

WARHAMMER®
BLOOD BOWL™

★ THE GAME OF FANTASY FOOTBALL ★



FULL BEARD CUP

WARHAMMER® WORLD



BLOOD BOWL FULL BEARD CUP 2026

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

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1.0 EVENT ESSENTIALS

System:	Blood Bowl Matched Play
Registration:	09:00am on Saturday 30 May 2026
Location:	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
Team Draft Budget:	1,150,000 gold pieces
Team Selection:	According to the <i>Blood Bowl: The Official Rulebook – Third Season Edition!</i> , plus any current and in-print supplements, and all up-to-date FAQs and Errata. Publications released up to one week before the event may also be used.
Number of Games:	Five
What to Bring:	Miniatures, Team Draft lists, dice, tokens, templates, and rulebooks. Pitches and dugouts will be provided. Electronic devices in use to reference official rules must be charged and available at all times.
Refreshments:	Lunch is included. A water refill station is available in the Gaming Hall. Drinks, snacks, and additional meals are available to purchase from Bugman's Bar.



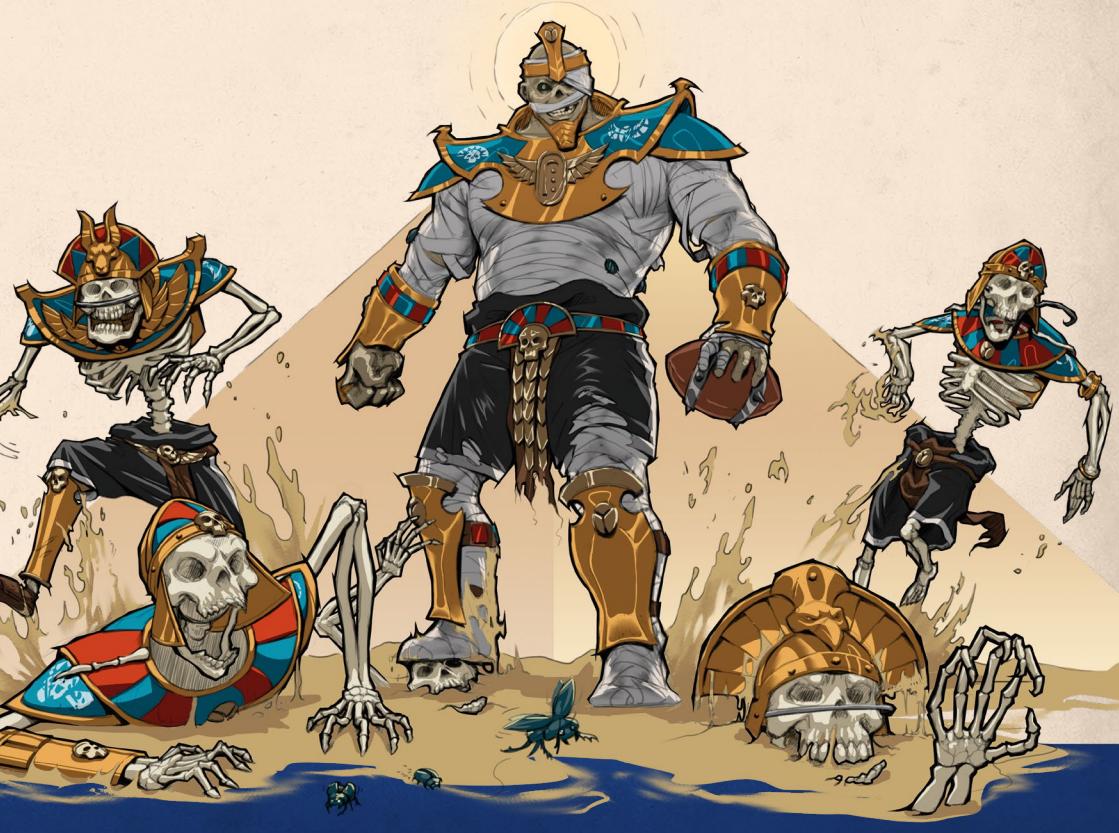
2.0 CREATING YOUR TEAM

2.1 DRAFTING YOUR TEAM

Teams are drafted as described on pages 84-91 and 110-113 of the *Blood Bowl: The Official Rulebook – Third Season Edition!*. For this event, the Team Draft budget is 1,150,000 gold pieces.

