

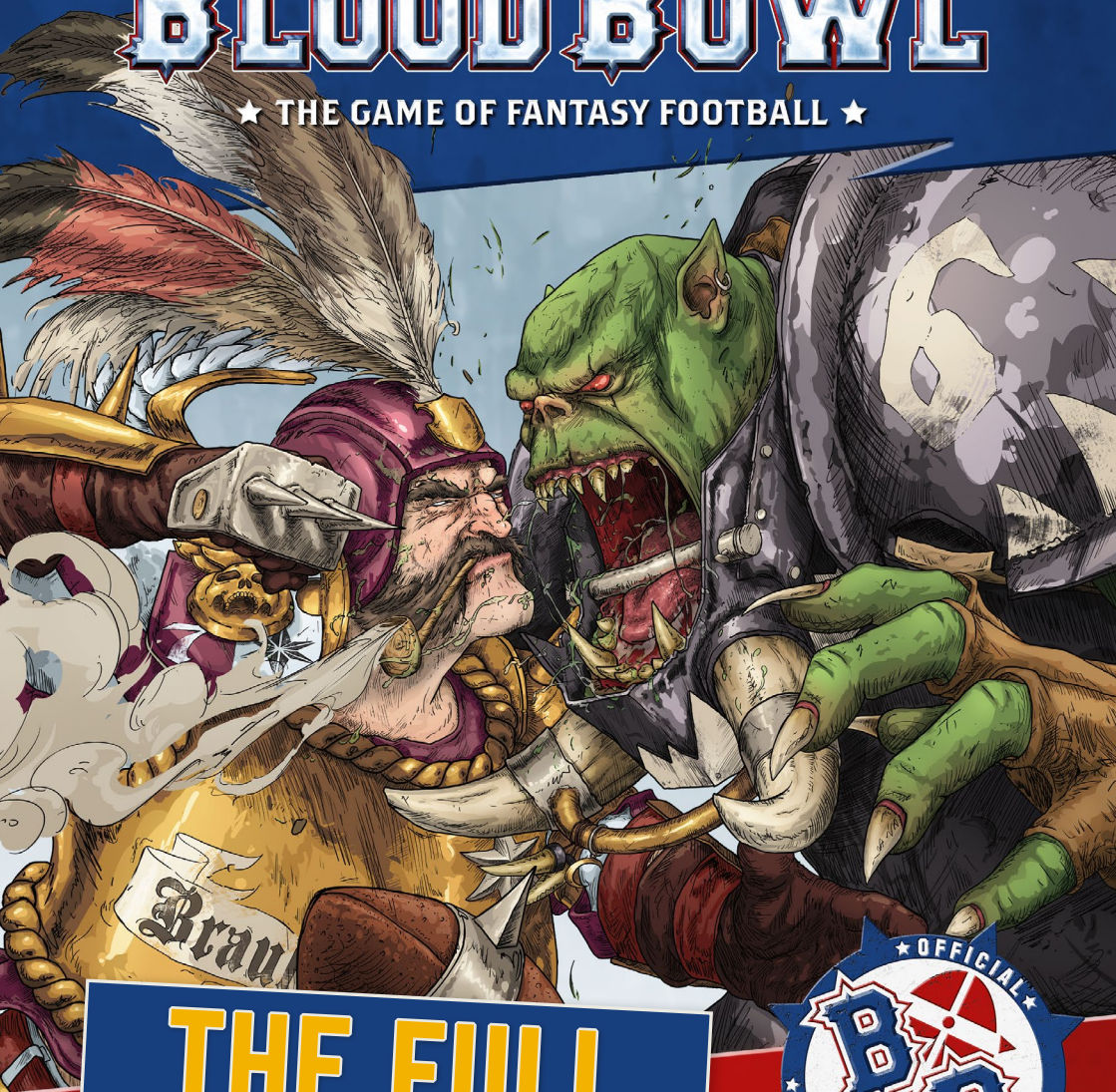


MATCHED PLAY

WARHAMMER WORLD

BLOOD BOWL®

★ THE GAME OF FANTASY FOOTBALL ★



THE FULL
BEARD CUP

WARHAMMER WORLD



BLOOD BOWL FULL BEARD CUP 2025

The Blood Bowl Full Beard Cup is back for the 2025 season! At Warhammer World's premier Blood Bowl tournament, coaches assemble their teams and descend upon our Events Hall for a weekend filled with jaw-dropping touchdowns, bone-breaking blocks and all-round fantasy football enjoyment! Whether you're rewriting the playbook to win it all, or looking to relax under Josef Bugman's roof, the weekend promises to be one like no other. Pull up your socks and bite down on your mouthguard, the Full Beard is back!

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1.0 EVENT ESSENTIALS

System: Blood Bowl Matched Play

Registration: Saturday 16th August 9:00 AM

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

Team Draft Budget: 1,100,000 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: 5

What to Bring: Models, Team Draft lists, dice, templates and rulebooks
We will provide pitches and dugouts.

