

BLOOD BOWL

Blood, Sweat & Balls 9

Sunday 12th April 2026

9.40am to 6pm

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|-------------------------|--|
| Format: | NAF-registered Competitive Blood Bowl Tournament |
| Ruleset: | Blood Bowl Third Season |
| Duration: | One day |
| Number of Games: | Three |
| Location: | Black Dragon Games 17 Burton Street, Melton Mowbray, LE13 1AE |
| Free Parking: | <ul style="list-style-type: none">• Free parking is available in Burton Street car park (2 minute walk from the shop)• <i>Please check parking restrictions carefully</i> |
| Food: | <ul style="list-style-type: none">• Snacks and refreshments are available in-store• There are a number of venues close to Black Dragon Games that serve food• You are welcome to bring your own food to the shop |

Competitive Tournament

This is a NAF-registered tournament aimed at players looking for a competitive play experience. Races have been arranged into Tiers in an attempt to create a level playing field.

Despite the competitive nature of this tournament, the primary focus of our events is always to bring players together to enjoy the games they love in a friendly and courteous environment. Prizes will be awarded for a wide range of achievements, including best-painted, most sporting and many more...



Rules

Rules Sources

This tournament uses the following rules sources:

- Blood Bowl - The Official Rule Book - Third Season Edition (BB2025)
- Blood Bowl Errata & Designer's Commentary*
- Star Players*
- Teams of Legend* for High Elves, unless GW release a roster for them at least 2 weeks before event

**The latest version on the Warhammer Community website will be used.*

We will be using the BB2025 clarifications document from the NAF (*unless Games Workshop have produced an errata/FAQ before the event*):

www.thenaf.net/naf-recommendations-and-clarifications-for-bb2025/

Referees

A community member will act as Referee.

Please note that the Referee may be participating in the tournament.

- Coaches are expected to complete each game within 2 hours 15 minutes.
- The Referee is allowed to put coaches on chess clocks if they are in danger of not finishing the game in time.
- The Referee is allowed to stop game play immediately once the official game time is over.
- The Referee will be present to help with rules questions and tournament related queries. If the Referee is asked to make a decision then their decision will be final for the remainder of the game.

Painting and Modelling

Painting Requirement:

All models must be painted to a Battle Ready standard and based.

Conversions and Kit-bashing:

We love conversions and kit-bashing!

Models should be clearly recognisable as the player that they represent.

If in doubt, please ask in advance at:

www.blackdragongames.co.uk/contact

Resurrection Tournament

The tournament will be played as a resurrection tournament. All injuries, including death, will be cleared after every game.

Pairing

Games will be paired randomly in the first round and follow the Swiss system in later rounds.



Rosters

Roster Submission

Rosters must be submitted on Tourplay by midnight on 5th April 2026. Rosters will then be locked and checked.

Rosters must include team composition and all improvements.

Roster Creation

Teams must be built and gain improvements (additional skills) according to their placement in the tier system (see **Tiers** on the next page).

All coaches have a spending limit of **1,175,000 gold pieces** when building their team.

When building your team, you must buy:

- At least 10 standard rostered players before any star players
- 0-1 Star Players
Star players from the BB2025 rulebook and Star Player document are permitted. Please see the rules clarification section for an event ruling for the AG 1+ stars and their use.
Grak and Crumbleberry, H'Thark, Griff, Hakflem, Ivan The Animal, Morg and Varag are on holiday and therefore unavailable for hire.

