



NAF

RULES FOR TOURNAMENTS FROM 1ST JANUARY 2021

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 2020 (BB2020) releases by Games Workshop and consideration of any further elements we wish to include.

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 Approval Document](#)).

AT PRESENT, THE DOCUMENTS THAT MAKE UP BB2020 ARE:

- ★ The rules in the BB2020 starter box
 - ★ The Teams of Legend document, released by Games Workshop and [hosted](#) on the Blood Bowl website
- NAF tournaments are expected to follow the rules published in these BB2020 documents apart from in the following, listed exceptions:
- ★ Slann and Daemons of Khorne do not appear in BB2020. The NAF recommends you include these races at tournaments, but this is not mandatory. Please see below for these rosters and their special rule access.
 - ★ The NAF recommended the inclusion of the Bretonnians race in tournaments using the previous edition of the rules (BB2016); in this case, Games Workshop have released a similar roster, Imperial Nobility, that now supersedes Bretonnians and is now mandatory at NAF tournaments.

- ★ The NAF directions for TOs wishing to include inducements and star players at their tournaments remains unchanged. When a race is granted access to star players in a rulespack, all applicable stars listed in the BB2020 ruleset must be included. Legacy stars are no longer permitted.

- ★ All other inducements (optional or standard) may be included at the discretion of the TO.

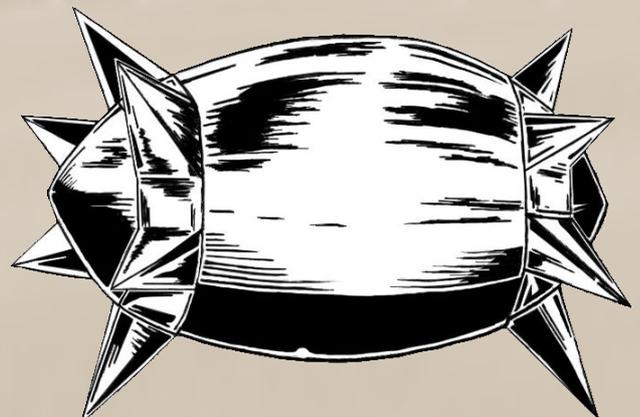
ADVICE TO TOS

The NAF makes the following recommendations to TOs who may be running tournaments using BB2020 rules for the first time.

- ★ TOs are advised to use the 'exhibition game' version of the Prayers to Nuffle table (BB2020 kick-off event). The NAF continues to allow minor changes to the kickoff table at the discretion of the Tournament Director.

- ★ Games Workshop have suggested rules for team building in exhibition games / tournaments in the boxed set. TOs can follow these rules, or explore alternate methods of their choosing (providing adherence to the NAF Tournament Approval Document is maintained).

- ★ House ruled inducements and star players may be included at the discretion of the Tournament Director. TOs are strongly advised to be cautious when creating star players in BB2020; the relative efficacy of stars has increased notably between BB2016 and BB2020.



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.

DAEMONS OF KHORNE TEAMS

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!

DAEMONS OF KHORNE TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Pit Fighters	60,000	6	3	3+	4+	9+	Frenzy	G	AS
0-4	Bloodletter Daemons	80,000	6	3	3+	4+	8+	Horns, Juggernaut, Regeneration	GAS	P
0-2	Khorne Heralds	90,000	6	3	3+	5+	9+	Frenzy, Horns, Juggernaut	GS	AP
0-1	Bloodthirster	180,000	6	5	5+	-	10+	Claw, Frenzy, Horns, Juggernaut, Loner (4+), Unchanneled Fury, Regeneration	S	GA

0-8 Re-roll counters: 70,000 gold pieces each

Tier: 2

Special Rules: Favoured of Khorne

Apothecary: Yes



SLANN TEAMS

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.

SLANN TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Linemen	60,000	6	3	3+	4+	9+	Pogo Stick, Very Long Legs	G	AS
0-4	Catchers	80,000	7	2	2+	4+	8+	Diving Catch, Pogo Stick, Very Long Legs	GA	SP
0-4	Blitzers	110,000	7	3	3+	4+	9+	Diving Tackle, Jump Up, Pogo Stick, Very Long Legs	GAS	P
0-1	Kroxigor	140,000	6	5	5+	-	10+	Bonehead, Loner (4+), Mighty Blow (+1), Prehensile Tail, Thick Skull	S	GA

0-8 Re-roll counters: 50,000 gold pieces each

Tier: 2

Special Rules: Lustria Superleague

Apothecary: Yes

