



Welcome to Bonehead Bowl 2026!

Bonehead Bowl is going back to its roots... **Mixed Team Madness!!!**

Bonehead Bowl 2026 is a 3 Round Blood Bowl 11s tournament, hosted by the Bonehead Podcast at the excellent Entoyment Wargaming in Poole.

Bonehead Bowl 2026

Saturday 7th November 2026

9.30am → 5.30pm



Entoyment Wargaming

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Poole Dorset

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BONEHEAD BOWL 2026 - MIXED TEAM 11S

FAQ & UPDATES CONTINUED

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TOURNAMENT STRUCTURE

Bonehead Bowl 2026 will be 3 Matches of Mixed 11s Blood Bowl.

Coaches will be paired randomly for the first match, with matches 2 and 3 being paired in a swiss format (top teams vs top teams, bottom teams vs bottom teams), and we will endeavour to avoid duplicate matches where possible.

This is an **exhibition** format, and therefore all teams will start each match as rostered (no SPPs or Casualties are applied).

TOURNAMENT SCHEDULE

- ★ 9.30-10.00 → Registration & Set-Up
- ★ 10.00-12.00 → Match 1
- ★ 12.15-13.00 → Break
- ★ 13.00-15.00 → Match 2
- ★ 15.15-17.15 → Match 3
- ★ 17.30 → Awards

Matches will be held to a 2 hour time limit, with Coaches being reminded at the 1 Hour Remaining, 30 Minutes Remaining, and 15 Minutes Remaining points.

Once final time has been called coaches will be given up to 5 minutes to finish the turn currently being played and then the game must end.

Each pitch will be numbered so that when the Matches are announced at the start of each round the coaches are able to easily locate their opponent.

TICKETS - LIMITED TO 50 PLAYERS

Tickets for the event will be £15 per Coach, which goes towards the venue hire, prizes, and support from Entoyment.

Tickets can be purchased from our website:

<https://boneheadpodcast.com/shop/ols/categories/event-tickets>

If you have any problems purchasing a ticket from our website, please just get in contact with us by email:

BoneheadRosters@Gmail.com

PRIZES AND AWARDS

OVERALL CHAMPION

Overall Winner (most Tournament Points).

MIXED TEAM CHAMPION

Mixed Team* with the most Tournament Points.

**Mixed Team teams Only.*

STUNTY CHAMPION

Stunty* Team with the most Tournament Points.

**Tier 3 Standard teams, and Mixed teams containing only Stunty and/or ST5+ players are eligible.*

BEST PAINTED / BEST THEME AWARD

Two awards - the Team selected "Best Painted", and the Team selected "Best Theme" by the judges.

PARTICIPATION TROPHY

Last Place Finish (least Tournament Points)

MOST TOUCHDOWNS

Most Touchdowns Scored

MOST VIOLENT

Most Casualties** Caused.

****Casualties:** All Casualties caused to your **opponent's** team during **your** turn count – this includes Blocks, Fouls, Crowd Surfing, Secret Weapons, being hit by thrown players, etc.

WHAT TO BRING?

Please bring a team that is clearly marked / identifiable player types (Teams do not have to be painted, but we think the game looks better if they are!)

Two Copies of your Roster (please let us know in advance if you need us to print copies for you)

Blood Bowl Dice, Throw-in, Scatter and Pass templates.

NAF SANCTIONED TOURNAMENT

We intend this to be a NAF Sanctioned event, but be aware games with non-Standard teams won't register with the NAF.

For more information on the NAF please visit the website:

<https://www.thenaf.net/>

EXHIBITION PLAY

Teams should be built for this event using the Exhibition Play rules on p101-102 of the Blood Bowl 2025 Rulebook.

TEAM VALUE → 1,100,000GP

All Teams: 1,100,000gp

All teams will be allowed to spend 1.1 million gold pieces to draft their team, with the conditions below.

ELIGIBLE TEAMS

Bonehead Bowl 2026 is a full celebration of all things Blood Bowl, so we will be allowing the following Rosters:

All Standard **Blood Bowl** teams eligible.

