

The Tournament uses the Bloodbowl 2020 edition Exhibition play rules. The English version will be used to settle any discrepancies in the rules or rulespack between versions in different languages.

Any rule releases (including Team updates, new Teams, star Players, etc.) after 12th December 2021 will not be considered. The organising Team reserves the right to include parts of, or the whole FAQ planned to be released by games workshop in May 2022.

Team Building

Each Team has a total of 1,150,000gp to spend on roster creation and must hire a minimum of 11 Players.

Any GP unspent at roster creation are lost and all Teams are considered to have the same Current Team Value (CTV) for the purpose of inducements and prayers to Nuffle.

This is a resurrection tournament, no SPP are gained, and injuries, casualties or deaths do not carry on from one game to the next.

Players added to a Team roster mid game as a result of the Masters of Undeath or Plague Ridden special rule are removed from the roster at the end of the game and do not carry on to the next.

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**

All other inducements including Star Players are not permitted unless indicated by the Tier Restrictions below.

Teams are separated into 1 of 5 Tiers and offered Tier specific skills packs (labelled A to D).

Each Team is permitted to stack 2 Primary Skills on a maximum of 1 Player at the cost of both 1 Primary Skill and 1 Secondary Skill. This can only be done once.

All skills must be chosen and cannot be random.

EXAMPLE

A Coach playing with a Human Team, chooses to use skill pack 'B'. They stack Mighty Blow (+1) and Tackle onto one Blitzer. Doing so would cost the Coach 1 Primary and 1 Secondary Skill at Team creation.

A Player who is assigned a secondary skill may choose to take a primary skill instead.

For Skill packs which allow star Players, the following Star Players have an additional skill cost as specified below:

- Griff Oberwald, Morg'N'Thorg: 3 Primary Skills
- Deeproot Strongbranch, Hakflem Skuttlespike, Kreek Rustgouger, Wilhelm Chaney: 1 Primary Skill

If the Team does not have enough skills available in the chosen skill pack to pay the above skill cost, that star Player cannot be taken.

Each star Player may only be included once in a Squad.

Star Players can only be induced after 11 Players have already been rostered.

EXAMPLE

1. A Coach playing with a Halfling Team, chooses to use skill pack 'D'. They want to add both Griff Oberwald and Deeproot Strongbranch to the Roster. These two Star Players cost an additional 4 skills in total, however skill pack 'D' only gives a total of 3 primary skills and therefore the Coach cannot induce this combination of star Players.

2. A Coach playing with a Wood Elf Team, chooses to use skill pack 'C'. They want to add Morg'N'Thorg to the Roster. This costs them 3 skills and leaves the Team with 0 additional skills to assign to the rest of the roster. Once Morg'N'Thorg has been induced by this Coach no other Coach in the Squad may also induce Morg'N'Thorg.

Should two Players with the same Star Player face each other, the wizards of the Maltese islands will clone that star Player such that both Coaches can make use of the Star Player.

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**

Miniatures

Miniatures representing Players are to be painted up to tabletop standard, defined as follows:

- 1. Each major element on a miniature is defined by an appropriate colour, e.g., flesh/skin versus armour/cloth**
- 2. Bases are finished with paint or flocking material, e.g., sand/grass**
- 3. No primer or bare metal/plastic shows anywhere on the miniature**

Thematic proxy miniatures are allowed. For instance, using bats as vampires is fine but using an orc to represent a human is not.

Different Player types for the race being played by the Coach need to be identifiable. It is suggested that Players are additionally identified by use of colour coded bases, and the following colour coded bases are suggested:

- Grey/none: Lineman**
- Red: Blitzzer**
- Green: Blocker**
- White: Thrower**
- Yellow: Catcher, Runner**

Additional skills must be clearly identified on the respective miniature.

We encourage the following colour codes for skill markers

- Blue: Block**

- **Yellow: Dodge**
- **Green: Guard**
- **White: Wrestle**
- **Red/Orange: Mighty Blow (+1) / Tackle**

Skills not in the above list must still be clearly identified with a different colour of your choice.

Score:

win: 2 points

draw: 1 point

loss: 0 point

Concession: -5 point

Tiebreakers:

1st – Head-to-Head

2nd – Opponent score

3rd – Net TDs

4th – Net CAS (only casualties which would award SPP will be counted)

5th – Random

For ease of reference, the below star players are the ones allowed:

- **Akhorne the Squirrel**
- **Crumbleberry & Grak**
- **Deeproot Strongbranch**
- **Eldril Sidewinder**
- **Frank 'n' Stein**
- **Glart Smashrip**
- **Gloriel Summerbloom**
- **Grak & Crumbleberry**
- **Gretchen Wachter**
- **Griff Oberwald**
- **Grim Ironjaw**
- **Grombrindal the White Dwarf**
- **Hakflem Skuttlespike**
- **Helmut Wulf**

- **Karla Von Kill**
- **Kreek 'the Verminator' Rustgouger**
- **Lord Borak the Despoiler**
- **Lucien Swift & Valen Swift**
- **Max Spleenripper**
- **Mighty Zug**
- **Morg 'n' Thorg**
- **Roxanna Darknail**
- **Rumbelow Sheepskin**
- **Scyla Anfigrimm**
- **Skrull Halfheight**
- **The Black Gobbo**
- **Valen Swift & Lucien Swift**
- **Varag Ghoul-Chewer**
- **Wilhelm Chaney**
- **Willow Rosebark**
- **Zolcath the Zoot**