

THE N.A.F.  
**WORLD  
CUP**

MALTA 2027

THE OFFICIAL  
**Rules Pack**  
V1.2



# Event Overview



Welcome to the Blood Bowl World Cup 2027 draft ruleset. This is a resurrection tournament played by squads; no Star Player Points (SPP) are gained through gameplay, and any injuries, casualties, or deaths do not carry over to the next game. Necromantic Horror, Tomb Kings, Shambling Undead, Vampires, and Nurgle teams may apply the Masters of Undeath and Plague Ridden rules, but any players added to the roster during a game are removed at the end of the match. All teams are considered to have the exact same Current Team Value (CTV) for the purpose of Prayers to Nuffle. Squads will consist of 6 coaches, each with their own teams. A race may only be selected by one coach for each squad.

## Creating Your Team


Each team has a specific Gold Budget based on their tier to spend on roster creation and must hire a minimum of 11 regular players including any Star Players. Any gold or SPP unspent at roster creation is permanently lost.


## Tiers and Skill Sets


Teams are separated into tiers that dictate both their starting Gold and their SPP budget for purchasing skills.

Gold Budget	36 SPP	44 SPP	52 SPP	58 SPP	60 SPP	66 SPP
1,050,000	Underworld	Amazon	-	-	-	-
1,080,000	OWA	Orc, Shambling Undead, High Elf, Skaven	-	-	Snotlings	-
1,100,000	-	Dark Elf	Humans  Nurgle	-	-	-
1,140,000	Wood Elf	Vampire	Necromantic Horror	Chaos Chosen  Imperial Nobility  Tomb Kings 	-	Chaos Renegade
1,160,000	-	-	Brettonia  	Khorne Chaos Dwarf 	Black Orc  Goblins	-
1,180,000	-	Lizardmen	Halflings  Slann	-	Elven Union	Ogres  
1,200,000	-	Norse  Gnomes 	-	-	Dwarf 	-

### Stacking & Star Player Key

 = Team can stack a maximum of two skills on one player.

  = Team can stack a maximum of two skills on up to two players.

 = Team is allowed to take one Star Player.

# Skill Purchase Costs

You must spend your allocated SPP budget to purchase skills. Random skills and characteristic improvements are strictly forbidden.

**1st Primary Skill:** 6 SPP

**1st Secondary Skill:** 10 SPP

**2nd Primary Skill:** 8 SPP

**2nd Secondary Skill:** 12SPP

## Elite Skills

Certain exceptionally powerful skills are designated as Elite Skills. Purchasing an Elite skill costs an additional 2 SPP on top of the base cost listed above. There are no restrictions on the total number of Elite skills your team can take, provided you have the SPP budget to afford them.

## Allowed Inducements

You can buy the following inducements using your starting Gold Budget. No other Blood Bowl Rulebook or Death Zone inducements are permitted.

**Team Mascot:** 25,000 GP


**Blitzer's Best Kegs:** 50,000 GP (Max 0-2)

**Bribes:** 100,000 GP (50,000 GP for Bribery & Corruption teams) (Max 0-3, 0-6 for Bribery & Corruption)

**Riotous Rookies:** Riotous Rookies: 150,000 GP (Ogre and Snotling teams only)

**Halfling Master Chef:** 300,000 GP (100,000 GP for Halfling Teams)

## Star Players

One Star Player can be induced only by teams marked with  on the Tier list. Star Players count towards the minimum of 11 rostered players required.

You cannot hire the same Star Player twice within a squad; there can only be one instance of any specific Star Player across all 6 teams in your squad.

**Banned Star Players (Cannot be hired by any team):**

Cindy Pie whistle, Griff Oberwald, Ivar Eriksson, Jordell Freshbreeze, Maple Highgrove, Scyla Anfigrimm, Skrogr Snowpelt, Swiftvine Glimmershard, and Thorsson Stoutmead.

# Individual Scoring & Tiebreakers

Coaches will be awarded points for their individual games as follows:

**WIN:** 5 Points

**DRAW:** 2 Points

**LOSS:** 0 SPP

**CONCESSION:** -5 Points (Recorded as a 3-0 Touchdown and 3-0 Casualty Loss)

## Individual Tiebreaker

- ▷ Least Touchdowns Taken (Conceded)
- ▷ Opponent Score
- ▷ Net Touchdowns
- ▷ Net Casualties (Includes all casualties caused during a game, e.g., failed dodges, secret weapons, crowd surfs)
- ▷ Random Draw

# Squad Scoring & Tiebreakers

A squad wins a round if its 6 active members gain more combined individual points than the opponent squad's 6 members.

**SQUAD WIN:** 5 Points

**SQUAD DRAW:** 2 Points

**SQUAD LOSS:** 0 SPP

## Squad Tiebreaker

- ▷ Squad Points
- ▷ Coach Points (Total individual points earned by all squad members)
- ▷ Opponent Score
- ▷ Net Touchdowns
- ▷ Net Casualties
- ▷ Random Draw



# Printing, Base Colouring & Skill Markings

All miniatures must be painted to a minimum "tabletop standard", meaning each major element is painted appropriately and bases are finished with texture, flock, or appropriately painted. Bare metal, unpainted plastic, or primed-only miniatures are strictly forbidden.

To ensure different player types are easily identifiable, we strongly suggest using the following colour conventions for base rims:

- **LINEMAN:** Grey or Black
- **BLITZER:** Red
- **THROWER:** White
- **CATCHER / RUNNER:** Yellow
- **BLOCKER:** Green

Additional skills must be clearly identified on the miniature. The official tournament skill colour conventions are:

- **BLOCK:** Blue
- **DODGE:** Yellow
- **GUARD:** Green
- **MIGHTY BLOW:** Red
- **WRESTLE:** White
- **TACKLE:** Orange

# Timekeeping & Conduct

All games have a strict time limit of 2 hours and 15 minutes. If requested by either coach, a chess clock must be implemented immediately, dividing the remaining time by 2. Once time ends put the dice down and report the result as it currently stands.

Blood Bowl can be emotional, but there is a zero-tolerance policy for verbal abuse or disruptive behavior. Referees will enforce the following penalties for time-wasting or poor conduct:

**1st OFFENCE:** Official Warning

**2nd OFFENCE:** 2-Point deduction from the offending coach's score.

**3rd OFFENCE:** Immediate ejection from the tournament.

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