This includes:

- All teams in the **Blood Bowl** rulebook
- Teams included in a **Spike!** Magazine

We will also be allowing the **Slann** roster available from the NAF ([Link](#)).

And... **Mixed Teams**...

MIXED TEAMS

Coaches are allowed, and encouraged to pick two different Team Rosters from which to build their Team, e.g. Human & Halfling.

The Team Rosters that can be chosen together if they both share an **Alignment** (e.g. Order, or Chaotic) (see next page).

A minimum of 4 Players must be taken from each Team Roster, and Rerolls will be charged using the more expensive of the two chosen Team Rosters.

NEW RELEASES

If new Team(s) or Star Players are released by Games Workshop after this point (12th June 2026) we will update the rulespack, but we intend to allow all new Games Workshop rules updates into the event

STAR PLAYERS

Your team must consist of 11 players **before** rostering Star Player(s).

If using a Mixed Team Star Players may only be selected if **either** team has the same Keyword as the Star Player.

Star Players from all published Games Workshop releases will be eligible for this tournament. At the time of writing that includes:

- ★ Blood Bowl 2025 Rulebook
- ★ Spike! Magazines
- ★ Star Players available for Download on the Games Workshop website ([Downloads Page](#)).

STAR PLAYER TAX

Including a Star Player will reduce the amount of Primary Skills available by **2** for each Star Included, in addition to their usual GP Cost.

MEGA STARS

Your team may include 0-1 **Mega Star** from the list below. Including a Mega Star will reduce the amount of Primary Skills available to your team by **4** instead of the above **2**.

Griff Oberwald, Hakflem Skuttlespike,

H'Thark the Unstoppable, Ivan Deathshroud, Morg 'n' Thorg

ALLOWED INDUCEMENTS

Inducements are purchased during team creation, and are considered a permanent part of the team and can be used each game.

- ★ 0-2 Star Players may be selected, and can be taken by both teams in a match (Wizards did it).
- ★ (In)-Famous Coaching Staff (including Wizards), Special Play Cards, and Unlimited Mercenaries may not be taken.
- ★ There are no giants this year unless GW drops 2025 edition rules for them I'm afraid!!!

TEAM ALIGNMENTS

Back by popular demand... it's Team Alignments!
The first Bonehead Bowl(s) used Alignments to determine who can team up with who and form a mixed team.

SO... you can build a mixed team from two teams of the same **Alignment** (from the lists below).

E.g. an Order team could use Halflings and Norse.
E.g. a Chaotic team could use Undead and Goblins.

You cannot mix teams from different alignments, but some teams (the Neutral teams) will feature in both lists.

Star Players can be chosen if they could be taken by either of the teams in your Mixed Team.

TEAM ALIGNMENT - ORDER

"Order" is a loose term for any organisation choosing to play Blood Bowl...

Amazons
Bretonnians
Dwarf
Elven Union
Gnomes
Halfling
High Elf
Human
Imperial Nobility
Lizardmen
Norse
Ogres
Old World Alliance
Slann (NAF Team)
Vampires
Wood Elves

TEAM ALIGNMENT - CHAOTIC

"Chaotic" doesn't mean just Chaos teams... just disorganised and violent... beyond the norm!!

Black Orcs
Chaos Chosen
Chaos Dwarf
Chaos Renegades
Dark Elves
Goblins
Human
Khorne
Necromantic
Norse
Nurgle
Ogres
Orcs
Skaven
Snotlings
Tomb King
Undead
Underworld
Vampires

TEAM ALIGNMENTS - FAQ

Q: Can I choose the same team twice?

A: Clever, but no...

Q: Why are Vampires now on both lists?

A: Because even though they're Undead... Vampires could choose to mix in orderly society... and I imagine they quite enjoy eating Halflings!!

Save This Space - FAQs

TEAM TIERS

Each Team has been given a Tier, but we include a list here for ease.