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 Free Access to the Warhammer World Exhibitions
Painting Competition

2.0 CREATING YOUR TEAM AND PAINTING

2.1 DRAFTING YOUR TEAM

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

- The Team Draft budget is 1,100,000 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!

2.1.2 SKILL POINTS

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.

Tier of Team	Number of Skill Points
Tier 1	6
Tier 2	8
Tier 3	10

2.0 CREATING YOUR TEAM AND PAINTING CONT.

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: www.warhammer-community.com/blood-bowl-downloads/

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

2.1.3 STAR PLAYERS

- 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.

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](#):

www.warhammer-community.com/blood-bowl-downloads/

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 Full Beard Cup. 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.

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

2.2 MODELLING AND PAINTING

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. With this in mind, all miniatures in your collection must be Games Workshop or Forge World miniatures (excluding basing or scratch-built (see below) components), and be fully assembled and painted to at least a Battle Ready standard. More information on Battle Ready can be found at Warhammer-Community.com.

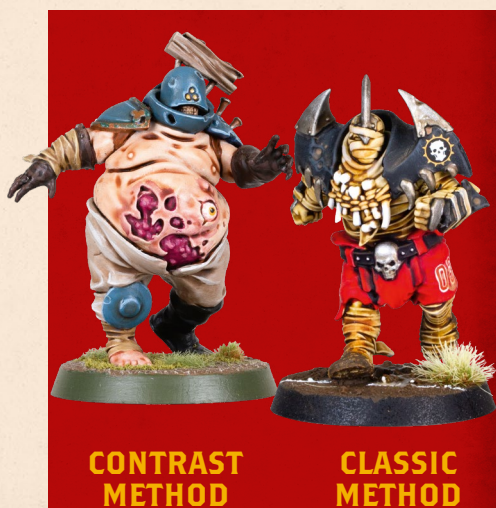
Each model must accurately represent its entry on your Team Draft list.

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 whworlddevents@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 whworlddevents@gwplc.com for approval.



3.0 EVENT FORMAT

3.1 THE GAMES

During the Full Beard Cup, coaches will play five 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.

The Full Beard Cup will follow the recommended Scoring & Tiebreakers system, Pairings system, Prayers to Nuffle and Post-Match sequence as found in the Blood Bowl Matched Play Guide.

3.1.2 SCORING

The Full Beard Cup uses a system of Cup points to determine who will be the winner of the event. You earn Cup points from your games in the following way:

- Win a game: 2 points
- Draw a game: 1 point
- Lose a game: 0 points

There are also bonus points available each game for the following:

- Score 3 or more touchdowns: 1 point
- Concede 0 touchdowns: 1 point
- Cause 3 or more Casualties (counting only those that would normally award Star Player Points): 1 point

For example, the Werewolfenheim Wanderers defeated the Holzbeck Heralds 3-0. The Werewolfenheim Wanderers earn Cup points for winning the game (2 points). They then earn bonus points for scoring 3 touchdowns (1 point) and conceding 0 touchdowns (1 point). The Holzbeck Heralds only score 1 bonus point, as they managed to inflict 4 Casualties on the Werewolfenheim Wanderers.

These will act as the tiebreakers to split players if they end up on the same number of Cup points.

3.1.3 CONCEDED

Sometimes the games just don't go your way! Your players are beaten, broken or worse, your apothecary is patching players up left, right and centre, and the crowd is turning against you for a poor performance. Nonetheless, you play on, determined to scrape something from the match! Even if you are losing, we would ask all players to play to the end of the game; real-world sports teams don't quit the pitch when the game is going badly, and nor should Blood Bowl teams. However, if you do concede the following things happen:

- The game ends immediately.
- The coach that conceded automatically scores 0 Cup points and 0 Bonus Points for their result.
- The coach that won counts as having scored the maximum number of Cup points and Bonus Points for that game.

You should still record all your touchdowns, Casualties etc.

3.0 EVENT FORMAT (CONT.)

3.2 SPEED OF PLAY

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 INJURIES

Because all the players are utterly psyched for this event and will let nothing short of death stop them (and even then, it won't stop everyone), all your players are pulled back from the brink by liberal use of under-the-counter Goblin mushrooms, life magic, daemonic pacts, pig-headedness, necromancy, a healthy dose of Bugman's XXXXX – you name it! This means that at the end of each round, your team fully recovers for the next game. This is to make sure no team gets heinously destroyed in the first match, and allows all the coaches in the cup to get some good games in without having to worry about their favourite player getting their head smashed in – beyond the normal boundaries of a Blood Bowl match, of course!

3.3.1 ACQUIRING ADDITIONAL PLAYERS DURING THE GAME

Any additional players acquired during a game such as by the Plague Ridden trait, or Masters of Undeath special rule, will only be available until the end of the game in which they are acquired and cannot be added to your Team Draft list after the game.

