

UKBBL TT XXII Rules & Tournament Info

7th and 8th March 2026 - The Holiday Inn

(Derby) Bostocks Lane, Sandiacre,

Nottingham

UKBBL TT XXII Rules - Subject to Change.

1. The 22nd UKBBL Tabletop Tournament will consist of 5 matches over 2 days, the first round matches will be randomly drawn, rounds 2 to 5 will follow a Swiss - Resurrection style tournament system:-
2. For All Entrants the cost of this tournament will be £33 which will include NAF membership for new members if required. **Payments friends and family via paypal can be sent to gavrad76@yahoo.com Many thanks.**
3. The tournament will use the NAF rules for tournament documents. **The current available NAF race list will be acceptable as published and however Slann teams will not be accepted.**

We will be using the 2024 NAF Championship Ruleset - Almost

4. Rosters & Results will be submitted via TourPlay. This is a Progressive Web App and can be accessed via a browser or installed as a PWA on an Android phone. The link to register your team is here, and the deadline for doing so is 8pm on 1st March 2026. INSERT TOURPLAY LINK.
5. **Rosters are purchased with a treasury 1,200,000 gold crowns. All inducements listed in the Blood Bowl 2020 rulebook are permitted except: Mercenaries, Special Play Cards, and Team Wizards. Inducements from any other publications (such as Death Zone) cannot be taken. As per the 2020 rules; in tournament games, you do not receive the 1 free Dedicated Fans. Note that during the pre-match sequence no extra gold crowns are awarded for teams with a lower team value.**
6. **In addition to the starting skills on your roster all teams will have additional skills that they can add to their roster. Access to skills are split into 2 options and tiered as follows:**

Tier 1 Option A: 6 Primary skills

Tier 1 Option B: 3 Primary Skills & 1 Star Player

Tier 2 Option A: 6 Primary skills, 1 Secondary skill

Tier 2 Option B: 3 Primary Skills, 1 Secondary skill & 1 Star Player

Tier 3 Option A: 6 Primary skills, 2 Secondary skills & 0-1 Star Players

Tier 3 Option B: 3 Primary Skills, 1 Secondary Skill and 2 Star Players

These additional skills are all allocated at the start of the tournament so they remain relevant for all 5 matches. The secondary skill(s) can be swapped to a primary skill if you wish. Skills are allocated as "new skill" rolls specified as either "primary" or "secondary" as per the Improvement Rolls table. You may only select one additional skill per player. There is no restriction to skill duplication i.e. you may give several different players the same skill if you wish. Statistic improvements and random skills cannot be selected.

7. Blood Bowl team races are split into the following 3 tiers:

Tier 1: Amazon, Chaos Dwarf, Dark Elf, Dwarf, Lizardman, Norse, Orc, Shambling Undead, Skaven, Underworld Denizens, Wood Elf, Vampire

Tier 2: Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, High Elf, Human, Imperial Nobility, Khorne, Necromantic Horror, Old World Alliance, Tomb Kings

Tier 3: Goblin, Halfling, Nurgle, Ogre, Snotling, Gnomes

8. Star Players

All rosters will have access to a reduced selection of star players at this years UKBBL EVENT. If you wish to bring a star player on your rosters select the appropriate option from the skill options listed above. Remember, you will reduce the number of additional skills that are available to you by selecting a star player.

When rostering a Star player the following rules must be followed:

You must first roster 11 regular players before adding a star player to your team.

0-1 star player can be rostered on teams listed in tier 1 or tier 2

0-2 star players can be rostered on teams listed in tier 3

Star players that are selected as a pair (such as the Swift Twins) count as 1 choice on the roster.

If 2 coaches are drawn against each other with the same Star player on their roster, neither player is permitted to use them.

