

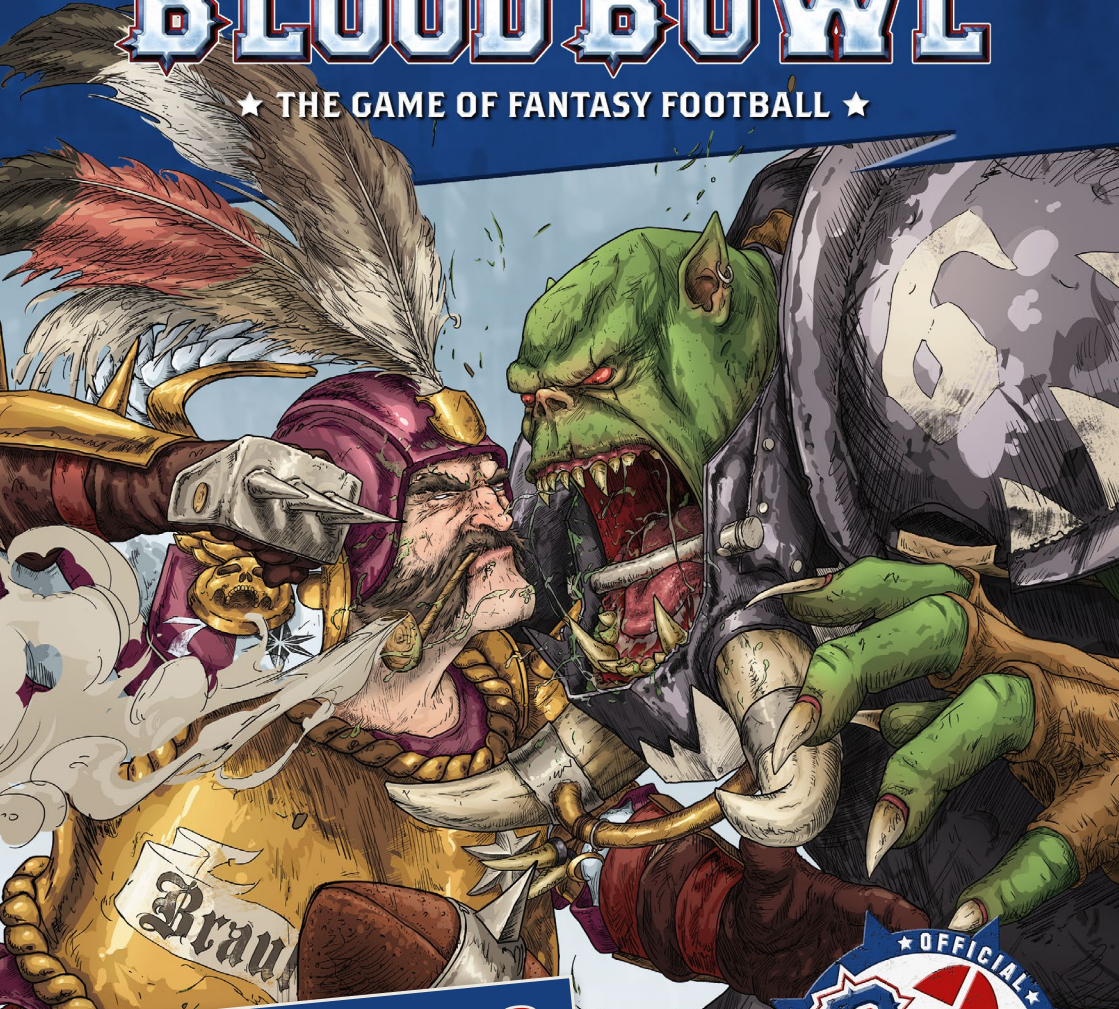


MATCHED PLAY

WARHAMMER WORLD

# BLOOD BOWL

★ THE GAME OF FANTASY FOOTBALL ★



**BUGMAN'S  
BELTER**  
WARHAMMER WORLD



# BUGMAN'S BLOOD BOWL BELTER 2025

## FOLLOWED BY SUPER BOWL LIX VIEWING PARTY

“Hello sports fans, I’m Jim Johnson”

“And I’m Bob Bifford, and oh boy do we have a treat for you”

“That’s right, Bob, it turns out the Goblins weren’t up to their usual tricks, and the rumours of an overnight sports spectacular returning are true!”

“Frankly, Jim, I can’t wait. The coaches will be in for a real treat, fresh from their winter slumber and ready for some fantastic Blood Bowl action and plenty of carnage!”