3.4 HOW TO WIN THE FULL BEARD CUP

At the end of the event, the coach who has earned the most Cup points (see 3.2 Scoring) overall will lift the Full Beard Cup and be named the 2025 Champion! If any players are on the same number of Cup points they will then be split using the total number of bonus points they have achieved. If players are still tied we will use the highest touchdown difference (touchdowns scored minus touchdowns conceded) as a secondary sorter, followed by the total number of touchdowns scored as a third sorter. The final tiebreaker is the total number of casualties caused.

3.5 FAVOURITE GAME VOTE

At the end of the event, we ask you to vote for the two opponents who each gave you the most enjoyable game over the weekend. 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.



3.0 EVENT FORMAT (CONT.)

3.6 PAINTING COMPETITIONS

During the lunch break on Sunday we will hold the Best 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 Best 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

Please note that in order to win a Painting Competition, you must have done the building and painting yourself.

3.7 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.

3.7 EVENT SCHEDULE

SATURDAY 16TH AUGUST

09:00 - 10:00	Registration in Bugman's Bar
10:00 - 10:15	Event Briefing
10:15 - 12:45	Game 1
12:45 - 13:45	Lunch
13:45 - 16:15	Game 2
16:15 - 16:45	Break
16:45 - 19:15	Game 3
20:00	Warhammer World Closes

SUNDAY 17TH AUGUST

09:00 - 10:00	Bugman's opens for breakfast
10.00	Events hall and stores open
10.15 - 12.45	Game 4
12:45 - 13:45	Lunch and the Best Team Painting Competition
13:45 - 16:15	Game 5
16.15 - 17.00	Break
17.00	Awards presentation
18.00	Warhammer World Closes

3.0 EVENT FORMAT (CONT.)

3.8 EVENT AWARDS (OR THE GLITTERING PRIZES)

At the end of the Full Beard Cup we will conduct an Awards Ceremony to celebrate coaches' prowess for 2025!

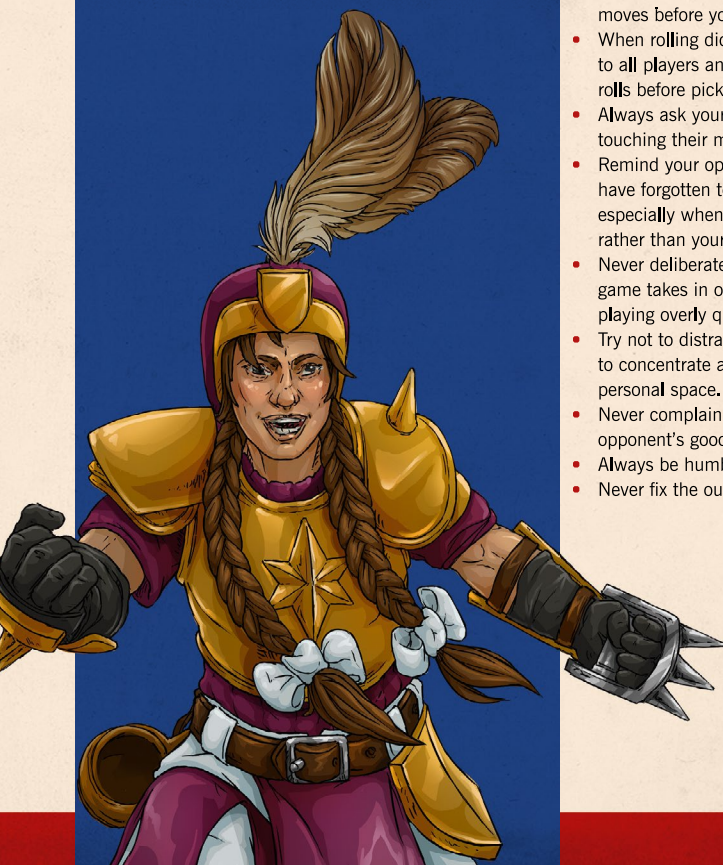
The following awards will be on offer:

- Favourite Team (first, second and third) as voted by you, for the most impressive-looking teams.
- Griff Oberwald's Golden Gloves, for the coach who scored the most touchdowns.
- Max Spleenripper's Carnage Cup, for the coach who caused the most Casualties as a result of Blocking, Blitzing, or injuries caused by the fans after a Crowd Surfing incident (Crowd Surfing is the name given to successfully pushing an opponent off the pitch and into the crowd). Casualties caused by Secret Weapons or Foul actions do not count, nor do self-inflicted Casualties caused by failed Dodges or Rushing.
- Da Stunty Cup, for the coach of a Tier 3 team who ranks highest
- The McMurty's Fair Play Award, for the coach who received the most Favourite Game votes.
- The Quarter Beard Cup, for the coach who finishes 3rd overall.
- The Half Beard Cup, for the coach who finishes 2nd overall.
- The Full Beard Cup, for the coach who finishes 1st overall.



CODE OF CONDUCT

As 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

4.1 JUDGES

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

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

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.

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](#)

