



# RULES FOR TOURNAMENTS

FROM 1<sup>ST</sup> FEB 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to use Slann and various elements from the CRP that have not yet been published in BB2016 (*and in some cases, may not be published*).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 (**DZ**)  
*The following documents from [www.bloodbowl.com](http://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. There is a new star player, Guffle Pusmaw who is only available for Nurgle (**DZ1**).
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**).

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**).

## 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 (*and Stakes for Zara the Slayer*), plus additional ones released by GW, 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. It is noted that the BB2016 Special Play cards are essentially a 200k deck and a 50k deck and should be costed as such, if included at all.
4. Wizards continue to be optional. Most events do not allow them, but they are included here for those that want to allow them.
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 stunties (*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
<b>0-8 Re-roll counters:</b> 50,000gp each									
<b>Star Players:</b> Helmut Wulf, Hemlock, Lottabottol, Quetzal Leap, Slibli, Morg 'n' Thorg									

# Bugman's STAR PLAYERS

NAME	COST	MA	ST	AG	AV	SKILLS	PLAYS FOR
<b>Rasta Tailspike</b>	110,000	8	3	3	7	Loner, Catch, Extra Arms	Skaven
<b>Frank N. Stein</b>	210,000	4	5	1	9	Loner, Break Tackle, Mighty Blow, Regeneration, Stand Firm, Thick Skull	Human, Necromantic, Undead
<b>Bilerot Vomitflesh</b>	180,000	4	5	2	9	Loner, Dirty Player, Disturbing Presence, Foul Appearance	Chaos, Nurgle