“Certainly, Bob, so if it sounds like you’re the coach to play all evening long and bring a team to victory, pick up your stadium pass and we’ll see you on the pitch!”

**J**oin us for the Bugman’s Belter, a one evening event for Blood Bowl coaches to play a series of games against like minded opponents, before enjoying action from Super Bowl LIX live in Bugman’s Bar! Whether you’re aiming to win the Bugman’s Belter or here to relax and enjoy yourself under Josef Bugman’s roof, the night promises to be great. Pull up your socks and bite down on your mouthguard, as it’s time for the Bugman’s Belter!

### **Jump to:**

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## 1.0 EVENT ESSENTIALS

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**System:** Blood Bowl Matched Play

**Registration:** February 09th 2025

**Location:** Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS

**Team Draft Budget:** 1,200,000 gold pieces

**Team Selection:** As described in Blood Bowl The Official Rules and the Blood Bowl Matched Play Guide, in addition to current and in print supplements, Spike! Journals plus Blood Bowl Teams of Legend and all up-to-date FAQs and Errata. Publications released up to one week prior to the event may also be used. All contents from Blood Bowl Death Zone are NOT in use at this event

**Number of Games:** 3

**What to Bring:** Models, Team Draft lists, dice, templates and rulebooks  
We will provide pitches and dugouts.  
If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.

**Refreshments:** Lunch is included both days of the event. A water machine for refilling bottles is present in the gaming hall. Drinks, snacks & additional meals are available to purchase from Bugman's Bar.

If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.

**Other Activities** Evening meal is provided  
Free Access to the Warhammer World Exhibitions  
Painting Competitions  
Super Bowl LIX watch party in Bugman's Bar

## 2.0 CREATING YOUR TEAM AND PAINTING

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### 2.1 DRAFTING YOUR TEAM

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Teams are drafted as described on pages 30-35 of the Blood Bowl Rulebook with the following exceptions:

- The Team Draft budget is 1,200,000 gold pieces.
- All contents from Blood Bowl Death Zone are not in use at this event
- The Additional Rules from pages 24 - 29 of the Blood Bowl Matched Play Guide are not in use at this event
- You may spend gold pieces on additional Dedicated Fans, up to a maximum of 6, at the cost of 10,000 gold pieces per Dedicated Fan purchased.
- Any gold pieces not spent will be lost, and you will not be able to choose any additional Inducements to make up any difference between your Team Value and that of your opponent. With that in mind, it is always beneficial to spend that last little bit of gold on the likes of Dedicated Fans, Assistant Coaches or Cheerleaders!
- All Inducements (excluding those from Blood Bowl Death Zone) are allowed. Inducements must be purchased from your Team Draft budget during team drafting and are permanently added to your Team Draft list for the event.

Note, your team will remain the same for all of the games you play at the event, so there is no need to track any SPP earned during your games. However, there are plenty of awards to be won, so make sure to keep track of things like how many of your players get Sent Off and the number of Casualties you inflict!

### 2.2 SKILL POINTS

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After you have drafted your team you are able to give them some additional Skills for the duration of the event. Coaches will receive a number of Skill Points they can spend depending on the Tier of the team they are playing, as listed below.

<b>Tier of Team</b>	<b>Number of Skill Points</b>
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Tier 1	6
Tier 2	8
Tier 3	10

## **2.0 CREATING YOUR TEAM AND PAINTING(CONT)**

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### **2.2 SKILL POINTS(CONT)**

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The tiers of the teams are constantly being assessed to provide the most up-to-date and accurate distribution of teams in each tier. You can find the most recent Tier List to use in the Blood Bowl FAQ and Errata found here:

<https://www.warhammer-community.com/en-gb/downloads/blood-bowl/>

Purchasing a Primary Skill for a player will cost 1 Skill Point. There is no limit to the number of Primary Skills a team can purchase, so long as they have Skill Points remaining.

Purchasing a Secondary Skill for a player will cost 2 Skill Points. Teams are limited to the number of Secondary Skills they can purchase depending on their Tier. A Tier 1 team can have a maximum of 1 Secondary Skill on the team, a Tier 2 team can have a maximum of 2 Secondary Skills on the team, and a Tier 3 team can have a maximum of 3 Secondary Skills on the team.

Each player can only be given a single additional Skill, though there is no limit to the number of times a particular Skill can be chosen – so long as no player is given more than one Skill and you have Skill Points remaining, of course. Additionally, Star Players cannot be given additional Skills under any circumstances.