Note that the number of Skill points available for you to spend on additional skills and/or recruiting Star Players (as described on pages 112-113 of the official rulebook) will vary depending on the Tier of your team. As these Tiers can change over time, you can find the current Tier list, along with the list of Star Player Mega-Stars, available to download on warhammer-community.com.

Your team will remain the same for all of the games you play at the event, so there is no need to track any Star Player Points earned during your games.



2.2 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 you bring to the event must be Games Workshop or Forge World miniatures – excluding basing or scratchbuilt components – and be fully assembled and painted. The friendly staff at your [local Warhammer store](#) can help you find the paints you need and answer your questions.

For your miniatures to be considered suitable for events and tournaments, they should have their main areas coloured, and no primer should be left visible and unpainted. All bases must also be textured with a simple finish, and base rims should be neatly painted. Below are some examples of miniatures painted to a standard suitable for events.



Remember that in a tournament setting, What You See Is What You Get – WYSIWYG. Each miniature must accurately represent its entry on your Team Roster.

Many coaches scratch-build, or heavily convert, elements of their miniatures collection – this is a hallowed part of Warhammer hobby history.

You must seek permission from whworldevents@gwplc.com for any converted or scratchbuilt miniatures, including photos of the miniatures in question if possible, at least two weeks before the event.

If you do not get permission for conversions beforehand, you run the risk of them being removed from play or incurring score penalties.

3.0 EVENT FORMAT

3.1 THE GAMES

During the Full Beard Cup, coaches will play five games of Blood Bowl, each lasting no more than two hours and thirty minutes. We expect all games to be played within this time frame, so it's worth getting some practice games in beforehand! At the end of each round, you will need to submit your results as quickly as possible to avoid delaying the following game.

3.0 EVENT FORMAT (CONT.)

3.1.1 SCORING

The Full Beard Cup uses a system of Tournament points to determine the winner of the event. You earn Tournament 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 Tournament 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 tiebreakers to split coaches if they end up with the same number of Tournament points.

Ranking

Coaches are ranked according to how many Tournament points they have. The more Tournament points a coach has, the higher they are in the rankings! If any coaches have the same number of Tournament points, they will be split using the total number of bonus points they have. If coaches 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.

Pairings

Your first opponent will be chosen at random, and for your remaining games, you will be paired against an opponent with a similar ranking to you.

Best Coast Pairings

Best Coast Pairings will be used throughout the event. We recommend familiarising yourself with the software to speed up registration on the day.

Online registration will open during the week before the event, and the event link will be emailed out to all players. This will be sent to the email address used to purchase the tickets. If you bought multiple tickets, please share details with others in your group.

Please note that it is not a requirement for you to sign up to use Best Coast Pairings. A member of the events team can register you in person on the day of the event.

You can find out more about Best Coast Pairings here: [Best Coast Pairings](#).

3.2 SPEED OF PLAY

Each game will last two and a half hours, plenty of time to play a game of Blood Bowl. If you feel that an opponent is taking unreasonably long turns, please call a referee. As a good rule of thumb, aim for your turns to be no more than four minutes each, and try not to waste time during the pre-match sequence!

3.3 FAVOURITE GAME VOTE

At the end of the event, we ask that you vote for the two opponents who gave you the most enjoyable games during the weekend. This might be because they were really fun to play against, tested your Blood Bowl skills fully, or created a super-close game with exciting highlights.

The coach with the most Favourite Game votes will be awarded the McMurry's Fair Play Award at the awards ceremony.

