



RULES FOR

TOURNAMENTS

FROM 1ST JAN 2020

Annually, on Nov. 1, the NAF release rules for tournaments that will take place during the following calendar year.

These rules are published after a review of official Blood Bowl 2016 (BB2016) releases by Games Workshop and consideration of any further elements we wish to include; for instance those retained from the Competition Rules Pack (CRP), the previous edition of Blood Bowl.

This [process](#) is intended to reduce confusion and provide a stable, easy reference point for Tournament Organisers (TOs) and attendees. While TOs are welcome to include house rules at their tournaments, this document serves as the baseline from which tournaments should begin in order to attain NAF sanctioning (for more details on NAF sanctioning, refer to the [NAF tournament sanctioning procedure](#)).

★ AT PRESENT, THE DOCUMENTS THAT MAKE UP BB2016 ARE: ★

- ★ The rules in the BB2016 starter box (Box)
- ★ The *Inaugural Blood Bowl Almanac*, which encompasses: *Deathzone* Seasons 1 & 2 (DZ1 / DZ2), *Teams of Legend*, the Errata & the FAQ
- ★ The *2018 Blood Bowl Almanac*, which contains the Chaos Chosen, Dark Elf and Nurgle *Spike! Journals*
- ★ The Undead, Halfling, Wood Elf and Lizardmen *Spike! Journals*
- ★ The *Head Coach's Handbook* (HCH), a core rule summary document released Oct. 2019. The HCH was shortly followed by a [free download](#) of updated rosters and star player access for every race (HCH download)

The core rules of BB2016 can be found in either the HCH and HCH download or in the Box, DZ1 and the HCH download. Rules published in the HCH / HCH download supersede versions that came before. Inducements and optional rules can be found in the other publications.

NAF tournaments are expected to follow the rules published in these BB2016 documents (very similar to the CRP in the vast majority of cases) apart from in the following, listed exceptions.

★ NAF TOURNAMENT BB2016 EXCEPTIONS ★

1. The Lizardman Spike! was released too late for the 2019 Annual Review process. TOs may include new to BB2016 elements from this Spike! if they wish (new Chameleon Skink positional, star players and inducements), but this is not mandatory.
2. Slann, Daemons of Khorne and Bretonnians do not appear in BB2016. The NAF recommends you include these three races at tournaments, but this is not mandatory. Please see below for Slann, Daemons of Khorne and Bretonnian rosters and star player access.
3. Golden Era star players such as Jeremiah Kool from the Dark Elf Spike! Journal are optional, and can be included at the discretion of the TO.
4. A number of CRP era star players have been retired. While not included at NAF tournaments by default when star players are included in rulespacks, TOs may choose to include these stars as house rules. These retired stars are listed below, and are pre-approved as sanctioned.
5. When a race is granted access to star players in a rulespack, the star players listed in the HCH download must all be included (single or groups of stars may not be optionally omitted). Additional stars, such as the retired CRP players listed below, may be included as house rules.
6. Games Workshop have released stand-alone miniatures that are not part of the sequence of rules books. Where these star players are allowed in a tournament, this should be clearly stated in the rules pack, along with their rules and cost. They will be treated as any other custom stars in determining NAF sanctioning for a particular tournament.
7. All non star player inducements from both CRP and BB2016 are optional at TO discretion. If any are being included, this should be clearly noted in the tournament rules pack.

8. Special Play cards are not mandatory. Where special play cards are allowed as additions to rosters (and the vast majority of tournaments don't allow them), TOs have discretion as to whether they use the CRP Special Play cards, BB2016 Special Play cards or neither. Costs of the BB2016 decks when used in this manner are found on Bloodbowl.com.
9. TOs may choose between the CRP and BB2016 (HCH) versions of the Piling On skill. If a rulespack does not include a reference to what version of Piling On is in use at a tournament, the CRP version of the skill is treated as the default.

In the event a ruleset has been sanctioned for 2019 prior to the release of this document and a NAF rule has changed that may impact the tournament, the TO may choose to update to the new rules or retain the already advertised pack.

Further handy Blood Bowl clarifications can be [found](#) on theNAF.net.

RECOMMENDED ADDITIONAL TEAMS

In addition to the teams available from Games Workshop, the following races are recommended for inclusion and can have their matches recorded in the NAF database. See the [NAF website](#) for details.

