

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

MALTA 2027

THE OFFICIAL  
**Rules Pack**  
V1.0



# 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. Undead, Necromantic, 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.

## 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 before inducing 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	Nurgle	-	-	-
1,140,000	Wood Elf	Vampire	Necromantic Horror	Chaos Chosen   Imperial Nobility  Tomb Kings 	-	Chaos Renegade
1,160,000	-	-	Brettonia   Chaos Dwarf 	Khorne	Black Orc   Goblins	-
1,180,000	-	Lizardmen	Halflings  Slann	-	Elven Union	Ogres  
1,200,000	-	Humans   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 a 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.

**Assistant Coaches:** 10,000 GP

**Cheerleaders:** 10,000 GP

**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:** 100,000 GP (Ogre and Snotling teams only)

**Halfling Master Chef:** 300,000 GP (100,000 GP for Halfling Thimble Cup teams)

## Star Players

Star Players can only be induced by teams marked with a hash (#) on the Tier list, and only after 11 regular players have been rostered.

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 or 7 teams in your squad. If two opposing squads field the exact same Star Player in a match against each other, the Star Player double-books and neither team may use them for that game.

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

Cindy Piewhistle, 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 or flock. 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

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.

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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