



RULES FOR TOURNAMENTS

FROM 1ST AUG 2017



Games Workshop's Blood Bowl, 2016 edition (**BB2016**) is being released in stages. It is expected that with the addition of brand new Star Players and rumoured new positionals, tournaments and coaches will want to be able to use the new characters and miniatures released. However, it is also expected that individuals will want to continue to use Slann and various elements from the CRP that have not yet been published in BB2016 (*and in some cases, may not be published*).

Therefore the NAF intends to periodically review the rules, potentially around each Death Zone release, so that TOs and coaches can have an easy reference point for the standard rules at a NAF tournament. TOs are still welcome to select any rules they want for their events although they may not get NAF-sanctioning.

AT PRESENT, THE DOCUMENTS THAT MAKE UP BB2016 ARE:

- The rules in the box (**Box**) (**the Official Rules**)
- Deathzone Season 1 (**DZ1**)
- Deathzone Season 2 (**DZ2**)
- *The following documents from www.bloodbowl.com*
- Teams of Legend (**ToL**)
- The Errata (**ERR**)
- The FAQ (**FAQ**)

Our events currently use the previous official GW rules – the Competition Rules Pack (**CRP**). The changes in BB 2016 that the NAF are adopting are such:

1. The new Star Players, from Death Zone Season 1 (**DZ1**) & Death Zone Season 2 (**DZ2**). In addition, Helmut Wulf can now play for Chaos Renegades.
2. Human catchers are 60k (**Box**).
3. A Head Coach can 'Argue the Call' on a sending off (**DZ1**).
4. Halfling Treemen gain the 'Timmber' skill (**DZ1**). However, Deeproot does not have 'Timmber' at this stage
5. There are a number of team name changes, including Underworld becoming 'Underworld Denizens' and Chaos Pact becoming 'Chaos Renegades, and these teams are now GW-official. This is not a change for NAF events, but is still an addition to the CRP as these teams were not in that document. (**ToL**).

6. The small changes to the Chaos Pact and Goblin rosters – a new Orc linemen for Pact and two new positionals for the Goblins. (**DZ2**)

*These roster changes will be optional until the end of July (TOs choice), and then **MANDATORY FOR NAF TOURNAMENTS** from the beginning of August 2017.*

7. **ALL** inducements are **OPTIONAL**, and this would apply to the new rules. If they are being included this should be clearly noted in the rules pack. (**DZ2**) Please note the 80k Wizard may be undercosted, though this is yet to be fully playtested in a tournament setting (If the tournament rules pack has already been advertised you should consider whether participants have enough time to adjust, if you decide to include the new inducements.)

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, with their rules and cost. They will be treated as any other custom stars in determining NAF sanctioning for a particular tournament.

WHERE YOU ARE REFERENCING BB2016 AND NOT THE CRP, YOU SHOULD BE AWARE:

1. Slann are – and will always be – allowed at NAF events. Rules follow within this document.
2. Where Star Players are allowed, these should include those from the CRP, as well as those officially in BB2016. Rules follow.
3. Special Play cards are not mandatory. Where special play cards are allowed (*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. The BB2016 decks are of different strengths, so the TO will need to decide appropriate costs for each deck that is being used.
4. The 150k CRP Wizard continues to be optional.
5. Piling On should be allowed and **NOT** require a Team Reroll to use. The NAF accept that the PO rule change comes from league play experience rather than tournament play. It is also accepted that with a boost to other stunts (Timmber and Argue the Call), PO removal would unnecessarily harm ogres.

Coaches are still reminded to try and score with ogres sometimes...

ADDITIONAL INDUCEMENT-WIZARD

0-1 WIZARD: A team may hire a Wizard to help your team during the match for 150,000 gold pieces.

Once per game, the Wizard is allowed to cast either a Fireball spell or a Lightning Bolt spell. Wizards may only cast spells at the start of the turn for the team that induced him before any player performs an Action or immediately after the turn of the team that induced him has ended even if it ended with a turnover.

LIGHTNING BOLT: Pick a standing player anywhere on the pitch, and roll one dice. If the score is a 2 or higher, then he has been hit by the lightning bolt. If the roll is a 1 then he manages to dodge out of the way. A player hit by a lightning bolt is Knocked Down and must make an Armour roll (*and possible Injury as well*) as if hit by a player with the Mighty Blow skill.

FIREBALL: Choose a target square anywhere on the pitch. Roll one dice to hit each standing player (*from either team*) that is either in the target square or a square adjacent to it. If the 'to hit' roll is a 4 or more then the target is Knocked Down. If it is a 3 or less he manages to dodge the fireball's blast. Make an Armour roll (*and possible Injury as well*) for any player that is Knocked Down as if they had been Knocked Down by a player with the Mighty Blow skill.

