

THE WARBOWL

Date and Location:

Saturday, Apr 18, 2026

Wardome gaming convention

The Atrium Center, 21575 US-59 #205

New Caney, TX 77357, USA

Cost:

\$20

To pay: Buy a ticket from this link:

<https://www.thewardome.com/event-details/blood-bowl>

Tournament Schedule:

- 10:00 to 10:20 – Registration
- 10:30 to 12:45 – Round 1
- 12:45 to 1:45 – Break/Lunch
- 1:45 to 4:00 – Round 2
- 4:00 to 4:15 – Break
- 4:15 to 6:30 – Round 3
- 6:30 to 6:45 – Break
- 6:45 – Awards

Tournament Rules:

We are using the Blood Bowl 2025 ruleset.

NOTE: These Rules are intended to mirror those on the NAF Site. In the event of an unintended discrepancy between the two, the official NAF event rules will govern.

Slann are included as a playable race, per the [NAF Regulations for Tournaments 2026](#) page

The Illegal Procedure rule will not be in use, nor is the 4-minute “timer” rule. However, at the request of either coach a chess clock may be used to get the match on pace to finish on time.

Normal resurrection rules are in effect, meaning that SPPs are not recorded and injuries do not carry over between games.

NAF Tournament Info:

This will be a NAF approved tournament. If you wish to receive limited edition yearly gift and have your tournament progress tracked, there will be a NAF official onsite accepting registration for the cost of \$5/year. More information can be found at TheNAF.net

Team Building Budget

All coaches will have 1,150,000 GP to build their teams with. GP may be spent on players, sideline staff, inducements, star players. Any unspent GP will be lost.

Inducements:

Inducements may be purchased as part of team construction. Coaches may spend as much or as little on inducements as they wish, so long as they have a minimum of 11 players (including Star Players) on their team draft list.

Tiers and Skill Sets:

Teams receive **Skill Points** and can assign **Primary** (1 pt) and **Secondary** (2 pts) skills.

Stacking Primary skills is allowed, maximum of 1 skill stack per player. You may not stack a Secondary Skill. Only four (4) of a particular Elite Skill (i.e., Block, Dodge, Guard, Mighty Blow) may be added to a roster (this does not count such skills your team starts with).

- Tier 1 – 6 skill points: Amazon, Chaos Dwarf, Dark Elf, Dwarf, High Elf, Lizardmen, Norse, Old World Alliance, Underworld Denizens, Wood Elf
- Tier 2 – 8 skill points: Bretonnian, Elven Union, Human, Imperial Nobility, Necromantic Horror, Orc, Shambling Undead, Skaven, Tomb Kings, Vampire
- Tier 3 – 9 skill points: Black Orc, Chaos Chosen, Chaos Renegade, Khorne, Nurgle
- Tier 4 – 10 skill points: Gnome, Goblin, Halfling, Ogre, Snotling

Star Players

Skill points must also be spent if a team wishes to take a Start Player on their team as an inducement. A star player will cost 2 skill points to hire, in addition to their GP cost. Only 1 Mega Star is allowed per team and cost 4 skill points. Tier 1 teams may have 1 Star Player, Tier 2, 3 and 4 may have 2 Star Players, still capped at only 1 Mega Star.

Timing

The time limit WILL be strictly enforced. You will receive 'Time Remaining' updates from the Tournament Organizer to help you stay on pace. When time is called, you will play "even turns." If you just started turn 7(for example), then you and your opponent each finish turn 7. If the inactive player has already played the current turn the game ends upon completion of the active player's current turn. As stated above a chess clock may be requested by either coach after the 1-hour mark.

Dice

Only GW, NAF, or Texas Block Dice will be allowed. You are required to share dice with your opponent if requested. Please use the d6 you receive for the tournament.

Scoring

Please note that casualties counted toward the above include those from blocks, fouls, chainsaws, bombs, stabs, thrown players landing on an opposing player, and Crowd Surfing. If they are from your opponents own teammates, failed dodges, failed rushes, or directly from a kickoff event they do not count.

There is a no championship game the standings will solely be determined by total points

The tie-breakers are:

- Strength of schedule
- Combined CAS & TD
- TD
- TD Scored

Painting:

All teams are expected to meet the minimum painted guidelines. They must have 3 colors on them and have had some attempt at making them appear finished.

Sportsmanship:

We are here to enjoy the game of Blood Bowl. We expect good sportsmanship. Note that: Fouling 16 turns in a row and running up the score is not poor sportsmanship, but gloating and ridiculing your opponent while doing so is.

Awards

In order to qualify for any award, the coach must complete all 3 rounds. The following awards will be given out after the last round:

- **Warbowl Champion – most tournament points at the end of 3 rounds**
- **Warbowl Runner Up – 2nd most tournament points at the end of 3 rounds**
- **most casualties – Most recorded casualties at the end of round 3**
- **most TD – most recorded touchdowns at the end of round 3**
- **best defense – least number of touchdowns scored against you at the end of round 3**

- **stunty – highest ranked stunty team at the end of round 3**
- **Best painted – voted by the other coaches**
- **Best Sport – voted by the other coaches**

Trickle-down Awardonomics:

Coaches will only be eligible for one award. Tournament Organizer will trickle-down an award to the next eligible player. Exceptions are Bugmans Best and Most Sporting which are voted upon by your peers.