★Tier 1:

Amazon, Chaos Dwarf, Dark Elf, High Elf, Lizardmen, Necromantic, Norse, Orc, Old World Alliance, Undead, Skaven, Underworld, Wood Elf

★Tier 2:

Black Orc, Bretonnia, Chaos Chosen, Chaos Renegade, Dwarf, Elven Union, Human, Imperial Nobility, Khorne, Nurgle, Tomb Kings, Vampire, Slann**

★Tier 3:

Gnomes, Goblins, Halflings, Ogres, Snotlings

**= NAF Team

ADDITIONAL SKILLS

All Teams will be allowed to give their players a number additional skills as listed below.

Mixed Teams are allowed the skill package from both of their Tiers totalled together.

E.g. A Mixed Team with Humans (Tier 2) and Halflings (Tier 3), would be allowed 3 Primary Skills, and 2 Secondary Skills.

Normal (Non-Mixed) Teams are allowed the skill package from their Tier doubled.

E.g. a Dwarf Team (Tier 2), would be allowed 2 Primary Skills, and 2 Secondary (or Primary) Skills.

These skills do not affect Team Value in any way.

- ★Tier 1: 2 Primary Skills
- ★Tier 2: 1 Primary Skill & 1 Secondary Skill
- ★Tier 3: 2 Primary Skills & 1 Secondary Skills

Notes:

- ★No Player may receive more than 1 Skill.
- ★A Primary Skill may be selected instead of a Secondary Skill if the coach desires.
- ★Star Players cannot be given Skills.
- ★These Skills can be distributed across any Players on the Team.

WHAT TO BRING?

Please bring a team that is clearly marked / identifiable player types (Teams do not have to be painted, but we think the game looks better if they are!)

Two Copies of your Roster (please let us know in advance if you need us to print copies for you)

Three Block dice, two D6, one D8, and one D16 dice
Throw-in, Scatter and Pass templates.

We have plenty of spare pitches, but it would be helpful if you are able to bring one too.

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ROSTERS DUE 24th OCTOBER 2026

We would like you to submit your Roster(s) by Saturday 24th October 2026; this will give us a couple of weeks to check it over and make sure everything is as it should be.

Roster Builder Available here:

<https://theboneheadpodcast.godaddysites.com/boneheadbowl2026> (Coming soon...)

BoneheadRosters@Gmail.com

Please submit your rosters (including NAF ID) to us at the above email address.

Please bring with you 1 copy of your roster, plus an additional 1 copy for you to share with your opponents on the day.

Let us know when you submit your roster if you need us to print it out! (I'll order some ink - Ben!)

TOURNAMENT SCORING

At the start of each Round you will receive 1x Match Result form per Pitch. Please complete these during the Match and hand them in after you have finished.

- ★ Per Win: +30 Points
- ★ Per Draw: +10 Points
- ★ Per Loss: +0 Points
- ★ Per TD: +1 Points (max 5 per Match)
- ★ Per CAS**: +1 Points (max 5 per Match)
- ★ Perfect D: +1 Points (No TDs Allowed)

MATCH RESULTS TIEBREAKER

- ★ 1 Total TDs Scored
- ★ 2 Total CAS** Scored
- ★ 3 TD Differential
- ★ 4 CAS Differential
- ★ 5 Lowest Team Value
- ★ 6 Tier Total (as used for Skill allocation)
- ★ 7 Roll-Off!

Casualties: All Casualties caused to your **opponent's team during **your** turn count – this includes Blocks, Fouls, Crowd Surfing, Secret Weapons, being hit by thrown players, etc.

FINAL DECISIONS

When it comes to rules and tie-breakers, please support us in making great decisions, but please please accept that for brevity's sake – the Tournament Organiser's decision is final.

BEST TEAM AWARDS

This year we're going to try a new thing - instead of the group vote; we're going to do a Judged competition. Brushtithe will be at least one of the judges! The team judged Best Painted, and the team judged Best Theme will both win an award.

WHAT IS BEST TEAM?!

Really – it's up to you! Whether you're a fan of great painting, clever modelling, brilliant background stories, or just superb theme; you can show off your work and impress the judges!

LUNCHTIME SHOWCASE

We ask all coaches to leave their team on display during the lunch break so we can all have a look!