It's important to note that, unlike in a league, Skills purchased for Matched Play do not add to a player's value and as a result their Team Value will not increase

### **2.3 STAR PLAYERS**

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- Star Players may be induced, but a team must include a minimum of 11 players before adding any Star Players. Star Players will also cost a number of Skill Points, which are outlined below.
- If both coaches have induced the same Star Player or member of (In)Famous Coaching Staff, both coaches will still get to use them during the course of the game and duplicates do not cancel each other out. Assume that the one appearing on the losing team was an imposter!!

Skill Points must also be spent if a team wishes to induce a Star Player onto their team. If a team wishes to take a Star Player they must pay the cost in gold pieces as described earlier, and also spend 2 of their Skill Points to have them on their team. Tier 1 teams may have a maximum of 1 Star Player on their team, while Tier 2 or Tier 3 teams can have a maximum of 2 Star Players on their team.

## 2.0 CREATING YOUR TEAM AND PAINTING(Cont)

### 2.3 STAR PLAYERS

Some Star Players have such an impact on the game that they are classed as Mega-stars. Mega-stars cost 4 Skill Points rather than the usual 2 Skill Points. Megastars like to be the star of the show, and don't like to have to share the limelight with anyone else who is considered to be their equal. A team may only ever have a single Mega-star on their Team Draft roster.

Which Star Players are classed as Mega-stars is something that is constantly being assessed to provide the most up-to-date and accurate representation of their impact on the game. You can find the most recent list of Mega-stars in the Blood Bowl FAQ and Errata here:

<https://www.warhammer-community.com/en-gb/downloads/blood-bowl/>

Below is a table summarising the breakdown of what Skills Points can be spent on, and some examples of how different teams may spend them.

Note: Teams may still only ever have a maximum of 2 Star Players, including Mega-stars.

Skill Points Example: Jay is taking a Wood Elf team to the tournament. As this is a Tier 1 team, Jay has 6 Skill Points to spend. He decides to give one of his Wardancers Strip Ball as a Primary Skill for 1 Skill Point, and another Wardancer Sidestep as a Primary Skill for 1 Skill Point. He then gives his Loren Forest Treeman Grab for 1 Skill Point, and one of his Wood Elf Linemen Wrestle for 1 Skill Point. Jay then spends his last two Skill Points to have Akhorne the Squirrel as a Star Player.

	<b>Primary Skill</b> (1 Skill Point)	<b>Secondary Skill</b> (2 Skill Points)	<b>Star Player</b> (2 Skill Points)	<b>Mega-Star</b> (4 Skill Points)
<b>Tier 1</b> (6 Skill Points)	No limit	Maximum 1	Maximum 1	Maximum 1
<b>Tier 2</b> (8 Skill Points)	No limit	Maximum 2	Maximum 2	Maximum 1
<b>Tier 3</b> (10 Skill Points)	No limit	Maximum 3	Maximum 2	Maximum 1

## 2.4 MODELLING AND PAINTING

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. Painting your miniatures, taking them from bare plastic to fully realised warriors, is also one of the most satisfying parts of the Warhammer hobby.

With this in mind, all miniatures in your collection must be Games Workshop or Forge World miniatures (excluding basing or scratchbuilt components), and be fully assembled and painted to a Battle Ready standard. Battle Ready models have their main areas coloured and a simple finish on their bases. Check out our Battle Ready tutorials for inspiration or head to your [local Warhammer store](#) where the friendly staff can help you find the paints you need and answer your questions. Below are some examples of models painted to a Battle Ready standard. Each model must accurately represent its entry on your Team Draft list.

Many players “scratch build” or heavily convert elements of their model collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit from converted models, but may incur penalties.

For any converted or scratch-built models, you must seek permission to use them from [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com), including photos of the models in question where possible, at least two weeks before the event.

If you do not obtain permission for conversions before this date, you run the risk of them being removed from play, or possibly incurring score penalties.

As with other exceptions, if you wish to have a model reviewed, please email [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com) for approval.



## 3.0 EVENT FORMAT

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### 3.1 THE GAMES

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During Bugman's Belter, coaches will play three games of Blood Bowl, each with two and a half hours permitted. We expect all games to be played within this time schedule, so it might be worth getting some practice games in beforehand! At the end of each round, you will need to submit your results as promptly as possible so as to not delay the following round.

