

# THE BAWRUS HERESY

TOUCHDOWNS & TREACHERY

Crossfire Gaming Club is proud to announce its first ever tournament – and it's a doubler! We're merging the worlds of Horus Heresy & Blood Bowl for a spectacular double tournament weekend. Below you will find the ruleset for the Blood Bowl section of this tournament with a heretical twist.

If you have any questions just send the club a [facebook message](#) or email us at:

[crossfiregamingclub@gmail.com](mailto:crossfiregamingclub@gmail.com)

## DETAILS

**Date:** 14/03/26  
**Location:** Banknock Community Hall, FK4 1HY  
**Ruleset:** Blood Bowl 2025  
**TOs:** Camy, Craig McB, Stephen



**The Bawrus Heresy 2026**  
is a **NAF approved tournament**.

## WHAT YOU WILL NEED

- A copy of your roster
- Dice: 3 x block dice, 2 x D6, 1 x D8, 1 x D12, 1 x D16
- Painted miniatures representing your team
- Loom bands or similar to mark player skills
- A pitch and dugouts
- A range ruler, throw in and scatter template.
- Smartphone or similar for submission of scores on TourPlay
- Pen/pencil – just in case.

## BLOOD BOWL ITINERARY

9.30 - 10:00: Blood Bowl Registration

10:00 - 12:15: Round 1

12:15 - 13:00: Lunch

13:00 - 15:15: Round 2

15:15 - 15:30: Break

15:30 - 17:45: Round 3

17:45 - 18:15: Awards

18:15 - onwards: Feel free to stick around to see the epic conclusion to the Horus Heresy event!

## HOW MUCH AND WHATS INCLUDED?

- £10.00 for NAF members.
- £15.00 for non-NAF members  
(includes £5 NAF membership fee)
- 50% of ticket sales to be split between two fantastic charities:
  - Men Matter Scotland
  - Crohn's & Colitis UK
- Lunch & drinks provided on the day.
- Win some great prizes!

## TOURNAMENT RULES

This tournament will use the current Blood Bowl 3<sup>rd</sup> Season Edition (2025) ruleset and the associated NAF Recommendations and Clarifications document. Any changes made to these rules or guidelines between the date this pack is released and 1<sup>st</sup> February 2026 will be incorporated into the rules pack. The tournament will also follow the NAF Regulations for Tournaments 2025.

Any changes made after 1<sup>st</sup> February will not be in effect for this tournament.

## WHAT KIND OF TOURNAMENT IS THIS?

The tournament is a resurrection style event. This means that all rosters will be reset after each round. Your players will not gain any SPP throughout the matches, no casualties will continue into the next match and you will earn no additional income after matches.

## ROUND TIMES

Rounds will have a 2 hour and 15 minutes time limit. Chess clocks and timing apps may be used at the request of ANY player; however you will need to organise these yourself and agree on it with your opponent before each game.

This time limit will be strictly enforced with 60 minute, 30 minute and 10-minute warnings given by one of the TO's during your games.

At the end of the time limit the call “time” will be given. At this point you will be allowed to resolve your current move/block and then you are expected to stop playing.

## ROSTER CREATION

Teams in all tiers will be given 1,150,000 gold crowns with which to create an initial roster.

- Star players are permitted only for teams in tiers 3 & 4
- You must first have a roster of 11 standard players (non-stars) before adding any in.
- There are no banned star players at this event.

See below for details on skills and other special rules.

## INDUCEMENTS

You may also spend a portion of your roster gold on inducements detailed below

NO.	INDUCEMENTS
0-5	Cheerleaders
0-5	Assistant Coaches
0-2	Kegs
0-1	Weather Mage
0-3	Bribes (up to 6 for teams with Bribery & Corruption)
0-1	Wandering Apothecaries
0-1	Mortuary Assistant
0-1	Plague Doctor
0-1	Riotous Rookies
0-1	Biased Referee
0-1	Halfling Master Chef
0-1	Team Mascot
0-1	Coach Josef Bugman
0-2	Star Players

## **TIERS**

This tournament is a tiered tournament. This places all the races into tiers based on how competitive they are. The top tiers will gain less additional bonuses with the bottom tiers gaining more. This helps to try and level the playing field, allowing all races to be competitive within the tournament.

Each team has been assigned a tier as shown below

TIER	TEAMS	SKILL POINTS	STAR PLAYERS
Tier 1	<b>Amazon, Lizardmen, Orc, Necromantic Horror, Undead, Wood Elf, Old World Alliance</b>	<b>6</b> (no Secondary)	<b>None</b>
Tier 2	<b>Dark Elf, High Elf, Imperial Nobility, Norse, Nurgle, Skaven, Tomb Kings, Underworld, Vampire, Dwarf</b>	<b>7</b> (1 may be a Secondary)	<b>None</b>
Tier 3	<b>Black Orc, Bretonnian, Chaos Chosen, Chaos Renegade, Chaos Dwarf, Elven Union, Human, Khorne, Snotlings</b>	<b>8</b> (2 may be a Secondary)	<b>0-2</b>
Tier 4	<b>Gnome, Goblins, Halflings, Ogres</b>	<b>9</b> (3 may be a Secondary)	<b>0-2</b>

In addition to the starting skills each player has, you will gain additional skill points to spend on skills as per the table above. The number and type (primary/secondary) of additional skills available to you is determined by the tier of your team. These skills must be chosen prior to the tournament and cannot be altered at any time. In addition, they cannot be altered after the roster submission date.