BRETONNIANS

In the fair land of Bretonnia, arrogant nobles and their most trusted Yeomen are questing for an alternative grail - the coveted Bloodweiser Trophy. All too convinced of their own skill, the young knights fill out their squads with a Lineman levy, drafted from the many all-peasant teams that make up the provincial leagues of the Bretonnian countryside.

QTY	TITLE	COST	MA	ST	AG	AV	SKILLS	NORM	DBL
0-16	Linemen	40,000	6	3	2	7	Fend	G	ASP
0-4	Yeomen	70,000	6	3	3	8	Wrestle	GS	AP
0-4	Blitzers	110,000	7	3	3	8	Block, Catch, Dauntless	GAP	S
0-8 Re-roll Counters: 70,000 gp each Apothecary: Yes									
Star Players: Willow Rosebark, Karla von Kill, Mighty Zug, Bo Gallante, Griff Oberwald, Morg'n'Thorg									

DAEMONS OF KHORNE

Blood for the Blood God! The frenzied fans of the Khorne demand blood for their dark god - and the players are happy to give it to them, often by launching opponents off the pitch to be sacrificed by the crowd. Uncontrollable rage turns Khornate players into virtually unstoppable blitzers, making the sidelines very dangerous indeed. The Lord of Rage blesses the team with his daemons, including the most feared monstrosity in Blood Bowl: the Bloodthirster. Khorne demands carnage, and if a few touchdowns should perchance be scored, all the better!

QTY	TITLE	COST	MA	ST	AG	AV	SKILLS	NORM	DBL
0-16	Pit Fighter	60,000	6	3	3	8	Frenzy	GP	AS
0-4	Bloodletter Daemon	80,000	6	3	3	7	Horns, Juggernaut, Regeneration	GAS	P
0-2	Khorne Herald	90,000	6	3	3	8	Frenzy, Horns, Juggernaut	GS	AP
0-1	Bloodthirster	180,000	6	5	1	9	Loner, Frenzy, Horns, Wild Animal, Claw, Juggernaut, Regeneration	S	GAP

0-8 Re-roll Counters: 70,000 gp each
Apothecary: Yes

Star Players: Max Spleenripper, Withergrasp Doubledrool, Scyla Anfingrimm, Lord Borak the Despoiler, Grashnak Blackhoof, Morg'n'Thorg

SLANN

The Slann are an ancient race of space travellers stranded on our planet many ages ago. After realising that rescue was never coming, they settled down in Lustria and enslaved their Lizardman neighbours. While most Slann prefer to become fat and lazy while reptilian thralls do their bidding, a few of the younger generation still enjoy a bit of Blood Bowl. The Slann have no passing game to speak of, but their ability to leap, dive and intercept are second to none.

QTY	TITLE	COST	MA	ST	AG	AV	SKILLS	NORM	DBL
0-16	Linemen	60,000	6	3	3	8	Leap, Very Long Legs	G	ASP
0-4	Catcher	80,000	7	2	4	7	Diving Catch, Leap, Very Long Legs	GA	SP
0-4	Blitzers	110,000	7	3	3	8	Diving Tackle, Jump-Up, Leap, Very Long Legs	GAS	P
0-1	Kroxigor	140,000	6	5	1	9	Loner, Bone-head, Mighty Blow, Prehensile Tail, Thick Skull	S	GAP

0-8 Re-roll Counters: 50,000 gp each
Apothecary: Yes

Star Players: Helmut Wulf, Gobbler Grimlich, Zolcath the Zoat, Morg'n'Thorg

LEGACY STAR PLAYERS

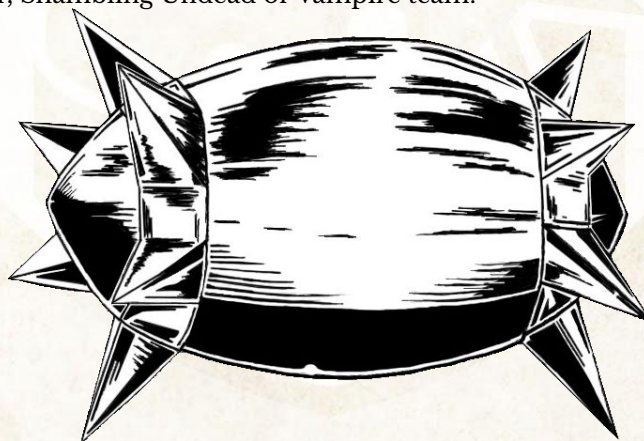
The star players listed in below are legacy stars, found in the CRP. These star players have not appeared in BB2016, and as such are not included as mandatory stars. Should TOs wish, they can include any or all of these stars at tournaments as house rules, but this must be explicitly stated in the tournament rulespack.