If a player on the moving team is Knocked Down by a fireball, then the moving team does not suffer a turnover unless the player was carrying the ball at the time.

ADDITIONAL RACE - SLANN

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	Catchers	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: 50,000gp each									
Star Players: Helmut Wulf, Hemlock, Lottabottol, Quetzal Leap, Slibli, Morg 'n' Thorg									

ADDITIONAL SKILL

STAKES

This player may add 1 to the Armour roll when they make a Stab attack against any player playing for a Khemri, Necromantic, Undead or Vampire team.



LEGACY STAR PLAYER LIST

NAME	COST	MA	ST	AG	AV	SKILLS	PLAYS FOR
Barik Farblast	60,000	6	3	3	8	Loner, Hail Mary Pass, Pass, Secret Weapon, Strong Arm, Sure Hands, Thick Skull	Dwarf
Bertha Bigfist	290,000	6	5	2	9	Loner, Bone-head, Break Tackle, Dodge, Mighty Blow, Thick Skull, Throw Team-Mate	Amazon, Halfling or Ogre
Brik Far'th & Grotty	290,000						Chaos, Nurgle, or Ogre
Brik Far'th		5	5	2	9	Loner, Bone-Head, Mighty Blow, Nerves of Steel, Strong Arm, Thick Skull, Throw Team-Mate	
Grotty		6	2	4	7	Loner, Dodge, Right Stuff, Stunty	
Bomber Dribblesnot	60,000	6	2	3	7	Loner, Accurate, Bombardier, Dodge, Right Stuff, Secret Weapon, Stunty	Chaos Pact, Goblin, Ogre, Orc or Underworld
Boomer Eziasson	60,000	4	3	2	9	Loner, Accurate, Block, Bombardier, Secret Weapon, Thick Skull	Dwarf or Norse
Count Luther Von Drakenborg	390,000	6	5	4	9	Loner, Block, Hypnotic Gaze, Regeneration, Side Step	Necromantic, Undead, or Vampire
Crazy Igor	120,000	6	3	3	8	Loner, Dauntless, Regeneration, Thick Skull	Chaos Pact and Vampire
Deeproot Strongbranch	300,000	2	7	1	10	Loner, Block, Mighty Blow, Stand Firm, Strong Arm, Thick Skull, Throw Team-Mate	Halfling
Dolfar Longstride	150,000	7	3	4	7	Loner, Diving Catch, Hail Mary Pass, Kick, Kick-off Return, Pass Block	Elf, High Elf or Wood Elf
Eldril Sidewinder	200,000	8	3	4	7	Loner, Catch, Dodge, Hypnotic Gaze, Nerves of Steel, Pass Block	Dark Elf, Elf, High Elf or Wood Elf
Fezglitch	100,000	4	7	3	7	Loner, Ball & Chain, Disturbing Presence, Foul Appearance, No Hands, Secret Weapon	Skaven or Underworld
Flint Churnblade	130,000	5	3	2	8	Loner, Block, Chainsaw, Secret Weapon, Thick Skull	Dwarf
Fungus the Loon	80,000	4	7	3	7	Loner, Ball & Chain, Mighty Blow, No Hands, Secret Weapon, Stunty	Goblin
Glart Smashrip Jr	210,000	7	4	3	8	Loner, Block, Claw, Juggernaut	Skaven or Underworld
Grashnak Blackhoof	310,000	6	6	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull	Chaos, Chaos Dwarf, or Nurgle
Griff Oberwald	320,000	7	4	4	8	Loner, Block, Dodge, Fend, Sprint, Sure Feet	Human
Grim Ironjaw	220,000	5	4	3	8	Loner, Block, Dauntless, Frenzy, Multiple Block, Thick Skull	Dwarf
Hack Enslash	120,000	6	3	2	7	Loner, Chainsaw, Regeneration, Secret Weapon, Side Step	Khemri, Necromantic or Undead
Hakflem Skuttlespike	200,000	9	3	4	7	Loner, Dodge, Extra Arms, Prehensile Tail, Two Heads	Skaven
Headsplitter	340,000	6	6	3	8	Loner, Frenzy, Mighty Blow, Prehensile Tail	Skaven
Helmut Wulf	110,000	6	3	3	8	Loner, Chainsaw, Secret Weapon, Stand Firm	Amazon, Human, Lizardman, Norse, Slann or Vampire
Hemlock	170,000	8	2	3	7	Loner, Block, Dodge, Jump Up, Side Step, Stab, Stunty	Lizardman or Slann
Horkon Heartripper	210,000	7	3	4	7	Loner, Dodge, Leap, Multi Block, Shadowing, Stab	Dark Elf
Hthark the Unstoppable	330,000	6	5	2	9	Loner, Block, Break Tackle, Juggernaut, Sprint, Sure Feet, Thick Skull	Chaos Dwarf
Hubris Rakarth	260,000	7	4	4	8	Loner, Block, Dirty Player, Jump Up, Mighty Blow, Strip Ball	Dark Elf or Elf
Humerus Carpal	130,000	7	2	3	7	Loner, Catch, Dodge, Regeneration, Nerves of Steel	Khemri
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 or Khemri
J Earlice	180,000	8	3	3	7	Loner, Catch, Diving Catch, Dodge, Sprint	Necromantic, Undead or Vampire
Jordell Freshbreeze	260,000	8	3	5	7	Loner, Block, Diving Catch, Dodge, Leap, Side Step	Elf or Wood Elf
Lewdgrip Whiparm	150,000	6	3	3	9	Loner, Pass, Strong Arm, Sure Hands, Tentacles	Chaos, Chaos Pact and Nurgle
Lord Borak the Despoiler	300,000	5	5	3	9	Loner, Block, Dirty Player, Mighty Blow	Chaos or Nurgle
Lottabottol	220,000	8	3	3	8	Loner, Catch, Diving Tackle, Jump Up, Leap, Pass Block, Shadowing, Very Long Legs	Lizardman or Slann
Max Spleenripper	130,000	5	4	3	8	Loner, Chainsaw, Secret Weapon	Chaos or Nurgle
Mighty Zug	260,000	4	5	2	9	Loner, Block, Mighty Blow	Human
Morg 'n' Thorg	430,000	6	6	3	10	Loner, Block, Mighty Blow, Thick Skull, Throw Team-Mate	Any team except Khemri, Necromantic, and Undead
Nobbla Blackwart	130,000	6	2	3	7	Loner, Block, Chainsaw, Dodge, Secret Weapon, Stunty	Chaos Dwarf, Goblin, Ogre or Underworld
Prince Moranion	230,000	7	4	4	8	Loner, Block, Dauntless, Tackle, Wrestle	Elf or High Elf
Puggy Baconbreath	140,000	5	3	3	6	Loner, Block, Dodge, Nerves of Steel, Right Stuff, Stunty	Halfling or Human