Bugman's Belter will follow the recommended Scoring & Tiebreakers system, Pairings system, Prayers to Nuffle and Post-Match sequence found in the Blood Bowl Matched Play Guide.

### 3.2 SPEED OF PLAY

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As each round lasts two and a half hours, we feel this is plenty of time to play a game of Blood Bowl. However, if you feel that an opponent is taking unreasonably long turns, please call a referee. As a good rule of thumb, try and get your turns to be no more than four minutes each and try not to dawdle during the pre-match sequence!



### 3.3 FAVOURITE GAME VOTE

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After your final game please vote for the opponent who gave you the most enjoyable game during the event. This might be because they were really fun to play against, tested your Blood Bowl skills fully, or it was a super-close game with exciting highlights.

The player with the most Favourite Game votes will be awarded The McMurdy's Fair Play Award at the end ceremony.

### 3.4 PAINTING COMPETITION

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During the evening break we will hold the Favourite Team painting competition to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable. The competition is open entry, though to enter you must have done the building and painting yourself and the models must be from the Team you are using at the event. Peer judging will take place with the winner earning the Favourite Team award.

The Events Team may specify additional requirements during the event for any unusual or particularly large entries. If you have any queries regarding the competitions, feel free to contact us before the event



## 3.0 EVENT FORMAT (CONT.)

### 3.5 EVENT SCHEDULE

#### SUNDAY 09TH FEBRUARY 2025

12:30 - 13:30	Registration in Bugman's
13:30 - 13:45	Event Briefing
13:45 - 16:15	Game 1
16:15 - 16:45	Break
16:45 - 19:15	Game 2
19:15 - 20:15	Evening meal and Best Team Painting Competition
20:15 - 22.45	Game 3
23:15 - late	Awards Ceremony, Super Bowl XLVIII Coverage begins

### 3.6 A NOTE ON LATENESS

Should you arrive late to Round 1 of the event, you may lose your spot to a person on the waitlist. Assuming your spot is still available, you will be paired with any other late arrivals (again, where relevant) with a mandate to complete your game in the remaining round time. A subsequently incomplete game may result in point penalties.



## **3.0 EVENT FORMAT (CONT.)**

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### **3.7 EVENT AWARDS (OR THE GLITTERING PRIZES)**

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At the end of the Bugman's Belter we will conduct an Awards Ceremony to celebrate coaches' prowess for 2025! The following awards are available:

**FIRST PLACE:** For the coach who finishes first in the rankings.

**SECOND PLACE:** For the coach who finishes second in the rankings.

**THIRD PLACE:** For the coach who finishes third in the rankings.

**THE STUNTY CUP:** For the coach who places highest in the rankings with a Tier 3 team.

**MOST SPORTING COACH:** For the coach who receives the highest number of Favourite Opponent votes. We consider this to be the most important award of all

**BEST PAINTED TEAM (1st, 2nd and 3rd):** For the coaches who are determined to have the best painted teams.

Blood Bowl is an unpredictable game at the best of times and all manner of wonderfully weird situations regularly arise. As a result, it is often good to have a number of 'less serious' awards on offer for coaches to compete for – though, in our experience, these are the ones that most coaches really care about! At the Bugman's Belter we will award the following prizes:

**GRIFF OBERWALD'S GOLDEN GLOVES:** For the team that scores the most touchdowns across the entire event.

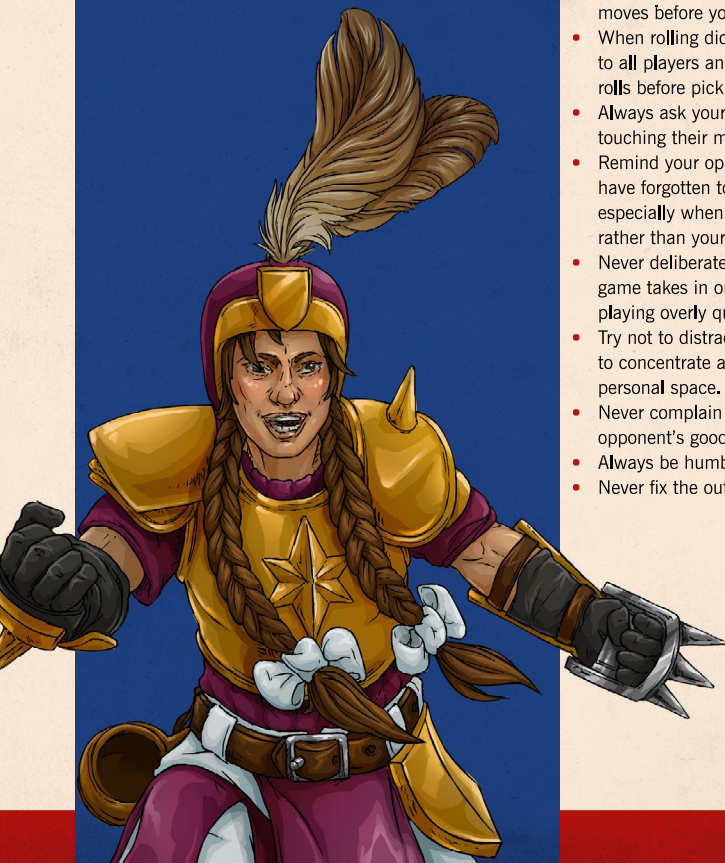
**MIGHTY ZUG'S WALL O' STEEL:** For the team that conceded the fewest number of touchdowns across the entire event.

