WARHAMMER

BLOOD BOWL

★ THE GAME OF FANTASY FOOTBALL ★



BLITZING SEVENS

★ OFFICIAL ★ BB ★ MERCHANDISE ★

BLOOD BOWL: BLITZING SEVENS

The Blitzing Sevens is a single-day tournament for Blood Bowl Sevens. Whether you're a newer player itching to show off your recently painted team or an experienced veteran, the Blitzing Sevens is a perfect opportunity to spend a day with like-minded hobbyists.

EVENT ESSENTIALS

System:	Blood Bowl Sevens
Registration:	Wednesday 4 November 2026 at 10am
Location	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
Team Size:	600,000 gold pieces
Number of Games:	Four
Tools of the Trade:	We will provide pitches and Dugouts. Attendees are expected to bring their team, dice, templates, and all relevant rules publications.



Team Selection

Instructions for how to draft teams for this tournament can be found on pages 8, 18, and 19 of *Spike! Issue 22*. There are a few important things to know:

- Coaches may only use teams from the Blood Bowl rulebook and any up-to-date Spike! Journals, as well as any teams released between the time of publication and the event, unless their release date falls before the cut-off date for this event (see below).

- Coaches have a budget of 600,000 gold pieces to spend on drafting their team, plus any Inducements (see page 14 of *Spike! Issue 22*) the coach wishes to include. Any unspent gold pieces are lost.

- At this event, the Desperate Measures Inducement is limited to 0–1 per team.

- All teams must be recorded on a Blood Bowl Team Draft List, and you will need copies of your Team Draft List for the event: one to hand in to the event referee at registration, one for you, and one for each of your opponents to reference during the game.

Note that the number of Skill Points available for you to spend on additional Skills (see page 19 of *Spike! Issue 22*) will vary depending on the Tier of your team. As these Tiers can change over time, you can find the current Tier List available to download on warhammer-community.com.

Unless specifically communicated otherwise, any rules updates released on or after Wednesday 28 October 2026 – including, but not limited to, errata, Tier updates, updated rules or profiles, and any new releases – will not be used at this event.

Injuries, Advancements, and the Draft

The players are so utterly psyched for this event that they will let nothing short of death stop them – so at the end of each round, your team fully recovers for the next game. This means that no team gets heinously destroyed in the first match, and allows all the coaches in the event to get some good games in without having to worry about their favourite player getting their head smashed in.

After each match, coaches may advance one player. However, the same player may not advance more than once during this event.

At this event, the Drafted Players rules on page 17 of *Spike! Issue 22* are not in use.

SCORING AND PAIRING

The player with the most Tournament Points will be the winner. In the case of a tie, the players will be split using the following tiebreakers, in order of priority:

- Bonus Points
- Touchdown Difference (Touchdowns scored minus Touchdowns conceded)
- Touchdowns Scored
- Casualties Caused

Your opponent for your first game will be randomly determined. Subsequent rounds will be organised using the Swiss system. If you ever find yourself facing off against a player you have faced previously please contact a member of the events team.

Tournament Points are awarded as follows:

- 2 points for a win
- 1 point for a draw
- 0 points for a loss

Bonus Points are earned in each game for meeting the following criteria:

- Scoring 3 or more Touchdowns – 1 Bonus Point
- Conceding 0 Touchdowns – 1 Bonus Point
- Inflicting 3 or more Casualties (counting only those that would normally award Star Player Points) – 1 Bonus Point

PAINTING COMPETITION

At this event, each coach may submit their entire Sevens team for the Best Team painting competition – however, it must be the team used at the event. Note that appropriately sized diorama bases for Sevens teams are permitted within this competition.

SCHEDULE

10:00 – 10:20	Registration in the events hall
10:20 – 10:30	Event briefing
10:30 – 11:45	Game 1
11:45 – 12:00	Break
12:00 – 13:15	Game 2
13:15 – 14:15	Lunch and painting competition voting
14:15 – 15:30	Game 3
15:30 – 15:45	Break
15:45 – 17:00	Game 4
17:00 – 17:30	Break
17:30	Awards Presentation
18:00	Warhammer World closes

AWARDS

- **1st, 2nd, 3rd** – for the players who rank highest overall
- **Best Team 1st, 2nd, 3rd** – as voted by you, for the most impressively painted models
- **Most Sporting Player** – for the player with the most Favourite Game votes, with highest overall ranking as the tiebreaker
- **Max Spleenripper's Carnage Cup** – for the coach who caused the most Casualties
- **Griff Oberwald's Golden Gloves** – for the coach who scored the most Touchdowns

MORE INFORMATION

Full details regarding the policies, model requirements, and the painting competition rules that will be present at this event can be found here.