players who are Distracted:

It is expected that by facing or using a token, all players who are **Distracted** will be clearly indicated, by facing the model sideways or use of a token.

Movement, Retracting Movement and Declaring of Actions:

When counting out the number of squares a player is moving, do so carefully and accurately. You should allow your opponent the opportunity to check any moves before you move any further models if they ask to.

Once a coach has moved a player and then starts to move another player, that action cannot be retracted or adjusted in anyway (think like chess). Otherwise, a player can be returned to their original square and moved again.

This is also relevant for dice rolls. Once a dice has been rolled, the result is final. Coaches must declare all players actions before moving and this cannot be changed to another action once a die roll has been made.