Star players cannot be allocated additional skills

The following list of star players are NOT PERMITTED for selection by any team in this years UKBBL EVENT:

Bomber Dribblesnot

H'thark The Unstoppable
Cindy Piewhistle
Deeproot Strongbranch
Griff Oberwald
Hakflem Skuttlespike
Morg 'n' Thorg
Skitter Stabstab
Dribl and Drull

ANY GAMES WORKSHOP SPIKE MAGAZINE RULES & ROSTERS RELEASED BEFORE 1 February 2026 WILL BE ALLOWED.

9. Placings in the tournament will be decided by a teams **Win/Draw/Loss record, tie breakers will be strength of schedule, followed by combined TD difference and finally total CAS** and then a knife fight to the death (just kidding) and finally a roll off!
10. Your finalised compliant team list should be added to the tournament link on TourPlay no later than 8pm on 1 March 2026.
11. An apothecary works exactly as it does in the board game.
12. You must use standard dice.
13. Teams should be fully painted and based and numbered and all miniatures should be clearly identifiable with the race they are representing and in keeping with the rest of the team and the models should be of a sensible scale for BloodBowl. Space Marine, Lego and Pokemon models are not allowed, however the fantastic cutiemal range are.
14. If there are any queries about a rule, for example the sequence of play and declarations of actions please refer to one of the referees for advice.
15. There is capacity for up to 56 coaches at this tournament.
16. This is a NAF Sanctioned tournament and NAF membership is compulsory to participate but NAF membership costs are included in the price of your ticket.

REMEMBER ROSTERS IN BY 1 March 2026

Further Info:

Venue

As usual we have secured the use of the Holiday inn Derby - Nottingham and this is the obvious choice for booking your rooms, the discounts are biggest the further in advance you book, so I urge you all to book soon to get the best deal.

<http://www.holidayin...e&icdv=99603195>

The cost will cover the hire of the meeting rooms, securing the discounted food and NAF membership, (and a small round up to put towards the UKBBL IT and webhosting department bailout.)

The venue will be available to us THE WHOLE TIME 😊

Also for the main Saturday evening plan fair few of us will probably be playing other geeky strategy/board games there into the evening, do feel free to join in. Although the lounge area may not be available to use on the Saturday night if there is a wedding/event happening, we can still use the bar.

Venue Parking

Obviously this being a hotel there is plenty of parking but any non hotel guests will need to register their vehicles at reception or will receive a fine from a 3rd party.

Food & Drink

Food is available on site but we also have permission to bring in our own food/snacks (Their may be a waiver to sign if you choke on a peanut whilst on-site) and there are supermarkets about a 10 min walk away, curry houses and take-away type restaurants nearby. **We are however explicitly banned from bringing any of our own drinks on site**, soft drinks (bottled water is included in the ban but tap water is available free at the bar) as well as alcohol are strictly off limits unless purchased on site.

Game boards, dice, and devices

Please bring everything you need to play the game, there will be a small supply of pitches but this could well mean playing on the older 28mm pitches.. Since we're using TourPlay you will also need a smartphone or wireless enabled tablet to record match events during the game and submit your score.

Local accommodation

This is a two day event and so if you are traveling a reasonable distance I suggest in the venue hotel as linked above but I've included it here too.

Holiday Inn

<http://www.holidayin...e&icdv=99603195>

Or as a backup if it fills up there is:

https://hotels.welcomebreak.co.uk/hotel/days-inn-donington-derby-a50/?utm_source=Google&utm_medium=Business_profile

Schedule:

Friday Night: Drinks in the bar, few restaurants nearby for those that are hungry.

Games 1: 9:30 - 12:00 order lunches during game 1 from about 11:30. Pay at the bar upon collection of meal

Game 2: 13:00 - 15:30

Game 3: 15:45 - 18:15

Evening Get Food from local eateries (Uber eats etc or get your own and Games and Drinks.)

Sunday

Game 4: 10:00 - 12:30 no formal lunch but the same lunch will be available for those that want to eat. People are welcome to buy sandwiches at the local co-op.

Game 5: 12:45 - 15:15 - Clocks will be enforced from 14:45 pm if required.

Tournament Close 16:00