



BLOOD BOWL TOURNAMENT PLAYER PACK

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RULES:

The rules in force will be the 2020 Blood Bowl Rules (2020BBR), and official GW FAQ from Warhammer Community.

TEAM DRAFTING:

You may draft any team from the 2020BBR, or any team released with a SPIKE Magazine.

NOTE: If you are playing a team not in the 2020BBR, you MUST bring either the SPIKE/ SPIKE Annual with that team in it or a hard copy to provide to your opponent if they request it.

Drafting will be done per the 2020BBR (1,000,000 gp), you may not draft or induce Star Players or Mercenary players at any point during the event.

You MUST also have at least 2 paper copies of your team's roster: one for the TO and one to track upgrades on and to show to your opponent if they request.

TOURNAMENT ROUNDS:

The rounds will be paired as True Round Robin (100% random pairings but not playing the same person twice).

Tournament games will be structured as follows:

2.5 hour game slots with time allocated:

10 mins for Pre-game (see steps below)

120 mins for game play

10 mins for post-game steps (see below)

10 min break

Final standings will be based on League Standing (per the 2020BBR). Tie Breaker will be:

- 1) Best over all points scored to Points allowed ratio
- 2) Injuries caused
- 3) Coin toss

GAME PLAY:

- 1) HAVE FUN
- 2) Follow the Just Games Code of Conduct at all times
- 3) For the last 15 minutes ONLY, of the round the ILLEGAL PROCEDURE RULES will be in effect. This will be announced at the 15 minute mark. See Below for full rules
- 4) Coaches will be notified when 2 minutes remain in regulation. At this time, you should finish up the current Coach's turn and not start another unless they can score quickly.
- 5) When time is called, it is dice down. Proceed to the Post Game Phase and turn in paper work unless the score is tied. See below for the tie breaker.

TIE BREAKERS:

The winner will be the team with the highest score at the end of the second half or whichever team is left if a team forfeits per the 2020BBR.

In the event that the game is tied when the game ends, either due to play being completed or time runs out, the winner will be the best of 5 d6 roll offs with their opponent. If after these rolls, each coach's roll tally is the same, the game will be a draw.

RULE CHANGES:

DELAY OF GAME:

During the game the ball carrier must move at least half of their MA (Rounded up), without making a move that will cause a dice roll. unless the coach wishes them to. In other words, they do not have to move if doing so would cause them to make dodge rolls, sprint rolls, or a block unless you want to.

ILLEGAL PROCEDURE:

NOTE: This Rule is only in force during the last 15 minutes of play and will be announced.

If you catch your opponent having failed to advance their turn marker after having moved any player, you may call them on it and immediately end their turn.

When making the Skill Roll, roll 2 times on the table in the 2020 Blood Bowl Rule Book and choose the one that you like.

PREGAME AND POST-GAME STEPS

PREGAME:

- 1) Determine Attendance: Each player rolls a D3 and adds their Dedicated Fans rating the number of fans in attendance
- 2) Weather: Roll on the table on pg 37 of the 2020 BBRB
- 3) Take on Journeymen: If you have less than 11 (7 for a Sevens format) players available to start the game, you must hire journeymen players until you reach the minimum
 - A Journeyman is always a lineman (position with 0-12 or 0-16 option)
 - They are a normal player of the appropriate type but gain LONER (4+)
 - Journeymen MAY take the team roster temporarily above 16 (11 for Sevens format), but MAY NOT take the number of available players above 11 (& for Sevens)
 - Each Journeyman Adds their hiring cost to CTV, recalculate before proceeding
- 4) INDUCEMENTS
Teams may spend any money from their Treasury on inducements listed on page 102 of the 2020 BBRB or the Spike Magazine that included their expansion team (Player must have either the appropriate Spike Magazine or the Blood Bowl annual that has their team). Star Players and Mercenary Players may not be induced.

Petty Cash: The player with the lower CTV is given "Petty Cash" equal to the difference between their CTV and their Opponent's CTV. These may be spent on Inducements as per the previous paragraph. Any funds left unspent are lost. Recalculate your CTV.

5) UNDERDOG Bonus

If after both players have completed step 4) One player has a CTV that is lower than their opponent, they may roll on the appropriate "Prayers to Nuffle Table" for their League format for each FULL 50000 their score is below their opponent's

6) PLAY BALL: Flip a Coin or both players roll a D6 with the winner determining if they will kick off or receive in the first drive

POST-GAME:

1) Record outcome and winnings

Record the following:

- Result of the game (win, lose, draw)
- Game score
- Casualties caused - ONLY COUNT THOSE THAT GENERATE SSP
- Earn League points (see below or pg 98)
- Delete any player that suffered a DEAD result from your roster

League Points:

Win = 3

Draw = 1

Loss = 0

+1 - Score 3 or more TDs

+1 - Concede 0 TDs

+1 - Cause 3 or more casualties that generated SSP

Winnings:

Fan Attendance = Both Player's Fan Factor + Attendance

Divide Fan Attendance by 2

Add the number of TDs that you scored to the above

Multiply the result by 10000

2) Update Dedicated Fans

- If you won the game: Roll a d6. If the roll is equal or greater than your Dedicated Fans rating, Increase it by 1
- If you lost the game: Roll a d6, if the roll is lower than your Dedicated Fans Rating, Reduce it by 1
- If the game is a draw, neither player gains or loses fans

- 3) Player Advancement See page 70 to 72 of the rule book.
- When rolling for MVP. Each Coach will nominate 3 players that were eligible to play in the previous game AND that did not suffer a SERIOUS INJURY or DEAD! Result and roll a D3 to determine which player is nominated MVP

NOTE: If a random skill is chosen, First pick a category then Roll twice on the table and take the result you wish (see table on pg 74). If you roll a skill you already have, re-roll the result until you get one you do not have.

- 4) Hiring, Firing, and Temporarily Retiring Players
- Spend any amount of gold from your treasury to buy new players and/or sideline staff then increase your team rating accordingly
 - Fire any players and/or sideline staff by deleting them from your roster and reduce your team rating
 - Purchase additional team re-rolls. You must pay double what is listed on your team master roster
 - Permanently hire any Journeymen that played for your team during the game:
 1. Team must have fewer than 16 players (11 for Sevens league)
 2. Journeyman loses their Loner (X+) Trait but retains any SSP earned for the game
 3. If not Permanently Hired, the player leaves. Any SPP or advancements earned are lost

Temporary Retirement is not used for this event, either keep them or fire them

- 5) Expensive Mistakes: If you have 100,000 gp or more in your treasury roll on the table on pg 73
- 6) Recalculate your Team Value (TV) and Current Team Value (CTV)
- 7) Turn in your match slip to the TO for next round pairings