*"Something Tentacle This Way Comes"*

# Golden Tentacle

## C.U.L.T. Major Tournament

***The Golden Tentacle returns for the12th year. * Lewdgrip Whiparm returns to whip the fun into the new Season 3 edition of Blood Bowl. * 2 Action Packed days / 5 Matches***

- **When: May 16th and 17th, 2026 What: A five game Blood Bowl tournament**
- **Where: Game Wizard and Bue Sky Hobbies**
  **6030 Main Street SW, Lakewood WA 98499**
- **Cost: $45 before April 12th / $55 after April 12th through day of the tournament**

***Payment via PayPal (Friends and Family) to goldententacle@yahoo.com***

### Awards:

- **First Place**
- **Second Place**
- **Third Place**
- **Best Offense**
- **Best Defense**
- **Favorite Opponent**
- **Highest Finish with Lewdgrip Whiparm**
- **Most Brutal (*Any injury caused by block dice, secret weapon, crowd pushes, fouls, throw team mate if it causes an opponent casualty, dodges resulting in a casualty caused by an opponent's skill*)**
- **Stunty Cup (*If at least 3 stunty players sign up*)**
- **Average Joe Award (middle of the pack)**
- **Best Painted (Lewd Ross)**

### Tie Breaker Order

- **1st Place (Head-to-Head)**
- **Having Lewdgrip Whiparm on your team is always the first tie breaker for all categories except 1st place.**
- **Net Touchdowns**

### TEAM BUILD:

**Teams will consist of a GP (gold pieces) set per tier to purchase Players, Star Players, Sideline Staff, Mercenaries (Lewdgrip Only), and Inducements. You will have a second amount of GP to purchase Skills with based on tiering. Any leftover GP from either category is lost. Only up to 4 repeat skills.**

### Skill Costs

- **Primary 20k**
- **Elite Primary 30k**
- **Secondary 40k**

- **Elite Secondary 50k**

### Star Players

- **Mega Stars are only available to Tier 3 and 4 teams.**
- **Lewdgrip Whiparm is available to all teams and tiers, and can be your 11th player.**
- **Star players other than Lewdgrip can only be purchased after you have rostered at least 11 players.**
- **There is no Highlander rule if effect.**

### Inducements Allowed

**Kegs, Bribes, Wandering Apothecary, Mortuary Assistant, Plague Doctor, Halfling Master Chef, Riotous Rookies, Mercenary (Lewdgrip Whiparm Only), 0-2 Star Players, Team Mascot, Extra Team Training, Part Time Assistant Coach, Temp Agency Cheerleaders, Brettoninan Pastries**

## Tier 1 – 1,100,000 GP (Team Budget) / 130k (Skill Budget)

**Amazon, Norse, O.W.A., Necromantic Horror, Lizardmen, Shambling Undead**

## Tier 2 – 1,100,000 GP (Team Budget) / 150k (Skill Budget)

**Wood Elves, High Elves, Dark Elves, Skaven, Dwarf, Nurgle, Orc, Human, Underworld, Vampires**

## Tier 3 – 1,150,000 GP (Team Budget) / 160k (Skill Budget)

**Imperial Nobility, Brettonians, Black Orcs, Chaos Chosen, Chaos Renegade, Chaos Dwarf, Elf Union, Khorne, Tomb Kings, Snotlings (*Stunty Cup eligible*)**

## Tier 4 – 1,200,000 GP (Team Budget) / 180k (Skill Budget)

**Ogres, Halflings, Goblins, Gnomes**

## 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 timer will be required for all coaches through the entire match.**

**• 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.**

**• Dice (No Exceptions to the following)**

**Block, D8, D16 – Only NAF and Games Workshop**

**D6's – Only provided tournament dice, previous Golden Tentacle, and C.U.L.T.**

**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 (see above for allowed dice)**
- **Tokens for score, rerolls, turnovers and negative traits and more**

## Special Rules:

### Lewdgrip Whiparm 160,00 GP MA 6 / ST 3 / AG 3+ / PA 3+ / AV10+

**Skills: Dodge, Loner 4+, Pass, Cannoneer, Sure Hands, Tackle, Tentacles**

**Teams: All**

**Special Ability: Slap and Sling**

***Once per half Lewdgrip may both throw a pass and blitz, in either order. In order to perform both actions he may continue his any additional movement he has after the first action is performed. Both actions must fall under his normal movement. This does use up both the pass and the blitz action for this turn.***

## Schedule:

### Saturday, May 16th, 2026

- **Registration 9:00 am**
- **Game 1 (9:30 am to 12:00 pm)**
- **Lunch (12:00 pm to 1:00 pm)**
- **Game 2 (1:00 pm to 3:30 pm)**
- **Game 3 (3:45 pm to 6:15 pm)**
- **Dice Down Day 1 6:15 pm**

### Sunday, May 17TH, 2026

**Please arrive early to start rolling dice at 9:30 am**

- **Game 4 (9:30 am to 12:00 pm)**

**Lunch (12:00pm to 1:00pm)**

- **Game 5 (1:00 pm to 3:30 pm)**
- **Dice Down 3:30 pm**
- **Awards at 3:45pm**

## FAQ:

- **Are we using the most recent Games Workshop Blood Bowl FAQ and Errata? YES**
- **Only teams and Star Players released prior to April 1st will be allowed**

******We will discuss NAF clarifications allowed prior to tournament starting. *****