The following restrictions apply to your additional skills selection:

- No player may be given more than one skill.
- No statistic increases may be taken.
- Star players on your roster may NOT be given any additional skill.

## **ROSTER SUBMISSIONS**

Your roster must be submitted to the tournament on TourPlay before 1<sup>st</sup> March 2026.

## **BAWRUS HERESY SPECIAL RULE ADDITIONS**

This tournament pack introduces a small set of fun, Horus Heresy-inspired rules, adding narrative flair and a touch of civil-war chaos to the Blood Bowl pitch.

- All teams receive **one free Bribe token**.
  - Limitations on the maximum number of bribes in the inducements section are not changed by this free Bribe (i.e. you are still limited to 3 or 6).
  - A special Crossfire bribe token will be provided to every player on the day of the event which you'll be able to take home with you!
- Teams will be divided across 2 factions warring across the Galaxy: **Loyalists & Traitors**.
  - **Loyalists** will be able to give any one player on their roster the **Stand Firm** skill for free at the start of a match.
  - **Traitors** will be able to give any one player on their roster the **Eye Gouge** skill for free at the start of a match.
- The following restrictions apply with these skills:
  - These skills cannot be given to players with the **Loner** trait or to any star players.
  - These skills cannot be stacked onto any players which have already been given a skill.
  - These skills can be given out to any players on your roster even if they don't have the requisite skill access (e.g. they don't need to have **Strength** access to gain the **Stand Firm** skill)
  - These skills won't be added on in Tourplay and instead will just be marked at the start of each match using specific loom bands which we will provide at registration.

### **Loyalists:**

Bretonnians  
Humans  
Imperial Nobility  
Old World Alliance  
Dwarfs  
Elven Union  
High Elves  
Wood Elves  
Amazons  
Lizardmen  
Tomb Kings  
Norse  
Gnomes  
Halflings  
Ogres

### **Traitors:**

Chaos Chosen  
Chaos Renegades  
Chaos Dwarves  
Nurgl  
Khorne  
Skaven  
Dark Elves  
Vampires  
Shambling Undead  
Necromantic Horror  
Underworld Denizens  
Goblins  
Snotlings  
Black Orcs  
Orcs

## **OPPONENT PAIRING**

**For round one, opponents will be selected completely at random.**

**Rounds two and three, opponents will be selected using the Swiss pairing system.**

**This will help to ensure that each entrant plays someone at a similar skill/point level to them within each round.**

## **CONCEDING**

**A concession will result in the conceding team losing 100 tournament points, and they will not receive any touchdowns or casualties for that game. The game will be recorded as a '3-0 3-0', to give maximum points to their opponent. They will also, at the TO's discretion, be ineligible for any prizes.**

**If a pattern is evident the conceding player may also be disqualified from the full event at the TO's discretion.**

## **SCORING AND DRAWING**

**Entrants will be awarded points based on winning and drawing, with bonus points being awarded for touchdowns and blocking casualties\* to act as a tiebreaker.**

**The points awarded for winning and drawing are as follows:**

- **Win = 100 points**
- **Draw = 50 points**
- **Loss = 0 points**
- **BONUS POINTS (tie breakers)**
  - **Each Touchdown = 1 point (max. 3 per match)**
  - **Each Casualty\* = 1 point (max. 3 per match)**

**\*Points for Casualties are only awarded as a result of an action that would generate SPP.**

## **NON POINT TIE BREAKERS**

**Tie breakers for those on the same points will be as follows in order:**

- **SoS (Strength of Schedule)**
- **TD + CAS difference**
- **TD difference**
- **CAS difference**
- **Total TD's**
- **Total CAS**
- **Direct Confrontation**

## **REFUNDS**

**If anything happens and you are no longer able to attend, we will offer a full refund until 1st March 2026.**

**After this point we cannot guarantee a refund will be available and you will be at the mercy of us finding a replacement coach for you.**

## **AWARDS**

**We will be offering prizes for the following categories:**

- **1st Place**
- **2nd Place**
- **Stunty Cup**
- **Most Casualties**
- **Most Touchdowns**
- **Wooden Spoon**

## **GOLDEN RULE**

**Let's all have a fun and competitive tournament. If anyone is unsure about any of the rules, please let one of the TO's know ASAP and we will be more than happy to help you out.**

## **ADDRESS & GETTING TO VENUE**

**Banknock Community Hall,  
Kilsyth Rd,  
Banknock,  
Bonnybridge  
FK4 1HY.**

**If you are driving, leave the M80 motorway at Junction 7 (Haggs).**

**From Buchanan St. Bus Station in Glasgow, the X36 Swift takes approx 50 mins to Banknock.**

**From Cumbernauld Town Centre the X36 Swift or X37 Swift will get you there in 25 – 40 mins.**

## **PARKING**

**There is free parking outside the venue with more in the surrounding area.**