

General rules

We play by core rules and recommendations following NAF rules review of 1st of November 2020 - including the three extra races:

<https://www.thenaf.net/wp-content/uploads/2019/11/NAF-Rules-for-Tournaments-2020.pdf>

All the regular races can be found here - the new Lizardmen list is included

https://www.warhammer-community.com/wp-content/uploads/2019/10/BB_Head_Coach_Handbook_63-80_Teams.pdf

The tournament is a resurrection and no progression tournament, so every game is played with the roster you create before the tournament starts.

Inducements

Any inducements bought are added permanently to your roster.

All NAF-approved CRP and BB2016 Star Players are eligible - no golden age star players.

Two teams can field the same Star Player.

Bribes, Master Chef, Igor and Bloodweiser Kegs are allowed.

Creating a roster

Every team gets 1,100,000 gold coins to spend in accordance with the standard rules for creating a blood bowl roster.

After buying a minimum of 11 rostered players you may buy star players available for your race, but in that case you must convert all gold bars into normal skills - unless your race is tier 6, then you can use gold bars as normal.

Skills and tier bonuses:

All teams get some starting skills and lower tiers get extra skills and/or gold bars that can be spent to get special skills, extra skills or gold pieces.

Normal Skills

A normal skill must be given to a rookie player as if that player had rolled say 7 on a skill roll.

Gold bars

1. One Extra **normal skill** costs **two gold bars**
2. **One gold bar** can be exchanged for **20.000 gold coins** that can be used towards creating your roster
3. 0-3 **upgrades of a normal skill to a special skill** can be bought at the price of **one gold bar** per upgrade
 - **Up to 2** special skills may be used to pick a skill like if you had rolled **a double** on a skill roll.
 - **Up to 2** special skill may be used to give a **second normal skill** to a player that has already been given a normal skill.

Examples and clarifications:

- Picking Guard on a Longbeard costs you a normal skill or two Gold bars.
- You might pick Block on an Ogre as a special skill - for the price of a normal skill and an upgrade or three Gold bars.
- You may pick Stand Firm on the Longbeard you already gave Guard - for the price of a normal skill and an upgrade or three Gold bars.
- You can purchase two doubles and a stack or two stacks and a double but never more than three special skills total.
- No Player can get two doubles or more than two extra skills.

Tier 0: Dark Elves, Lizardmen, Shambling Undead, Wood Elves

- **6 normal skills**

Tier 1: Amazon, Bretonnians, Chaos Dwarf, Dwarves

- **6 normal skills and two gold bars**

Tier 2: Necromantic, Norse, Orcs, Skaven

- **7 normal skills and two gold bars**

Tier 3: Chaos Renegades, Elven Union, Human

- **7 normal skills and four gold bars**

Tier 4: Chaos Chosen, High Elves, Khemri Tomb Kings, Nurgle, Slann

- **8 normal skills and four gold bars**

Tier 5: Underworld Denizens, Daemons of Khorne, Vampires

- **9 normal skills and four gold bars**

Tier 6: Goblins, Halflings, Ogres

- **9 normal skills and seven gold bars.**