



THE NAF WORLD CUP 2515 ★ LUCCA ★

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★ INTRODUCTION ★

Is it really four years since the last Blood Bowl World Cup?!? Well, hard as it is to believe, it really has been four years since Blood Bowl coaches from all over the world gathered to celebrate their hobby and decide which of the participants are the best Blood Bowl coaches in the whole wide world!

However, while I know that the competition for the title will be as fierce as ever, I also know that the main reason for attending the World Cup is to meet old friends, make new ones, and talk late into the night about amazing plays or of terrible luck with the blocking dice. This is the truly wonderful thing about the World Cup – it lets us know that wherever we come from, we are more alike than different, and that we all talk the language of Blood Bowl.

Considering this, it would be remiss of me not to finish this introduction by saying a massive thank-you to the organisers of the 2015 World Cup. They have put in a huge amount of work already, and I know that they will be working their socks off over the World Cup weekend to make sure that it is the best World Cup yet. Make sure you show your appreciation of their efforts whenever you get the chance.

And with that I will wish you good luck in your games. May all of your dice rolls be sixes, and may you never fail to go for it!

Jervis



★ FOR TEAM CAPTAINS ★

Registration will open Jan 30th and close March 8th. Visit the World Cup website to register: <http://worldcup.luccini.it>

Team captains are responsible for their team's headcount. Individual coaches don't have to tell the organization if they are present or not.

Team captains need to tell us on Friday morning if their team has arrived, after they're sure their whole team is present (*or not*).

Captains! Please be at the venue at 8:00 on Friday to register! Make sure you have the names of your team with you. That way we can begin on time!

On Saturday and Sunday captains only need to tell us if they're missing coaches.

Team captains are responsible for picking up the Match Result Forms. After picking up the form, they tell their team at which tables they'll play.

Team captains are responsible for returning the match results and the painting votes.

Match Result form: The team captains of both teams will sign the result sheet. One team captain will bring it to the organization. If a match result form is handed to us, signed by both team captains, we expect the results to be final.

PAINTING VOTES FORM: We recommend the coaches who finish earlier spend that time checking out their opponents' painted teams. The team captain and one other team member must sign the painting votes sheet.

We expect all coaches to behave as we're accustomed to during Blood Bowl tournaments. If we get complaints about coaches or if the organization has problem with a coach, then we'll talk to the team captains about it.

We would also appreciate it if the team captains could either print this for their team members or notify them that they should make themselves a copy. We expect all coaches to have a copy of this booklet, as there won't be any available at the tournament!

★ SCHEDULE ★

FRIDAY-SATURDAY

Game 1:	10:00-12:15
Lunch:	12:15 - 13:30
Game 2:	13:30 - 15:45
Game 3:	16:45 - 19:00

SUNDAY

Game 1:	9:30-11:45
Lunch:	11:45 - 12:45
Game 2:	12:45 - 15:00
Game 3:	15:45 - 18:00
Award ceremony:	18:30-19:00

★ VENUE ★

"Lucca Fiere e Congressi"

Lucca Fiere e Congressi S.p.A
Via della Chiesa XXXII, trav. I, 237
55100 Lucca (Italy)

Tel: +39 0583 582676

Fax: +39 0583 318204

E-mail: segreteria@luccafiery.it

Web: www.luccafiery.it

The exhibition complex in the city of Lucca is situated in a favorable position proximate to both the city center and the motorway exits for Lucca East and Lucca West.

Being a little more than half a mile from the historic city center, the venue is easily accessible by both car and public transport, and most of the route is served by practical bike paths.

Its strategic location, overlooking one of the most important Italian motorway junctions, the A11 Florence-Versilia, makes the neighborhood easily visible and accessible.

The visitor can participate in the events organized at the venue while simultaneously enjoying the historical and artistic beauty of Lucca and its surroundings.



★ RULES ★

The NAF World Cup will use the latest rule set; CRP , with the following exceptions and/or amendments:

The Illegal Procedure rule will not be in use, nor is the 4 minute 'timer' rule. Please note that you may be given a certain amount of time to complete your game should you be running late. More on this under "match sequence."

