



BLOOD BOWL DRAFT

Blood Bowl Draft is a set of variant 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 vegeta7913, SunDevil, and VitaminT. 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's Trained Troll and Black Orc Team's Trained Troll can be selected).
- ★ Drafts should be limited to a maximum of ten coaches. If a Draft event has more than 10 coaches they should be split into separate draft groups or *Pods*.

- ★ These pods should be kept as even as possible and each player type is available within each pod.
- ★ 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 from.

★ TEAM CREATION ★

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

- ★ Recommended Team Value is 1,150,000 gold pieces.
- ★ 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. Rosters are made from your 12 drafted players; subject to gold piece limitations.
- ★ Team re-rolls may be purchased for 70,000 gold pieces (the drafted players are not used to playing together, hence the high price!).
- ★ Sideline Staff (Apothecaries, Assistant Coaches and Cheerleaders) and Dedicated Fans may be purchased as usual.
- ★ 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 Primary skill, or one player gains a Secondary skill. No player may have more than one additional skill throughout the tournament.
- ★ No accounting for taste! A player with the Bloodlust (X+) skill may bite any player on their team that normally has 1-16 availability.
- ★ For the purposes of Draft tournaments the Animosity trait should simply be ignored. The players are far too inebriated to worry about petty differences for now.

★ CREDITS ★

The Blood Bowl Draft was originally developed by vegeta7913, Sundevil, and VitaminT. This version of the document was updated by Melifaxis and Megamind in 2024.

Blood Bowl and all associated trademarks are the property of Games Workshop.