

Rules:

- All play will follow the Blood Bowl Season 2 rules
- 5 Rounds Swiss Resurrection Style Tournament
- It is imperative that players are clearly identifiable with Skills clearly marked. Skill bands will be available at the tournament if needed.

Team Build:

- Teams will be given 1,150,000 gp to build their rosters
 - Teams must have 11 or more players
 - Inducements can be purchased with your initial team treasury.
- Available inducements: Everything from Blood Bowl season 2 except: star players, wizards, mercenaries and (in)famous coaching staff
- after building the team you can add 6 Primary skills to your players (no stacking). You can trade 2 primary skills for 1 Secondary skill.

What to Bring:

- 2 copies of your roster
- Your Team with skills clearly marked
- Block Dice, D6 dice, D8 dice, and D16 Dice.

Tournament Scoring:

Tournament points will be as follows. Tiebreaker list from left to right: H2H, SoS, TD diff, Cas Diff

Win = 3

Draw = 1

Loss = 0

Concede = -10