The following inducements from BB2025 (including errata) are permitted:

- 0-8 Re-Rolls
- 0-2 Blitzer's Best Kegs
- 0-1 Halfling Masterchef
- 0-3 Bribes (0-6 Bribes for teams with the Bribery and Corruption rule)
- 0-2 Wandering Apothecary; 0-1 Mortuary Assistant or Plague Doctor
- 0-1 Riotous Rookies
- 0-1 Team Mascot
- 0-1 Weather Mage
- All additional skills must be chosen in line with your team's tier (see **Skills** on the next page)
- Assistant coaches and cheerleaders can be bought as part of the team creation process

TourPlay

This event will be run on TourPlay. All rosters must be submitted on TourPlay:

- Create an account at: www.tourplay.net
- Register your team at:
<https://tourplay.net/en/blood-bowl/blood-sweat--balls-9>



Tiers & Skills

Tiers

The races have been divided into four tiers (*note that Slann are not allowed at this event*):

Tier 1

| | |
|------------------|------------|
| Amazons | Dark Elves |
| Dwarves | Lizards |
| Orcs | OWA |
| Shambling Undead | Wood Elves |
| Vampires | |

Tier 2

| | |
|---------------------|--------------------|
| Chaos Dwarfs | Elven Union |
| High Elves | Humans |
| Imperial Nobility | Necromantic Horror |
| Norse | Skaven |
| Underworld Denizens | |

Tier 3

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|-------------|
| Black Orcs |
| Bretonnians |
| Nurgle |
| Tomb Kings |

Tier 4

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|-----------------|
| Chaos Chosen |
| Chaos Renegades |
| Khorne |
| Snotlings |

Tier 5

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|----------|
| Goblins |
| Gnomes |
| Halfings |
| Ogres |

Skills

Each tier receives an allocation of skills, which are to be spent in addition to the TV cost:

| | |
|---------------|---------------------------------------|
| Tier 1 | 5 Primary Skills |
| Tier 2 | 6 Primary Skills |
| Tier 3 | 6 Primary Skills & 1 Secondary Skill |
| Tier 4 | 7 Primary Skills & 1 Secondary Skills |
| Tier 5 | 7 Primary Skills & 2 Secondary Skills |

- A skill can be taken a maximum of four times (e.g. a maximum of 4 players on your roster can have the guard skill). This is in addition to any starting skills on your rostered players (e.g. Norse can have block on 4 additional players, not including skills that Stars start with).
- One player on your team may take 2 additional skills
- Secondary skills can be swapped for a primary skill
- Star players may not receive additional skills!



On the Day

Event Schedule

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|----------------------|------------------------------|
| 09:40 - 09:55 | Registration |
| 09:55 - 10:00 | Event Briefing |
| 10:00 - 12:15 | Game 1 |
| 12:15 - 12:45 | Lunch & Painting Competition |
| 12:45 - 15:00 | Game 2 |
| 15:00 - 15:15 | Break |
| 15:15 - 17:30 | Game 3 |
| 17:30 - 17:45 | Tidy up |
| 17:45 - 18:00 | Results and Prizes |

What to bring

- Your team
- Rulers
- Dice
- All relevant rule publications (in physical or digital format)
- Skill markers
- A fully-charged mobile device capable of accessing TourPlay

Markers

Coaches are encouraged to use skill markers/rubber bands/bottle caps to mark skill ups on particular players. Players should discuss how they will mark skill ups before the game starts and should mark players consistently throughout the game to avoid miscommunication.

Coaches must lay their models down.

Stunned/prone tokens should only be used on big/awkward models.



Points & Prizes

Scoring & Tiebreakers

Win: 3 points

Tie: 1 point

Loss: 0 points

Concession: 0 points

For the purpose of determining the final standing, tiebreakers will be applied in the following order:

1. Strength of Schedule
2. TD's scored
3. Cas inflicted
4. Net touchdowns
5. Net casualties
6. Best-of-5 dice roll off

Prizes

First Place: £15 Black Dragon Games voucher

Second Place: £10 Black Dragon Games voucher

Third Place: £5 Black Dragon Games voucher

Most Sporting: £5 Black Dragon Games voucher

Best Painted: £5 Black Dragon Games voucher

Most TD's: £5 Black Dragon Games voucher

Most Cas: £5 Black Dragon Games voucher

Best in Tier (x5): £5 Black Dragon Games voucher

Wooden Spoon: £5 Black Dragon Games voucher

Spread the wealth will be in effect - nobody can win more than one prize (with the exception of Best Painted and Most Sporting)

