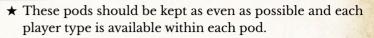


# BLOOD BOWL DRAFT



rules for Games Workshop's Blood Bowl, the game of fantasy football.

After an especially hard fought tournament, the local pub is packed with players from all varieties of races. As dawn approaches, those still standing decide that they didn't get enough action the previous day and are itching for another chance to showcase their skills. With only the remnants of teams from the tournament in the pub, the players agree to draw up squads from whoever is available. As the whistle blows and the haze from the previous night clears, the players look around at their squads seeing both former friends and foes. However, when the ball is kicked off, they quickly realize that doesn't matter because they are all united by their love of Blood Bowl!

The Draft format was originally developed by Drew Buccicone, Chance Kirchoff and Tim Lyons. This document is intended to make the rules suitable for ranked, resurrection tournament play. This will serve as the base rules document for Blood Bowl Draft tournaments sanctioned by the NAF.

As with other Blood Bowl events, organizers can choose to customize their Blood Bowl Draft tournaments, but alterations should be kept within reason. Such judgements will be made by the NAF Tournament Director when an event is submitted for sanctioning.

# \* BLOOD BOWL RULES\*

Outside of those modifications specifically described below, games will be played using the most current rules for Blood Bowl.

# \* DRAFTING\*

In the Blood Bowl Draft format, each coach drafts a pool of twelve players from all of the available Blood Bowl player types:

- ★ Each distinct player type may only be drafted once (e.g. one Wardancer is drafted).
- ★ In the case of player types that are duplicated on different race rosters, all versions are available (e.g. both the Goblin Team Troll and Orc Team Troll can be selected).
- ★ Drafts should be limited to a maximum of nine coaches. If a Draft event has more than 9 coaches they should be split into separate draft groups or pods.

- ★ Draft order should be determined randomly. Drafting proceeds in a 'snake' format with the coach who selects first in round 1 of the draft selecting last in round 2 and the coach who selects last in round 1 selecting first in round 2, etc.
- ★ Drafting will continue for twelve rounds, giving each coach a pool of 12 available player types to choose

### \* TEAM CREATION \*

Following the draft, each coach assembles their roster using the following rules:

- ★ Recommended Team Value is 1,150,000 GC.
- ★ Each of the twelve drafted player types is available for hire as a 0-1 positional.
- ★ Drafted players are hired at normal cost.
- ★ Coaches must assemble a team with a minimum of 11 players. All 12 drafted players may be used.
- ★ Team re-rolls may be purchased for 70,000 GC (the drafted players are not used to playing together, hence the high price!).
- ★ Coaching staff and Fan Factor may be purchased as usual, as well as Apothecaries, Assistant Coaches and Cheerleaders.
- ★ All inducements are prohibited.
- ★ As play progresses, the drafted players begin to sober up and regain some of their forgotten skills. Before the first match of the tournament, one player may be given an additional normal skill. Before each subsequent match, either two players gain a normal skill, or one player gains a double skill. No player may have more than one additional skill throughout the tournament.
- ★ No accounting for taste! A player with the Bloodlust skill may bite any player that normally has 0-16 availability.
- ★ For the purposes of the Animosity skill, only players from the same roster would count as being the same race (an Underworld Skaven Lineman would need to roll for Animosity when attempting to give the ball to a Skaven Gutter Runner).

## \* CREDITS\*

The Blood Bowl Draft was originally developed by Drew Buccicone, Chance Kirchoff and Tim Lyons. This version of the document was developed by montanhas18, Raveen and Templar in 2019.

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