# 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.



# STAR PLAYERS

NAME	COST	MA	ST	AG	AV	SKILLS	PLAYS FOR
<b>Barik Farblast</b>	60,000	6	3	3	8	Loner, Hail Mary Pass, Pass, Secret Weapon, Strong Arm, Sure Hands, Thick Skull	Dwarf
<b>Bertha Bigfist</b>	290,000	6	5	2	9	Loner, Bone-head, Break Tackle, Dodge, Mighty Blow, Thick Skull, Throw Team-Mate	Amazon, Halfling or Ogre
<b>Brik Far'th &amp; Grotty</b>	290,000	5	5	2	9	Loner, Bone-Head, Mighty Blow, Nerves of Steel, Strong Arm, Thick Skull, Throw Team-Mate	Chaos, Nurgle, or Ogre
<b>Brik Far'th</b>							
<b>Grotty</b>							
<b>Bomber Dribblesnot</b>	60,000	6	2	3	7	Loner, Accurate, Bombardier, Dodge, Right Stuff, Secret Weapon, Stunty	Chaos Pact, Goblin, Ogre, Orc or Underworld
<b>Boomer Eziasson</b>	60,000	4	3	2	9	Loner, Accurate, Block, Bombardier, Secret Weapon, Thick Skull	Dwarf or Norse
<b>Count Luther Von Drakenborg</b>	390,000	6	5	4	9	Loner, Block, Hypnotic Gaze, Regeneration, Side Step	Necromantic, Undead, or Vampire
<b>Crazy Igor</b>	120,000	6	3	3	8	Loner, Dauntless, Regeneration, Thick Skull	Chaos Pact and Vampire
<b>Deeproot Strongbranch</b>	300,000	2	7	1	10	Loner, Block, Mighty Blow, Stand Firm, Strong Arm, Thick Skull, Throw Team-Mate	Halfling
<b>Dolfar Longstride</b>	150,000	7	3	4	7	Loner, Diving Catch, Hail Mary Pass, Kick, Kick-off Return, Pass Block	Elf, High Elf or Wood Elf
<b>Eldril Sidewinder</b>	200,000	8	3	4	7	Loner, Catch, Dodge, Hypnotic Gaze, Nerves of Steel, Pass Block	Dark Elf, Elf, High Elf or Wood Elf
<b>Fezglitch</b>	100,000	4	7	3	7	Loner, Ball & Chain, Disturbing Presence, Foul Appearance, No Hands, Secret Weapon	Skaven or Underworld
<b>Flint Churnblade</b>	130,000	5	3	2	8	Loner, Block, Chainsaw, Secret Weapon, Thick Skull	Dwarf
<b>Fungus the Loon</b>	80,000	4	7	3	7	Loner, Ball & Chain, Mighty Blow, No Hands, Secret Weapon, Stunty	Goblin
<b>Glart Smashrip Jr</b>	210,000	7	4	3	8	Loner, Block, Claw, Juggernaut	Skaven or Underworld
<b>Grashnak Blackhoof</b>	310,000	6	6	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull	Chaos, Chaos Dwarf, or Nurgle
<b>Griff Oberwald</b>	320,000	7	4	4	8	Loner, Block, Dodge, Fend, Sprint, Sure Feet	Human
<b>Grim Ironjaw</b>	220,000	5	4	3	8	Loner, Block, Dauntless, Frenzy, Multiple Block, Thick Skull	Dwarf
<b>Hack Enslash</b>	120,000	6	3	2	7	Loner, Chainsaw, Regeneration, Secret Weapon, Side Step	Khemri, Necromantic or Undead
<b>Hakflem Skuttlespike</b>	200,000	9	3	4	7	Loner, Dodge, Extra Arms, Prehensile Tail, Two Heads	Skaven
<b>Headsplitter</b>	340,000	6	6	3	8	Loner, Frenzy, Mighty Blow, Prehensile Tail	Skaven
<b>Helmut Wulf</b>	110,000	6	3	3	8	Loner, Chainsaw, Secret Weapon, Stand Firm	Amazon, Human, Lizardman, Norse, Slann or Vampire
<b>Hemlock</b>	170,000	8	2	3	7	Loner, Block, Dodge, Jump Up, Side Step, Stab, Stunty	Lizardman or Slann
<b>Horkon Heartripper</b>	210,000	7	3	4	7	Loner, Dodge, Leap, Multi Block, Shadowing, Stab	Dark Elf
<b>Hthark the Unstoppable</b>	330,000	6	5	2	9	Loner, Block, Break Tackle, Juggernaut, Sprint, Sure Feet, Thick Skull	Chaos Dwarf
<b>Hubris Rakarth</b>	260,000	7	4	4	8	Loner, Block, Dirty Player, Jump Up, Mighty Blow, Strip Ball	Dark Elf or Elf
<b>Humerus Carpal</b>	130,000	7	2	3	7	Loner, Catch, Dodge, Regeneration, Nerves of Steel	Khemri