3.0 EVENT FORMAT (CONT.)

3.4 EVENT SCHEDULE

SATURDAY

09:00 - 10:00	Bugman's Bar opens, registration in the Gaming Hall
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

09:00 - 09:50	Bugman's Bar opens for Sunday registration*
10:00 - 12:30	Game 4
12:30 - 13:30	Lunch and the Best Team painting competition
13:30 - 16:00	Game 5
16:00 - 17:00	Break
17:00	Awards ceremony
18:00	Warhammer World closes

*Sunday Registration

On Saturday evening, all coaches will be 'Checked out' of the event on Best Coast Pairings. Coaches will then need to re-register with the events team on Sunday morning to be checked back into the event. This is based on feedback from previous events, to ensure round four pairings only take present coaches into account. Round four pairings will be drawn at 09:50am. Any coaches who arrive after pairings have been determined will receive a score of zero for round four.

Arriving Late

Should you arrive late to the first game of the event, you may lose your spot to a coach on the Waitlist. Assuming your spot is still available, you will be paired with any other late arrivals and must complete your game in the original round time. A subsequently incomplete game may result in point penalties.

3.5 EVENT AWARDS (OR THE GLITTERING PRIZES)

At the end of the Full Beard Cup, we will conduct an awards ceremony to celebrate coaches' prowess at the event! The following prizes will be awarded:

- **First, Second, and Third place** among the Coaches that ranked highest.
- **Best 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 being pushed 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 4 team who ranks highest.
- **McMurty's Fair Play Award**, for the coach who received the most Favourite Game votes.

3.0 EVENT FORMAT (CONT.)

3.6 BEST TEAM PAINTING COMPETITION

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. 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 competition, feel free to contact us before the event.



4.0 THE COACH'S CODE AND POLICIES

At Warhammer World, the home of Games Workshop, we place great emphasis on playing excellent games with like-minded people. We expect coaches to play each game with a certain code of conduct to support this. When you arrive at your table for a game, greet your opponent, introduce yourself, offer them a copy of your Team Draft list, and start the game promptly. Coaches are expected to treat each other positively and demonstrate good sportsmanship.

4.1 JUDGES

Event staff will be visible in the Gaming Hall throughout the event, and will have 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 rule interpretations, rather than adhering to previous precedent. Be prepared to provide the events team with relevant rules relating to your questions when calling for assistance. If coaches do require us to make a ruling, the judge's decision is final.

4.2 ACTIVE JUDGING

At Warhammer World, judges are empowered to actively stop instances of illegal play – with or without a coach's specific request for intervention. If a coach has concerns at any point, they are encouraged to talk to a judge. While we will not have judges at every table, and we cannot stop every minor misplay, our goal here is to ensure every game played at Warhammer World is fair and enjoyable for everyone.

On rare occasions, coaches may intentionally or unintentionally make a rule or sportsmanship mistake during a heated or challenging game. Behaviour such as bullying, rules abuse, moving miniatures illegally, picking up dice before an opponent has the chance to see the results, lying to judges or opponents, or any other form of inappropriate conduct, can result in substantial in-game penalties. Coaches may also receive an automatic loss, permanent removal of parts of their team for the duration of the event, or removal from the event itself.

4.3 CONCEDING

We expect all coaches to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a coach does concede before the game has reached its natural conclusion, then the following will take place:

- The game ends immediately.
- The coach who conceded automatically scores 0 Tournament points and 0 Bonus Points for that game.
- The coach who won counts as having scored the maximum number of Tournament points and Bonus Points for that game.
- Players record all touchdowns, Casualties, etc.

If you have an emergency that means you can't proceed, let the events team know right away.

5.0 HEALTH AND SAFETY

At Games Workshop, the health and wellbeing of our staff, their families and loved ones, and the wider community in which we operate is important to us. When you attend one of our events, you can rest assured that we are doing everything within our power to make it as safe and enjoyable a time as possible.

At a minimum, Games Workshop will always follow government guidance in every area in which we operate.

6.0 CONTACT US

If you wish to ask questions, discuss conversions, or find out more about our events, feel free to get in touch with us via email 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 note, please follow the link provided here: [Privacy Policy](#)

