C.U.L.T. Classic

Invitation & Open Tournaments

Both tournaments run concurrently. Invitational (Invite Only), Open (open to all coaches). Blood Bowl Season 3 (2025) ruleset.

- **When:** January 17th, 2026
- **Where:** Evergreen Lanes 5111 Claremont Way, Everett WA 98203
- **How (Much):** $30

Payment via PayPal (*Friends and Family*) to ebbltounaments@gmail.com

Schedule:

Saturday, January 17th 2026

- **Registration and Coaches Meeting 9:00 am**
- **Game 1 *9:30am to 12:00pm***
- **Lunch (*12:00 pm to 12:40 pm*) Please support our host Evergreen Lanes**
- **Game 2 *12:45 pm to 3:15 pm***
- **Game 3 *3:20 pm***
- **Dice Down 5:20 pm**

Awards to Follow

Awards:

Invitational

- **First Place**
- **Second Place**
- **Third Place**

Scoring

Win – 3 points

Tie – 1 Point

Loss – 0 points

Open

- **First Place**
- **Best Offense**
- **Best Defense**
- **Most Casualties**
- **Stunty Cup (*If three or more coaches compete*)**

Tie Breaker Order

- **Head-to-Head**
- **Touchdown Differential**
- **Combined Touchdown Differential and Casualty Differential.**

Team Build

GP = For the purchase of Team, Inducements, Star Players, and re-rolls

Tier 1 = 1,150,000 GP

6 - Primary Skills

Amazon, Necro, OWA, Wood Elves, Undead, Lizardmen, Vampires, Norse

Tier 2 = 1,150,000 GP

6 - Primary Skills

1- Secondary Skill

Dwarves, Orcs, Underworld Denizens, High Elves, Tomb Kings, Nurgle, Imperial Nobility, Dark Elves

Tier 3 = 1,200,000 GP

6 – Primary Skills

1- Secondary Skill

Skaven, Snotlings (*Stunty Cup eligible*), Chaos Dwarves, Brettonians, Humans, Chaos Renegades, Khorne, Elf Union, Chaos Chosen, Black Orcs

Tier 4 = 1,200,000 GP

6 – Primary Skills

2 – Secondary Skills

Goblins, Gnomes, Halflings, Ogres

Inducements Allowed

All except Biased Refs, Mercenaries, Wizards, or Prayers to Nuffle

Star Players *(Tier 1 0-1 stars, Tiers 2-4 0-2 stars*)

Additional Rules:

• You must be at your match ready to play no more than 5 minutes after scheduled start time, or your opponent chooses to kick or receive without a roll.

• 4-minute timers will be required if not in the second half by the 1 hour and 15-minute point.

• In order to encourage coaches to participate in full games, and have the ability to gain needed points for various awards or tie breakers, Concessions will result in the conceding coach no longer being eligible for any awards.

• The event will be run using Tourplay.net. Coaches are required to have a Tourplay account, and to register and create their teams using the site. Fully painted teams are not required, but highly encouraged. Cocked-dice rules should be discussed before the game begins. Dice sharing is allowed but is not required.

Players are required to bring:

• Their clearly identified player models/miniatures

• Skill bands to identify skills. The unofficial traditional colors are preferred; i.e., blue for Block, green for Guard, white for Wrestle, etc.

• Dice- Only NAF, Games Workshop, or any current or past Golden Tentacle block and D6's are allowed. No other block dice or D6's allowed. No Exceptions

• Tokens for score, rerolls, turnovers and negative traits and more

FAQ:

• Are we using the most recent Games Workshop Blood Bowl FAQ and Errata for 2025? YES