



## Warhalla 7's Tournament 2026 – Rules

**What is it:** Blood Bowl 7's Swiss Resurrection Tournament

This year members of Farnborough Wargames Society (<https://www.fwgs.org.uk/>) will be hosting a one day, 4 game Blood Bowl 7's tournament at the iconic [Warfare Wargames Convention](#). The plan is to have a fun, relaxed tournament, with some time put aside to grab some lunch and check out the traders at the show.

**Where:** Warfare 2026 Wargames Convention

<https://wargamesreading.co.uk/warfare-2026>

@ Farnborough International Exhibition & Conference Centre, Etps Rd, Farnborough, Hampshire GU14 6FD

**When:** Sunday, 15<sup>th</sup> November 2026 09:00 to 16:00

**Cost:** £20 including entry to the Wargames Show (normally £12)  
Free Parking

# Tournament Rules

We will be using:

1. Blood Bowl the Official Rules 3<sup>rd</sup> Season Edition
2. Errata in the Blood Bowl Designer's Commentary November 2025  
[https://assets.warhammer-community.com/eng\\_14-11\\_bloodbowl\\_faq\\_errata-ngh7bivuzu-vslz4fw2nm.pdf](https://assets.warhammer-community.com/eng_14-11_bloodbowl_faq_errata-ngh7bivuzu-vslz4fw2nm.pdf)
3. The excellent "Blood Bowl Sevens – 2025 Edition" by Hulls Angels Wargaming Club  
[https://hullsangels.com/wp-content/uploads/2025/11/Blood\\_Bowl\\_Sevens\\_2025\\_Edition.pdf](https://hullsangels.com/wp-content/uploads/2025/11/Blood_Bowl_Sevens_2025_Edition.pdf). If the rules are unavailable at this link, then please contact the TOs [miles991smith@gmail.com](mailto:miles991smith@gmail.com) and [Mshort77@hotmail.com](mailto:Mshort77@hotmail.com).

The Hulls Angels developed their set of Sevens Rules as an adaptation of Games Workshop's Death Zone 2021 Rules, applying updates from the Season 3 edition of the main rules. It was this ruleset that has inspired Farnborough Wargames Club Members to get into this format of the game. If Games Workshop release a new set of 7's rules before the event then we will consider adopting them for this tournament.

The tournament will consist of 4 games. The familiar Swiss format will be used, with the first round drawn at random. It will be a resurrection tournament, meaning all players return to their starting status after each game regardless of any events which may have occurred in a preceding match. We will try to avoid coaches competing against the same opponent for a second time.

Within the 70 minutes allocated to each game, please note that it is expected that coaches do not start a new round if there is not enough time to finish it. A warning will be given during each game when there are 15 minutes remaining, to ensure **both players** have sufficient time to finish an equal number of turns in the game.

## What to Bring

- Team / Figures  
*Please do not bring unpainted miniatures. Coaches can, of course, use any miniatures they choose, but it should be reasonably obvious what players / positions your miniatures represent.*
- Team Draft List
- Dice
- Pitch / Dugouts / Templates – Please bring a 7s pitch if you have one. We will be providing some but we have a limited supply.

## Team Drafting

When drafting a team, follow the rules included in the Hulls Angels BB 7's 2025 edition. This means coaches have 600k GP to spend. In addition:

1. No Star Players are permitted
2. Each Team can nominate a captain. This player gets the leader skill for free.

All coaches must submit their roster to the Farnborough TOs [miles991smith@gmail.com](mailto:miles991smith@gmail.com) and [Mshort77@hotmail.com](mailto:Mshort77@hotmail.com) by 1<sup>st</sup> November, for checking and so we can get the tournament set up in advance.

Coaches are expected to bring a copy of their roster with them to the event and have it available for opponents if requested.

	<b>Teams</b>	<b>Additional Skills Package</b>
<b>Tier 1</b>	Amazon, Chaos Dwarf, Dwarf Elf, Dwarf, High Elf, Lizardmen, Norse, Old World Alliance, Underworld Denizens, Wood Elf	1 Primary Skill
<b>Tier 2</b>	Brettonian, Elven Union, Human, Imperial Nobility, Necromantic Horror, Orc, Shambling Undead, Skaven, Slaan, Tomb Kings, Vampire	1 Primary Skill, 1 Secondary Skill
<b>Tier 3</b>	Black Orc, Chaos Chosen, Chaos Renegade, Khorne, Nurgle	2 Primary Skill, 1 Secondary Skill
<b>Tier 4</b>	Gnome, Goblin, Halfling, Ogre, Snotling	3 Primary Skill, 2 Secondary Skill

- Only one skill can be added to each player. The team captain can have one in addition to the “leader” skill.
- Primary Skills cannot be Elite.
- Secondary Skills can be any permitted secondary skill or switched to be one primary skill. If switched to a primary skill, then this can be Elite.

## Inducements

The following inducements are available for selection at the tournament.

The rules for each inducement can be found on pages 142-148 in the Blood Bowl Official Rulebook Third Season Edition, including their availability to individual teams. The quantity permitted and their costs are listed as follows:

<b>Quantity</b>	<b>Inducement</b>	<b>Cost</b>
0-2	Temp Agency Cheerleader	30k
0-1	Part-Time Assistant Coach	30k
0-2	Blitzers Best Kegs	50k
0-8	Extra Team Training	150k
0-3	Bribe	100k / 50k
0-1	Halfling Master Chef	300k / 100k
0-1	Mortuary Assistant	100k
0-1	Plague Doctor	100k
0-2	Wandering Apothecary	100

## Games

Coaches will play 4 games of Blood Bowl 7's. Each game will last a maximum of 1 hour and 10 minutes. Games will have to finish on time to enable the day to run smoothly and to allow free time for lunch and shopping at the show.

At the end of each match, points will be awarded to the coaches as follows:

<b>Result</b>	<b>Points</b>
WIN	3
DRAW	1
LOSS	0

Also Bonus Points can be won, which will serve as the chief tiebreaker:

+1 Bonus Point for each case of:

- Scored more than 3 touchdowns
- Caused more than 3 casualties (Only casualties that would generate SPP during league play count)

At the end of the tournament, when coaches are tied on the same number of points tiebreakers are applied in the following order:

1. Bonus Points
2. Touchdown Difference
3. Touchdowns Scored
4. Casualties Caused

## Schedule

Start	Finish	Event
9:00	9:30	Registration
9:30	10:40	GAME 1
10:40	10:50	Break
10:50	12:00	GAME 2
12:00	13:00	Lunch
13:00	14:10	GAME 3
14:10	14:20	Break
14:20	15:30	GAME 4
15:30	15:45	Award Ceremony
16:00		SHOW CLOSES

## Prizes

The final prizes will be decided nearer the day of the competition based on the number of attendees.

## Meet the TOs

Your TOs are Miles Smith and Matt Short. Both are members of Farnborough Wargames Society (<https://www.fwgs.org.uk/>) a friendly club which meets every Friday evening. Blood Bowl has started to make a regular appearance at the club since the Second Season Rules were released. Both Miles and Matt have many years of experience of wargaming both historical and fantasy tabletop games.

