



The Bawrus Heresy

- Touchdowns & Treachery -



Crossfire Gaming Club is delighted to announce the return of **The Bawrus Heresy** - our one-day event merging the worlds of Horus Heresy & Blood Bowl. Below you will find the ruleset for the Blood Bowl section of our tournament with a heretical twist.

If you have any questions, just email us at: crossfiregamingclub@gmail.com



DETAILS

Date: Sunday 21st March 2027

Location: The Muirfield Community Centre
1a South Muirhead Road
Cumbernauld
G67 1AX

Ruleset: Blood Bowl 2025

TOs: Camy, Craig McB, Stephen



The Bawrus Heresy 2027

is a NAF approved tournament

HOW MUCH AND WHATS INCLUDED?

- £20 per ticket
- We will cover the NAF membership fee for those that need it.
- Lunch & drinks provided on the day.
- Win some great prizes!

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

10:00	-	10:30	Registration
10:30	-	13:00	Game 1
13:00	-	13:45	Lunch
13:45	-	16:00	Game 2
16:15	-	18:30	Game 3
18:30	-	18:45	Awards

TOURNAMENT RULES

This tournament will use the current Blood Bowl 3rd 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 1st March 2027 will be incorporated into the rules pack.

The tournament will also follow the [NAF Regulations for Tournaments 2026](#).

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.

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.

ROSTER CREATION

Teams in all tiers will be given an amount of gold crowns with which to create an initial roster based on their tier.

- 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 star players.
- There are no banned star players at this event.
- Should opposing players field the same star player, both are able to field the player.
- Every Star Player added to your roster deducts 2 skill points from your total.

INDUCEMENTS

You may also spend a portion of your roster gold on inducements detailed below at their normal cost

#	INDUCEMENTS
0 - 5	Cheerleaders
0 - 5	Assistant Coaches
0 - 2	Kegs
0 - 1	Weather Mage
0 - 6	Bribes (all teams)
0 - 1	Wandering Apothecaries
0 - 1	Mortuary Assistant
0 - 1	Plague Doctor
0 - 1	Riotous Rookies
0 - 2	Wandering Apothecary
0 - 1	Biased Ref: Dodgy League Rep
0 - 1	Halfling Master Chef
0 - 1	Team Mascot
0 - 1	Coach Josef Bugman
0 - 2	Star Players (T3 & T4)

ROSTER SUBMISSIONS

Your roster must be submitted to the tournament on TourPlay before 7th March 2027.

TIERS

Each team has been assigned a tier as shown below

TIER	TEAMS	GP	SKILL POINTS	STAR PLAYERS
1	Amazon, Dark Elf, High Elf, Human, Nurgle, Orc, OWA, Undead, Wood Elf	1160	6 (no Secondary)	None
2	Elven Union, Lizardmen, Necromantic, Skaven, Underworld	1160	7 (1 may be a Secondary)	None
3	Bretonnian, Chaos Chosen, Chaos Dwarf, Chaos Renegade, Imperial Nobility, Slann, Tomb Kings, Vampire	1160	7 (2 may be a Secondary)	0-2*
4	Black Orc, Dwarf, Gnome, Goblins, Halflings, Khorne, Norse, Night Goblins, Ogres, Snotlings	1180	8 (2 may be a Secondary)	0-2*

*addition of a star player costs 2 skill points

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 **two** additional skills, including Team Captain and the Blessings described below.
- No statistic increases may be taken.
- Star players on your roster may NOT be given any additional skill.
- There are no restrictions on Elite skills

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!
- Teams will be divided across 2 factions warring across the Galaxy: **Loyalists** & **Traitors**. Coaches can then select one skill from the below table to give to one of their players at the start of the day.

Blessing of the Emperor (Loyalist)	Blessing of the Chaos Gods (Traitor)
Put the Boot In	Put the Boot In
Fend	Monstrous Mouth
Steady Footing	Foul Appearance

- The following restrictions apply with these skills:
 - Cannot be given to players with the Loner trait or to any star players.
 - Can be stacked with skills selected from the skill pack.
 - Can be given out to players on your roster even if they don't have the requisite skill access (e.g. they don't need Devious access to gain Put the Boot In)
 - These skills won't be added on Tourplay and instead should be marked at the start of the day using loom bands or similar.

Loyalists:

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

Traitors:

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

SCORING

Entrants will be awarded points based on winning and drawing, with bonus points being awarded for touchdowns and 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)

** Casualties are awarded for any opponent player ending up in the casualty box as a result of an interaction with one of your team or your fans. (i.e. Bloodlust and Animal Savagery don't count, nor does tripping over your own feet on a rush)*

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

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 result will be recorded as a '3-0' 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.

REFUNDS

If anything happens and you are no longer able to attend, we will offer a full refund until 1st March 2027.

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 trophies for the following categories:

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

If you fink da git
gettin' stunned is
a good foul yer
doing it wrong..
- Nobbla Blackwart

**** Record any KO or better in Tourplay,
regardless of the ref spotting it!**

Note: With the exception of the Wooden Spoon trophy, coaches are only able to win one prize. Prizes will be allocated in the order above.

VICTORIOUS CONQUEST

At the end of the day we will total up the casualty difference for each side of the war and add it to each side's score difference. The faction with the highest overall score will be declared victorious... will it be glory for the Loyalists or the Traitors?!

SPOT PRIZES

Spot prizes will be announced at the start of each round and will continue through the day until someone claims them.

- Round 1 = For the Emperor / Death to the False Emperor
- Round 2 = I Cannot Say
- Round 3 = HERSEY!

THE TOURNAMENT EXPERIENCE AND ACCESSIBILITY

We want everyone to have a fun and competitive tournament. If anyone is unsure about any of the rules, or has any concerns, please let one of the TO's know ASAP and we will be more than happy to help you out.

The venue is fully accessible and if you have any specific requirements that would help you enjoy the day please get in touch and we will do our best to accommodate.

If you have any specific dietary requirements or allergies please also let us know.

ADDRESS & GETTING TO VENUE

The Muirfield Community Centre
1a South Muirhead Road
Cumbernauld
G67 1AX



<https://maps.app.goo.gl/C5ATpRfSbbhbGEWP6>

- Driving: leave the M80 motorway at junction 4A (Northbound) or 6 (Southbound)
- Bus: From Buchanan St. Bus Station in Glasgow, the X36 Swift, X27 or X25 takes approx 35 mins to Cumbernauld town centre, leaving a 5 min walk.
- Train: Cumbernauld train station is around a 20-minute walk from the venue
- Please ensure to make your own travel plans rather than relying on the above!

PARKING & LOCAL AMENITIES

There is plentiful free parking outside the venue.

Destination	Walk Time
KFC, Burger King, Taco Bell, Greggs, Subway, Dominos	< 3 mins
Premier Inn	< 3 mins
McDonalds	5 mins
Asda	7 mins
Tesco	15 mins