



OFFICIAL TOURNAMENT RULES PACK

The Mid-Winter Maul 2026

Blood Bowl Tournament — Rules & Player Handbook

DATE	Saturday, 5th December 2026
VENUE	Tabletop Events Ltd — The Old Exchange, Wellington Ct, Belper DE56 1UP
RULESET	Blood Bowl 2025 (Third Season / Latest Season Rules)
FORMAT	3-Round Swiss · Resurrection Mode



ORGANISED BY

The After Hours Hobbyist

RULES CUT-OFF

14 Nov 2026

ROSTER LOCK

28 Nov 2026

MANAGED VIA

[Tourplay.net](https://www.tourplay.net)

Venue & Travel

Tabletop Events Ltd, The Old Exchange, Wellington Ct, Belper DE56 1UP

BY CAR

Easily accessible via the A6, with convenient links to the A38 and M1.

PARKING

Ample public parking is available nearby in Belper town centre, just a short walk from the venue.

BY TRAIN

Belper Railway Station is less than a 5-minute walk away, with regular direct connections to Derby, Nottingham, and Sheffield.

Coach's Checklist

What to bring — every coach must arrive prepared

- **A Painted Team:** Minimum “Match Ready” standard (at least 3 colours and based).
- **Gaming Essentials:** Your own Pitch (Board), Dugouts, Templates, and Tokens.
- **Dice:** A full set of Block Dice, D6s, D8, and D16.
- **Smart Device:** A phone or tablet with an internet connection, for submitting scores via the tournament portal.

Event Schedule

09:30 – 10:00	Registration & admin briefing
10:00 – 12:30	Round 1
12:30 – 13:15	Lunch break
13:15 – 15:45	Round 2
15:45 – 16:00	Coffee & tactical briefing break
16:00 – 18:30	Round 3
18:30 – 18:45	Awards ceremony

Team Construction & Skills

Team Value and Skill Budget are set strictly by the tiering tables overleaf

- **Primary Skills:** These are free and do not cost GP.
- **Elite Skills:** No tax on Elite Skills if you have 6 allocated skills, you may have 6 Elite Skills. Elite skills can **never** be stacked.
- **Stacking:** If your team allows stacking ("Yes"), you may choose exactly one player to have two skills. No other player may have more than one added skill.
- **Secondary Skill Access:** If your team has access, you may swap that number of your allowed primary skills for secondary skills.

Star Players & Taxes

- **Eligibility:** Teams marked "No Star" are prohibited from hiring Star Players.
- **The Star Tax:** For every Star Player hired, subtract the Tax number from your total allowed skills.

STAR PLAYER BLACKLIST — BANNED

Bomber-Dribblesnot Cindy-Piewhistle Dribl & Drull Estelle-la-Veneaux Griff-Oberwald H'thark
Hakflem Ivan 'The Animal' Jeremiah-Kool Morg 'n' Thorg Roxanna-Darknail Skrorg-Snowpelt

Scoring & Awards

Tournament Scoring

Win — 3 Points

Draw — 1 Point

Loss — 0 Points

Tie-Breakers: 1. Score 2. Strength of Schedule
(Buchholz / SBR) 3. Net TDs 4. Net Casualties

Prizes

- **Major:** Champion (1st), Runner Up (2nd), Most Casualties, Most Touchdowns
- **Minor:** Stunty Cup, Wooden Spoon
- **Special:** The After Hours Hero Award & The Painter Award
- You cannot win more than one major prize.

The Tiering Tables

Standard Teams

TEAM	TEAM VALUE	SKILLS	STACKING?	SECONDARY	STAR TAX
Underworld Denizens	1040	7	Yes	0	-3
Shambling Undead	1040	7	Yes	0	-3
Amazons	1100	6	No	0	No Star
Orcs	1100	6	Yes	0	No Star
Tomb Kings	1100	7	Yes	0	No Star
Nurgle	1100	7	Yes	0	No Star
Bretonnian	1100	8	Yes	1	-2
Lizardmen	1130	6	No	0	No Star
Necromantic Horror	1130	7	No	0	No Star
Skaven	1130	7	Yes	1	No Star
Humans	1130	7	Yes	1	-2
Chaos Chosen	1130	8	Yes	1	-3
Wood Elves	1150	6	No	0	No Star
High Elves	1150	6	No	0	No Star
Vampire Counts	1150	6	No	0	No Star
Old World Alliance	1150	6	No	0	No Star
Norse	1150	7	Yes	0	-3
Dark Elves	1150	7	Yes	0	No Star
Dwarves	1150	7	Yes	1	No Star
Chaos Renegades	1150	8	Yes	1	-2
Imperial Nobility	1180	8	Yes	1	-3
Black Orcs	1180	8	Yes	1	-2
Elven Union	1180	8	Yes	0	-3
Chaos Dwarves	1180	8	Yes	1	-3
Khorne	1200	8	Yes	1	-3

Stunty Teams

TEAM	TEAM VALUE	SKILLS	STACKING?	SECONDARY	STAR TAX
Halflings	1150	9	Yes	2	-3
Gnomes	1150	9	Yes	2	-3
Snotlings	1170	9	Yes	2	-3
Goblins	1180	9	Yes	2	-3
Ogres	1200	10	Yes	2	-3

Sportsmanship & House Rules

1. The After Hours Sportsmanship Code

We believe the hobby is as important as the game. We expect all coaches to play with “The Spirit of the Game” in mind. Blood Bowl is a game of high variance; how you handle that defines you as a coach.

- **The “Don’t Be a Git” Policy:** TOs may deduct points for excessive salting, slow play, rules lawyering, or general harassment.
- **Deductions:** 1st Warning (Verbal) · 2nd Offense (–1 Tournament Point) · 3rd Offense (Disqualification).

2. The “After Hours Hero” Award

A peer-voted prize. After Round 3, nominate one opponent as your “Favorite Game.” The coach with the most nominations wins the trophy and a special hobby prize.

3. House Rules

- **Dice Etiquette:** All “cocked” dice must be re-rolled.
- **Illegal Procedure:** Not used — simply remind your opponent to move their marker.
- **Apothecaries:** Work normally during the match; players are fully healed for the next round.
- **Inducements Allowed:** Kegs, Bribes, Mascot, Weather Mage (Chef for Flings, Dodgy Rep for Stunties, Riotous Rookies for Ogres/Snots).
- **Weather:** All games are played in perfect conditions.
- **Banned:** Wizards, Mercenaries, Prayers to Nuffle.

Digital Management & Rules Cut-off

- **Tourplay App:** This tournament is managed via the Tourplay.net platform. All coaches must register their teams and submit game results through the app.

NAF MEMBERSHIP REQUIRED

This is a NAF-sanctioned event, and all coaches must be registered NAF members to play. Membership must be in place before the tournament — on-the-day sign-up is not available for this event.

Join or renew: member.thenaf.net · More info: thenaf.net/join-the-naf

Please have your NAF name and number ready when setting up your Tourplay profile for this event.

- **Rules & FAQ Cut-off (14 Nov 2026):** Any new teams released by Games Workshop, or official NAF/GW FAQs, are only legal if published at least 2 weeks prior to the tournament date.
- **Team Registration & Roster Cut-off (28 Nov 2026):** All coaches must have final team rosters submitted, built, and locked in on Tourplay by this date. No roster adjustments permitted after this deadline. Your NAF membership must also be active by this date.



Questions?

Email Jack at theafterhourshobbyist@gmail.com