

Blood Bowl Tournament 11/14/26

Read Me:

Hello Coaches,

This quick document will overview Roster Building, Tournament Rules, and Prize support.

We will be using Season 3's ruleset and tier system.

This is an open tournament

Roster Building:

Tier 1 - 6 Skill Points

Amazon

Chaos Dwarf

Dark Elf

High Elf

Lizardmen

Norse

Old World Alliance

Underworld Denizens

Wood Elf

Tier 2 - 8 Skill Points

Brettonian

Elven Union

Human

Imperial Nobility

Necromantic Horror

Orc

Shambling Undead

Skaven

Tomb Kings

Vampire

Tier 3 - 10 Skill Points

Black Orc

Chaos Chosen

Chaos Renegade

Khorne

Nurgle

Tier 4 - 12 Skill Points

Gnome

Goblin

Halfling

Ogre

Snotling

Each Coach is given 1.2 million Gold to fill their roster; it is recommended that all the gold given as a petty cash will not be used for Matched Play. Gold will be used for purchasing Star Players as well as using the given SPP based on your teams' tier. Skills will also be granted through SPP, so if you are using a roster building app or site, please adjust the settings if needed.

PURCHASING SKILLS

Purchasing a Primary Skill for a player will cost 1 Skill Point. There is no limit to the number of Primary Skills a team can purchase, so long as they have Skill Points remaining.

Purchasing a Secondary Skill for a player will cost 2 Skill Points. Teams are limited to the number of Secondary Skills they can purchase depending on their Tier.

- **TIER 1 TEAM:** Maximum of 1 Secondary Skill
- **TIER 2 TEAM:** Maximum of 2 Secondary Skills
- **TIER 3 TEAM:** Maximum of 3 Secondary Skills
- **TIER 4 TEAM:** Maximum of 4 Secondary Skills

Each player can only be given a single additional Skill, though there is no limit to the number of times a particular Skill can be chosen, with the exception of Elite Skills which can only be taken a maximum of four times in a Matched Play roster. Additionally, Star Players cannot be given additional Skills under any circumstances.

It's important to note that, unlike in League Play, Skills purchased for players in Matched Play do not add to a player's Current Value and as a result, the team's Team Value will not increase.

STAR PLAYERS

Skill Points must also be spent if a team wishes to take a Star Player on their Team Draft List as an Inducement. If a team wishes to take a Star Player, then they must still pay the Star Player's associated cost in gold pieces, and also spend 2 Skill Points to have them on their team. Tier 1 teams may only have 1 Star Player on their team, whilst Tier 2, Tier 3 and Tier 4 teams may have up to 2 Star Players if they wish.

Star Players that must be hired as a pair only count as a single Star Player choice, and therefore only cost 2 Skill Points for the pair, but will still take up two spaces on a team's Team Roster.

Some Star Players have such an impact on the game that they are classed as Mega-stars. Mega-stars cost 4 Skill Points rather than the usual 2 Skill Points.

Mega-stars like to be the star of the show, and don't like to have to share the limelight with anyone else who is considered to be their equal. A team may only ever have a single Mega-star on their Team Draft List.

Which Star Players are considered as Mega-stars is constantly being assessed to provide the most up-to-date and accurate representation of their impact on the game. You can find the most recent list of Mega-stars as part of the most recent Blood Bowl Designers' Commentary on warhammer-community.com.

Tournament Rules:

Set-up 8:00 AM

Round 1 Start: 8:30 AM

Lunch: 11:00 AM

Round 2 Start: 11:30-45 AM

Round 3 Start: 2:00-2:15 PM

End: 4:45-5:00 PM

Three games will be played over the course of the day allowing 2.5 hours per game, games will be watched for stalling and will be enforced by the Blood Bowl Season 3 Ruleset.

Each Coach will be expected to bring a pitch, set of dice, scatter and throwing templates, and have access to the current edition rules (Book or other means are allowed, in the event of a dispute the ruling will always defer to the book)

If both Coaches bring separate pitches they can play on whichever is preferred as pitch rules will not be used for the tournament.

Deciding placement will be based upon League points given, as well as casualties scored in a game, and touchdowns. I.e. Winning a game is worth 3 Points, 3 touchdowns in a game is worth 1, and 3 casualties in a game is worth 1. Ties are allowed and will award 1 League point for both coaches.

As the TO I will have a team available to play in case of an odd number of coaches or some one must drop out of the event, if I take part in the event, I will be disqualified from any potential prize.

As this is a charity event all prize support will be non-monetary and be put up by myself and others who wish to donate towards prize support.

Individual Awards:

Most Touchdowns

Most Casualties Caused

Best Stunt

Most Casualties Suffered

Any further information can be inquired by reaching out to either myself or the Everwinter Gaming page on Facebook.

<https://www.thenaf.net/wp-content/uploads/2026/01/NAF-Regulations-for-Tournaments-2026.pdf?ver=2>

<https://www.facebook.com/share/1F5rfCRTtX/?mibextid=wwXIfr>

<https://www.bestcoastpairings.com/event/YF1hpaghQzCy>