NAME	COST	MA	ST	AG	AV	SKILLS	PLAYS FOR
Quetzal Leap	250,000	8	2	4	7	Loner, Catch, Diving Catch, Fend, Kick-off Return, Leap, Nerves of Steel, Very Long Legs	Lizardman or Slann
Ramtut III	380,000	5	6	1	9	Loner, Break Tackle, Mighty Blow, Regeneration, Wrestle	Khemri, Necromantic or Undead
Rashnak Backstabber	200,000	7	3	3	7	Loner, Dodge, Side Step, Sneaky Git, Stab	Chaos Dwarf
Ripper	270,000	4	6	1	9	Loner, Grab, Mighty Blow, Regeneration, Throw Team-Mate	Goblin or Orc
Roxanna Darknail	250,000	8	3	5	7	Loner, Dodge, Frenzy, Jump Up, Juggernaut, Leap	Amazon or Dark Elf
Scrappa Sorehead	150,000	7	2	3	7	Loner, Dirty Player, Dodge, Leap, Right Stuff, Sprint, Stunty, Sure Feet, Very Long Legs	Goblin, Ogre or Orc
Setekh	220,000	6	4	2	8	Loner, Block, Break Tackle, Juggernaut, Regeneration, Strip Ball	Khemri, Necromantic or Undead
Slibli	250,000	7	4	1	9	Loner, Block, Grab, Guard, Stand Firm	Lizardman or Slann
Sinnedbad	80,000	6	3	2	7	Loner, Block, Jump Up, Pass Block, Regeneration, Secret Weapon, Side Step, Stab	Khemri or Undead
Skitter Stab-Stab	160,000	9	2	4	7	Loner, Dodge, Prehensile Tail, Shadowing, Stab	Skaven or Underworld
Soaren Hightower	180,000	6	3	4	8	Loner, Fend, Kick-off Return, Pass, Safe Throw, Sure Hands, Strong Arm	High Elf
Ugroth Bolgrot	100,000	5	3	3	9	Loner, Chainsaw, Secret Weapon	Chaos Pact and Orc
Varag Choul-Chewer	290,000	6	4	3	9	Loner, Block, Jump Up, Mighty Blow, Thick Skull	Orc
Wilhelm Chaney	240,000	8	4	3	8	Loner, Catch, Claws, Frenzy, Regeneration, Wrestle	Necromantic, Norse or Vampire
Willow Rosebark	150,000	5	4	3	8	Loner, Dauntless, Side Step, Thick Skull	Amazon, Halfling or Wood 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 or Wood Elf
Zzharg Madeye	90,000	4	4	3	9	Loner, Hail Mary Pass, Pass, Secret Weapon, Strong Arm, Sure Hands, Tackle, Thick Skull	Chaos Dwarf and Chaos Pact