Coaches have **1,100,000 GP** to create their starting team rosters. Team rosters must consist of at least 11 players as per the normal rules.

Inducements are not allowed, with the exception of Tier 3 teams, which may purchase Bribes, a Halfling Master Chef, and Star Players. All prices are the same as in the Inducements section of the CRP rule set.

Star Players are counted toward the minimum of 11 players per team. If opposing teams have the same Star, both may play.

Star Player Points are in not use.

All casualties and/or deaths are healed between rounds. Stat decreases will not pass on to the next game.

Player improvements are not counted towards Team Value, so in effect Team Value is fixed at the starting 1,100,000 GP for all rosters and therefore of no impact.

Chaos Pact, Slann and Underworld teams are allowed. Alternate teams such as Khorne are not.

Each team consists of 6 coaches. Each coach **MUST** coach a Blood Bowl team of a different race than any other coach of his team. This will result in each team having 6 different races. Ergo: No team can have two undead teams for example. (*You can obviously have multiple Daves or Maggies in your team, that's actually a lot of fun*)

★ SKILL SELECTION ★

The number of skills awarded will be determined by team type.

TIER 1

Amazon, Chaos Dwarf, Dark Elf, Dwarf, Lizardman, Norse, Orc, Skaven, Undead, Wood Elf

TIER 2

Chaos, Chaos Pact, Elf, High Elf, Human, Khemri, Necromantic, Nurgle, Slann

TIER 3

Halfling, Goblin, Ogre, Underworld, Vampire



Skills are awarded as follows:

TIER	DAY 1	DAY 2	DAY 3
1	3 Regular Skills	1 Regular Skill + 1 Double Skill	2 Regular Skills OR 1 Double Skill OR 1 Skill to a player that has already received a regular skill (<i>but not a double skill</i>).
2	4 Regular Skills + 1 Double Skill	1 Regular Skill + 1 Double Skill	2 Regular Skills OR 1 Double Skill OR 1 Skill to a player that has already received one.
3	4 Regular Skills + 1 Double Skill	1 Regular Skill + 1 Double Skill	2 Regular Skills OR 1 Double Skill OR 1 Skill to a player that has already received one.

Please Note that Tier 3 teams also have access to Bribes, Halfling Master Chef, and Star Players as covered above.

Players may not add more than one skill except in the case of Day 3's last option.

All skills MUST be noted on the team roster your team captain hands in to the organization when registering your team on Day 1

★ MATCH SEQUENCE ★

The match sequence is as follows:

1) PRE MATCH & INTRODUCTION.

Decide what constitutes a "cocked die." (*It is recommended that any dice that is not flat on the table or board is considered cocked to eliminate any confusion, but ultimately this is for the coaches to decide.*)

Show your opponent your roster and team.

Point out which players represent which positions and point out which players have got which skills.

Look over your opponent's team roster and ensure that it's legal. Call for a NAF Referee or NAF Tournament Official in the event of any discrepancy before the match begins.

Work out the number of Fans and Fame and note the result.

2) THE MATCH.

Roll Weather.

Roll for Kick Off. (*Winner decides to kick or receive.*)

Receiving team's turn.

Kicking team's turn...

Etc...

3) THE POST MATCH SEQUENCE.

Fill out results sheet and sign it. Please ensure that both you and your opponent's results sheets are in accordance.

Data Entry. Hand in results sheet at the appropriate point. Once a signed result sheet is handed over to a NAF Tournament Official the result can't be changed.

4) MATCH TIMING.

You have 2 hours and 15 minutes to complete your match. When one hour's over, a general notice will be given that you should be close to starting the 2nd half.

If, with one hour left, your game hasn't started the second half yet, you and your opponent will get a timer (*chess clock*). Each coach will have 30 minutes time for all his turns left in the game.

If you've spent all your time and your opponent hasn't, all you are allowed to do is put any prone players upright and unstun any players that are stunned. You are not allowed to take ANY other action than this.

If one or both coaches are late for the game, the referees will make note of your table number and who is late. If, with one hour left, the game hasn't started the second half yet, the coach who was late will get 20 minutes instead of 30. His opponent will get 40 minutes instead of 30. If both players were late both players will get 30 minutes. **If one of the players is not at his table after 30 minutes, the other player will win by default!** If 2 hours and 15 minutes have passed or both players' time has run out the game ends immediately.