NAME	COST	MA	ST	AG	AV	SKILLS	PLAYS FOR	
Bertha Bigfist	290,000	6	5	2	9	Loner, Bone-head, Break Tackle, Dodge, Mighty Blow, Thick Skull, Throw Team-Mate	Amazon, Halfling, Ogre	
Bick Far'th & Grotty	290,000	Note: you must have two slots open on your roster to induce this duo which only counts as one star player inducement					Loner, Bone-head, Mighty Blow, Nerves of Steel, Strong Arm, Thick Skull, Throw Team-Mate	Chaos Chosen, Nurgle, Ogre
Brick Far'th		5	5	2	9			
Grotty		6	2	4	7	Loner, Dodge, Right Stuff, Stunty		
Crazy Igor	120,000	6	3	3	8	Loner, Dauntless, Regeneration, Thick Skull	Vampire	
		Note: Crazy Igor can be bitten by a Vampire on your team as if he was a thrall						
Dolfar Longstride	150,000	7	3	4	7	Loner, Diving Catch, Hail Mary Pass, Kick, Kick-off Return, Pass Block	Bretonnian, Elven Union, High Elf, Wood Elf	
Fezglitch	100,000	4	7	3	7	Loner, Ball & Chain, Disturbing Presence, Foul Appearance, No Hands, Secret Weapon	Skaven, Underworld Denizens	
Glart Smashrip Jr.	210,000	7	4	3	8	Loner, Block, Claw, Juggernaut	Skaven, Underworld Denizens	
Hack Enslash	120,000	6	3	2	7	Loner, Chainsaw, Regeneration, Secret Weapon, Side Step	Tomb Kings, Necromantic Horror, Shambling Undead	
Hemlock	170,000	8	2	3	7	Loner, Block, Dodge, Side Step, Jump Up, Stab, Stunty	Lizardmen, Slann	
Humerus Carpal	130,000	7	2	3	7	Loner, Catch, Dodge, Regeneration, Nerves of Steel	Tomb Kings	
Icepelt Hammerblow	330,000	5	6	1	8	Loner, Claws, Disturbing Presence, Frenzy, Regeneration, Thick Skull	Norse	
Ithaca Benoin	220,000	7	3	3	7	Loner, Accurate, Dump Off, Nerves of Steel, Pass, Regeneration, Sure Hands	Dark Elf, Tomb Kings	

NAME	COST	MA	ST	AG	AV	SKILLS	PLAYS FOR
J Earlice	180,000	8	3	3	7	Loner, Catch, Diving Catch, Dodge, Sprint	Necromantic Horror, Shambling Undead, Vampire
Lottobottol	220,000	8	3	3	8	Loner, Catch, Diving Tackle, Jump Up, Leap, Pass Block, Shadowing, Very Long Legs	Lizardmen, Slann
Quetzal Leap	250,000	8	2	4	7	Loner, Catch, Diving Catch, Fend, Kick-off Return, Leap, Nerves of Steel, Very Long Legs	Lizardmen, Slann
Setekh	220,000	6	4	2	8	Loner, Block, Break Tackle, Juggernaut, Regeneration, Strip Ball	Tomb Kings, Necromantic Horror, Shambling Undead
Sinnedbad	80,000	6	3	2	7	Loner, Block, Jump Up, Pass Block, Regeneration, Secret Weapon, Side Step, Stab	Tomb Kings, Shambling Undead
Slibli	250,000	7	4	1	9	Loner, Block, Grab, Guard, Stand Firm	Lizardmen, Slann
Soaren Hightower	180,000	6	3	4	8	Loner, Fend, Kick-off Return, Pass, Safe Throw, Sure Hands, Strong Arm	High Elf
Zara the Slayer	270,000	6	4	3	8	Loner, Block, Dauntless, Dodge, Jump Up, Stab, Stakes	Amazon, Dwarf, Halfling, High Elf, Human, Norse, Wood Elf

ADDITIONAL SKILL

STAKES: This player may add 1 to the Armour roll when they make a Stab attack against any player playing for a Tomb Kings, Necromantic Horror, Shambling Undead or Vampire team.



★ CREDITS ★

Following the Annual Review process in 2019, this updated version of the NAF Rules document was developed by montanhas18, Raveen and Templar with art by Garion.

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