

## TOURNAMENT RULES

Core Blood Bowl rules will be based on:

- \* Second Season Edition rulebook
- \* Warhammer Community Blood Bowl FAQ

<https://www.warhammer-community.com/wp-content/uploads/2017/11/H8ph24v1tTcR0hr.pdf>

Allowed Blood Bowl teams are:

- \* All teams from the Second Season Edition rulebook
- \* All teams from the Teams of Legends

<https://www.warhammer-community.com/wp-content/uploads/2017/11/jsC3I47S92B7QwND.pdf>

- \* Slann team from NAF

<https://www.thenaf.net/wp-content/uploads/2022/01/NAF-Rules-for-Tournaments-2022.pdf>

Allowed Star players are:

- \* All Star Players from the Second Season Edition rulebook
- \* All Star Players from the Spike! Journal #11-13
- \* Finally, the following Star Players with free rules

Frank 'N' Stein

<https://www.warhammer-community.com/wp-content/uploads/2022/01/9LONM8ngQp0wDRPk.pdf>

Kreek Rustgouger

<https://www.warhammer-community.com/wp-content/uploads/2022/01/gfm1iglseK8xQ4To.pdf>

Max Spleenripper

<https://www.warhammer-community.com/wp-content/uploads/2022/01/c9b8kBKNEBDBkVqR.pdf>

Scyla Anfingrimm

<https://www.warhammer-community.com/wp-content/uploads/2022/01/hawOyLVe7V2RaQnh.pdf>

Wilhelm Chaney

<https://www.warhammer-community.com/wp-content/uploads/2022/01/JEiYL5FGsCAx2ctT.pdf>

Akhorne the Squirrel

[https://www.reddit.com/r/bloodbowl/comments/jtybqq/akhorne\\_full\\_rules/](https://www.reddit.com/r/bloodbowl/comments/jtybqq/akhorne_full_rules/)

The tournament will be played in a 4 round Swiss resurrection format. This means that the team roster is reset between each round.

If two coaches in a match-up have hired the same Star Player, Nuffle has granted the wizards the ability to clone the Star Player and he will play independently in both teams.

Each game will be scored in the following way:

3 points for a win

1 point for a draw

1 point for scoring 3+ TD

1 point for making 3+ CAS

1 point for 0 TD scored against you

Winner will be the coach with most tournament points.

Tiebreakers will be head-to-head, net TD, net CAS

Rule Enforcement Level is regular, so any rules questions should be resolved between the playing coaches first, then if still unclarity or no agreement reached, contact event judge(s). If a serious error has occurred, game will be reset to before the incident. This will be based on judges discretion.

What to bring?

You team, painted to what is commonly called table-top standard.

1 physical copy of your roster to share with your opponent

Blood Bowl dice

## TEAM DRAFTING

Tier 1

Chaos Dwarf, Dark Elf, Dwarf, Lizardmen, Orcs, Shambling Undead, Wood Elf:

A. 6 Primary Skills

B. 4 Primary Skills + 1 Secondary Skills

C. 3 Primary Skills + Access to 1 Star Player

D. 0 Primary Skill + Access to 2 Star Players

Tier 2

Amazon, Human, Necromantic Horror, Norse, Skaven, Underworld Denizens:

A. 7 Primary Skills

B. 5 Primary Skills + 1 Secondary Skill

C. 4 Primary Skills + Access to 1 Star Player

D. 1 Primary Skills + Access to 2 Star Players

### Tier 3

Black Orc, Chaos Chosen, Elven Union, Imperial Nobility, Khorne, Nurgle, , Slaan, Tomb Kings:

- A. 7 Primary Skills + 1 Secondary Skill
- B. 5 Primary Skills + 2 Secondary Skills
- C. 5 Primary Skills + Access to 1 Star Player
- D. 2 Primary Skills + Access to 2 Star Players

### Tier 4

Chaos Renegades, High Elf, Old World Alliance, Vampire:

- A. 8 Primary Skills + 1 Secondary Skill
- B. 6 Primary Skills + 2 Secondary Skill
- C. 6 Primary Skills + Access to 1 Star Player
- D. 3 Primary Skills + Access to 2 Star Players

### Tier 5

Goblin, Halfling, Ogre, Snotling:

- A. 8 Primary Skills + 2 Secondary Skills
- B. 6 Primary Skills + 3 Secondary Skill
- C. 6 Primary Skills + Access to 1 Star Player
- D. 3 Primary Skills + Access to 2 Star Players

Normal drafting rules apply when drafting your team with the following changes:

- \* Each coach has 1.150.000 gold pieces to draft their team
- \* When selecting your team, pick the race and the Tier skill pack (for example Chaos Chosen: C)
- \* Each team has an amount of extra skills that may be selected on your players (or used when hiring Star Players), as per their Tier skill pack selection
- \* One player in the team may have a maximum of 2 primary skills, at a cost of 1 primary and 1 secondary skill.
- \* The same single skill may be given to multiple players
- \* It is permitted to select primary skills instead of secondary skills
- \* Inducements must be purchased as part of team drafting
- \* Inducements purchased will be available for all rounds of the tournament
- \* Permitted inducements are:
  - Halfling Master Chef 0-1
  - Bloodweiser Kegs 0-2

- Bribes 0-3 (Bribes cannot be taken in a Team with a Player that starts with, or is given the Sneaky Git Skill. Bribes gained from the 'Get The Ref' kick-off result are still allowed.)

-Wandering Apothecaries 0-2

- Mortuary Assistant 0-1

- Plague Doctor 0-1

\* Star Players may only be hired if you have at least 11 standard team roster players and if indicated by the Tier skill pack selection

\* The following Star Player has an additional skill cost:

- Griff Oberwald, Morg'N'Thorg: 3 Primary Skills

- Deeproot Strongbranch, Hakflem Skuttlespike, Kreek

Rustgouger, Wilhelm Chaney: 1 Primary Skill

\* Star Players may not have extra skills