<b>Icepelt Hammerblow</b>	330,000	5	6	1	8	Loner, Claws, Disturbing Presence, Frenzy, Regeneration, Thick Skull	Norse
<b>Ithaca Benoin</b>	220,000	7	3	3	7	Loner, Accurate, Dump Off, Nerves of Steel, Pass, Regeneration, Sure Hands	Dark Elf or Khemri
<b>J Earlice</b>	180,000	8	3	3	7	Loner, Catch, Diving Catch, Dodge, Sprint	Necromantic, Undead or Vampire
<b>Jordell Freshbreeze</b>	260,000	8	3	5	7	Loner, Block, Diving Catch, Dodge, Leap, Side Step	Elf or Wood Elf
<b>Lewdgrip Whiparm</b>	150,000	6	3	3	9	Loner, Pass, Strong Arm, Sure Hands, Tentacles	Chaos, Chaos Pact and Nurgle
<b>Lord Borak the Despoiler</b>	300,000	5	5	3	9	Loner, Block, Dirty Player, Mighty Blow	Chaos or Nurgle
<b>Lottabottol</b>	220,000	8	3	3	8	Loner, Catch, Diving Tackle, Jump Up, Leap, Pass Block, Shadowing, Very Long Legs	Lizardman or Slann
<b>Max Spleenripper</b>	130,000	5	4	3	8	Loner, Chainsaw, Secret Weapon	Chaos or Nurgle
<b>Mighty Zug</b>	260,000	4	5	2	9	Loner, Block, Mighty Blow	Human
<b>Morg 'n' Thorg</b>	430,000	6	6	3	10	Loner, Block, Mighty Blow, Thick Skull, Throw Team-Mate	Any team except Khemri, Necromantic, and Undead
<b>Nobbla Blackwart</b>	130,000	6	2	3	7	Loner, Block, Chainsaw, Dodge, Secret Weapon, Stunty	Chaos Dwarf, Goblin, Ogre or Underworld
<b>Prince Moranion</b>	230,000	7	4	4	8	Loner, Block, Dauntless, Tackle, Wrestle	Elf or High Elf
<b>Puggy Baconbreath</b>	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
<b>Quetzal Leap</b>	250,000	8	2	4	7	Loner, Catch, Diving Catch, Fend, Kick-off Return, Leap, Nerves of Steel, Very Long Legs	Lizardman or Slann
<b>Ramtut III</b>	380,000	5	6	1	9	Loner, Break Tackle, Mighty Blow, Regeneration, Wrestle	Khemri, Necromantic or Undead
<b>Rashnak Backstabber</b>	200,000	7	3	3	7	Loner, Dodge, Side Step, Sneaky Git, Stab	Chaos Dwarf
<b>Ripper</b>	270,000	4	6	1	9	Loner, Grab, Mighty Blow, Regeneration, Throw Team-Mate	Goblin or Orc
<b>Roxanna Darknail</b>	250,000	8	3	5	7	Loner, Dodge, Frenzy, Jump Up, Juggernaut, Leap	Amazon or Dark Elf
<b>Scrappa Sorehead</b>	150,000	7	2	3	7	Loner, Dirty Player, Dodge, Leap, Right Stuff, Sprint, Stunty, Sure Feet, Very Long Legs	Goblin, Ogre or Orc
<b>Setekh</b>	220,000	6	4	2	8	Loner, Block, Break Tackle, Juggernaut, Regeneration, Strip Ball	Khemri, Necromantic or Undead
<b>Slibli</b>	250,000	7	4	1	9	Loner, Block, Grab, Guard, Stand Firm	Lizardman or Slann
<b>Sinnedbad</b>	80,000	6	3	2	7	Loner, Block, Jump Up, Pass Block, Regeneration, Secret Weapon, Side Step, Stab	Khemri or Undead
<b>Skitter Stab-Stab</b>	160,000	9	2	4	7	Loner, Dodge, Prehensile Tail, Shadowing, Stab	Skaven or Underworld
<b>Soaren Hightower</b>	180,000	6	3	4	8	Loner, Fend, Kick-off Return, Pass, Safe Throw, Sure Hands, Strong Arm	High Elf
<b>Ugroth Bolgrot</b>	100,000	5	3	3	9	Loner, Chainsaw, Secret Weapon	Chaos Pact and Orc
<b>Varag Choul-Chewer</b>	290,000	6	4	3	9	Loner, Block, Jump Up, Mighty Blow, Thick Skull	Orc
<b>Wilhelm Chaney</b>	240,000	8	4	3	8	Loner, Catch, Claws, Frenzy, Regeneration, Wrestle	Necromantic, Norse or Vampire
<b>Willow Rosebark</b>	150,000	5	4	3	8	Loner, Dauntless, Side Step, Thick Skull	Amazon, Halfling or Wood Elf
<b>Zara the Slayer</b>	270,000	6	4	3	8	Loner, Block, Dauntless, Dodge, Jump Up, Stab, Stakes	Amazon, Dwarf, Halfling, High Elf, Human, Norse or Wood Elf
<b>Zzharg Madeye</b>	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

