

SATURDAY
15TH AUGUST
BOX HILL
TOWN HALL

VICTORIUS'26

VICTORIA'S HISTORICAL, FANTASY & SCI-FI TABLETOP GAMES SHOW

TOURNAMENT SCHEDULE

<u>Arrival & Registration</u>	From 8:00am
<u>Round One</u>	8:30 – 9:50am
<u>Round Two</u>	10:00 – 11:20am
<u>Lunch/ Show</u>	11:20am – 2:00pm
<u>Round Three</u>	2:00 – 3:20pm
<u>Round Four</u>	3:30 - 4:50pm
<u>Awards</u>	5:00pm
<u>Show Close</u>	6:00pm



WHAT TO BRING

Don't forget to bring your team, a board/pitch, dice and templates, PLUS enough copies of your roster to hand over to each of your opponents. If you don't have a pitch, no stress. We have spares



TOURNAMENT RULES

Format: Blood Bowl 7's. Swiss pairing with regeneration

Scoring: Win = 3pts. Draw = 1 pt BINGO = 2pts. Players may only score BINGO once (see Succubus Bingo)

Eligible Teams: All teams listed in the Blood Bowl Third Season Edition Rulebook plus Slann. Any teams or rules updates released by Games Workshop before 12th August 2026 will also be eligible for the event.

The event will use the rules from the Blood Bowl Second Thrd Rulebook (BB2025), and Blood Bowl Death Zone book (BBDZ) which cover the 2020 version of the Sevens rules format. The latest errata

and FAQ documents released by Games Workshop up to the day of the event will be in use. 2025 kick off table will be used but with D6s being replaced by D3s.

No Need to email rosters. Bring your list on the day and show your opponent. If you have made a mistake, no stress. Fix it on the spot and then get my attention so I can sign your roster 😊

SUCCUBUS BINGO

- Each coach will receive a bingo card with a list of challenges on it. Coaches tick off challenges as they are completed. Coaches may tick off multiple squares in a single turn but only one per activation
- Bingo is achieved when players tick off a complete row, column or diagonal.
- The first players to win BINGO will win the Succubus Bingo Door Prize (while stocks last)

LATE ARRIVALS

Any coach who is not set up and ready to begin their match at the start of Round 1 will gift their opponent an additional Desperate Measure selected at random from the table on page 97 of Death Zone.



TEAM BUILDING

THE BASICS

- 600,000 copper pieces + 18 SSP to spend on skills
- Standard Blood Bowl 7's team creation rules apply
- No player may have more than a single skill (double or single)
- No two players may have the same skill
- No mercenaries/ stars



BANNED SKILLS

Pro: All the pro's will be at the Big V in November!

Leader: Stop trying to sneak in a cheeky re-roll! Any sense of leadership belongs in the Big V!

Team Captain: Sorry, not sorry, Orks and Humans.

NOTES

- You may take a maximum of 11 players
- Only 4 players can be 'positionals' on a Blood Bowl Sevens team
- Re-rolls cost double in Blood Bowl Sevens
- Allowable inducements can be found on page 93 of the Death Zone rulebook (note that mercenaries are not allowed)