**MAX SPLEENRIPPER'S CARNAGE CUP:** For the team that inflicts the most casualties as a result of Blitzing, Blocking, or pushing opposition players into the crowd across the entire event.

**MATRON MCGEARY'S MOST PATCHED-UP:** For the team that has had the most casualties inflicted upon them as a result of Blitzing, Blocking, or having their players pushed into the crowd across the entire event.

# CODE OF CONDUCT

**A**s the old adage goes: "It's not the winning or losing that counts, but the way you play the game!". Blood Bowl is designed with this in mind and is intended to be played in a fun, generous manner; one where fair play, good humour and showing respect for one another are paramount. As such, we have provided a series of important principles that we expect all Blood Bowl coaches to uphold at all times. After all, the most important thing is that everyone involved has a thoroughly enjoyable time during the course of the game – that way, every bone-crunching tackle, spectacular weaving run and pinpoint pass means that little bit more!



## CARDINAL RULES

- Always be polite and respectful to your opponent at all times.
- Always tell the truth and never cheat.

## IMPORTANT PRINCIPLES

- Make a respectful gesture to your opponent before the game begins, such as wishing them good luck, offering a handshake, etc.
- Avoid using language that your opponent or those around you may find offensive.
- Arrive on time for your game with all of the things you need to play.
- Offer your opponent the chance to examine your team roster before the game begins.
- If your opponent has any questions or queries about your roster, you should answer them truthfully and ensure your opponent understands the answer.
- Ensure that your opponent is aware of any Inducements, or other special rules your team has, and that they know what they do.
- When counting out the number of squares a player is moving, do so carefully and accurately. You should also allow your opponent the opportunity to check any moves before you move any models if they wish.
- When rolling dice, make sure they are clearly visible to **all** players and allow your opponent to examine the rolls before picking up the dice.
- **Always** ask your opponent's permission before touching their models.
- Remind your opponent about any rules they may have forgotten to use, or they have used incorrectly, especially when doing so is to your opponent's benefit rather than your own.
- Never deliberately manipulate the amount of time a game takes in order to gain an advantage, either by **playing overly** quickly or by wasting time.
- Try not to distract an opponent when they are trying to concentrate and always ensure you respect their personal space.
- Never complain about your own bad luck or your opponent's good luck.
- **Always** be humble in victory and graceful in defeat.
- Never fix the outcome of a game for any reason.

## 4.0 THE PLAYER'S CODE & POLICIES

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### 4.1 JUDGES

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Event staff will be prominently visible in the tournament hall throughout the event and hold the final say on all game rules and tournament issues. Individual rulings, however, are never binding precedent – it's a game, not a court of law. Rulings will always be based on correct rules interpretations rather than adhering to previous precedent. When calling for assistance, please be prepared to provide any relevant rules to the particular question.

### 4.2 A NOTE ON ACTIVE JUDGING

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At Warhammer World, judges are empowered to actively stop instances of illegal play, with or without a player's specific request for intervention. If a player has concerns at any point, they are always welcome and encouraged to call a judge. While we will not have judges at every table, and we cannot stop every instance of a minor misplay, our goal here is to make sure all the games at Warhammer World are enjoyable for everyone.



## 5.0 CONTACT US

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If you wish to ask any questions, discuss any conversions or to find out more about our events, please feel free to get in touch with us at [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com).

Catch up on all the latest Warhammer World news by finding us on Facebook at Games Workshop: Warhammer World.

For more information on our event privacy policy, please follow the link provided here: [Privacy Policy](#)