5) POINTS & RANKINGS.

Results will go into two rankings: Team and Individual.

Team Ranking: Each game played by a team member will add up to the team ranking. The team ranking will be made up of the results from all the team members.

Win : 1 point
Draw : 1/2 point
Loss : 0 point
Tiebreaker: Net TD + Net Cas

Individual Ranking: We'll also keep track of an individual ranking. Each game will add points (*or none*) to this ranking.

Win : 3 points
Draw : 1 point
Loss : 0 point
Tiebreaker: Net TD + Net Cas



★ TRANSPORTATION IN LUCCA ★

BY CAR

WEST

From Viareggio: Viareggio-Lucca "Bretella" motorway link, exit Lucca est (5 minutes from the Venue of NAF World Cup 2015, following the Road Instructions to "Lucca Fiere e Congressi")

SOUTH

From Pisa: National Road no. 12 (Abetone and Brennero) or follow the road instructions and take The "A11 Firenze-Pisa Nord" – direction Florence.

From Fiumicino Roma Airport: Take The A1 Highway direction Milano then turn to A11-E76 When You Arrive in Florence to Pisa Nord and take "The Lucca Est Exit"

NORTH

From Malpensa Milano Airport: There are Two Suggested Routes;

1) Take The A1 Highway direction Napoli then turn when you arrive in Bologna to A11 E76 direction Florence – From Florence To Pisa Nord and take "The Lucca Est Exit"

2) Take The A1 Highway Direction Napoli then turn when you arrive after Parma to A15 Parma-La Spezia, then take the A12 to Livorno and change the route following A11-E76 to Florence and take "The Lucca Est Exit"

From Massa Carrara: province road n° 445 Carpinelli pass, Piazza al Serchio, Castelnuovo Garfagnana, Borgo a Mozzano.

From Modena: province road n° 324 Radici - Radici pass, Castelnuovo Garfagnana, Borgo a Mozzano

BY PLANE

"Galileo Galilei" Airport – Pisa

www.pisa-airport.com

Flight information	+39 050 849 300
Air tickets	+39 050 849404
Luggage assistance service	+39 050 849400
Cargo agency	+39 050 849350
Freephone (claims only)	+39 800 018 849
Florence air terminal	+39 055 216073
info@pisa-airport.it	

"Amerigo Vespucci" Airport - Firenze Peretola

www.aeroporto.firenze.it

Switchboard	+39 055.3061300
Lost luggage	+39 055.3061302
Fax	+39 055.3061664
Secretary	+39 055.30615
Fax	+39 055.3061355

"Malpensa" Airport – Milano

www.milanomalpensa-airport.com/en

General Call Center →	Terminal 1	+39 02.74852200
	Terminal 2	+39 02.74852200
Help Center		+39 02.232323

"Fiumicino" Airport – Roma

www.adr.it/web/aeroporti-di-roma-en/-/pax-fco-fiumicino

Airport Call Center (ADR)	+39 06.65951 (24h)
Fly informations	+39 06.65951 (24h)
Alitalia Info Center	+39 06 6563.1 (7:00-23:00)

BY BUS

VaiBus Bus Lines

www.vaibus.it

Terminus - ticket office Lucca – Piazzale Verdi
Lucca – Piazzale Verdi (from and to Lucca, Piana di Lucca, Valle del Serchio, Pisa, Florence)

Viareggio, Piazza d'Azeglio +39 0584 30996
(for Viareggio and Versilia)

Barga, via Canipaglia, 2 +39 0583 724303

Castelnuovo di Garfagnana, Pzza Repubblica

Tel +39 0583 62039

Fax +39 0583 666674

TICKET OFFICES

Lucca – Piazzale Verdi (from and to Lucca, Piana di Lucca, Valle del Serchio)

Tel +39 0583 587897

Fax +39 0583 541240

OPENING HOURS:

Monday-Saturday 06.00 – 20.00; Sunday 8:00 – 20:00

Lucca – Via Cavour

Tel +39 0583 466963

OPENING HOURS:

Monday-Saturday 06.00 – 20.00; Sunday 8:00 – 20:00

Lucca – Piazzale Verdi (from and to Pisa, Pistoia, Montecatini, Prato, Florence)

Tel +39 0583 584877

Fax +39 0583 53892

OPENING HOURS:

Monday-Saturday 06.00 – 20.00; Sunday 8:00 – 20:00

BY TRAIN

FS Trenitalia

www.trenitalia.it

Railway line Florence-Viareggio (East-West)

Main stops:

Altopascio – Montecarlo – Capannori – Lucca – Viareggio

Railway line Pisa-Aulla (North-South)

Main stops:

Lucca – Borgo a Mozzano – Barga – Castelnuovo Garfagnana – Piazza al Serchio – Pieve San Lorenzo

"Lucca" Train station

Piazza Ricasoli

Ticket office: +39 0583 467013

OPENING HOURS: 5.30 – 20.30

Bookings & Information Desks:

OPENING HOURS: 7.00 – 20.30

Timetable Information: FS informa: +39 147 888 088

Assistance office for the disabled: +39 0583 490104

NAF World Cup III^o Edition
Blood Bowl Worldwide Championship 2015
 From 6th to 8th November - Lucca ITALY



★ **GUIDE to LUCCA** ★

Situated in a secluded location but with access to major national roads, Lucca enjoys good transport links and is easily accessible by public transport, by roadway, and by railway lines that extend from the coast of Versilia across the plain of Lucca and into the valley of Serchio.

The great coastal road can be accessed easily from the high speed inland motway.

Lucca is also well served by two international airports located in the nearby cities of Florence and Pisa.

★ **REACHING THE VENUE** ★

When you arrive in Lucca you can use the following public transport, especially if you have arrived by train:

FREE SHUTTLE

PIAZZA SANTA MARIA > WORLD CUP

PIAZZA SANTA MARIA	WORLD CUP
7:40	8:00
7:50	8:10
8:00	8:20
8:20	8:40
8:30	8:50
8:40	9:00
9:00	9:20

PIAZZALE VERDI > WORLD CUP

PIAZZALE VERDI	WORLD CUP
7:45	8:00
8:00	8:15
8:15	8:30
8:30	8:45
8:45	9:00
9:00	9:15

WORLD CUP > PIAZZA SANTA MARIA

WORLD CUP	PIAZZA SANTA MARIA
19:15	19:35
19:20	19:40
19:25	19:45
19:55	20:15
20:00	20:20
20:05	20:25

WORLD CUP > PIAZZALE VERDI

WORLD CUP	PIAZZALE VERDI
19:15	19:30
19:20	19:40
19:25	20:00
19:55	20:10
20:00	20:30
20:05	20:40

★ REACHING THE VENUE CONT. ★

RADIO TAXI

The city of Lucca offers a functional taxi service that allow you to reach the historic city center and the surroundings of the province in a fast and efficient way. Taxis can be found in the connection points of the city, such as the rail station or the hospital, and in squares representing routes of entry and exit, such as Piazza Santa Maria or Piazzale Verdi.

LUCCA TAXI ASSOCIATION:

24 hour taxi service is offered to the city and to the main airports, ports, railway stations, as well as to any other destination; the wait times for the taxis are minimal. The cars include sedans, station wagons and spacious MPV, all air-conditioned.

Lowering the flag:	€ 3.00
Minimum Fare:	€ 6.00
Urban race - Fee-based multiple (<i>time and location</i>) at km	€ 1,10
Race suburban - Fee-based mileage (<i>forward</i>) at km:	€ 1.60
Stop hour:	€ 22.00
Night service (<i>from 22:00 to 06:00</i>):	€ 2.50
Holiday service:	€ 2.50
Each bag	€ 0,50

Address of Association: Via Romana, 615

Tel +39 0583-333434

LIST OF TAXI PARKING:

Piazza Santa Maria - Tel	+39 0583-494190
Piazzale Verdi - Tel	+39 0583-581305
Via Vittorio Emanuele / Piazza del Giglio	
Tel	+39 0583-316041
Piazzale Ricasoli (<i>Central Train Station FF.SS</i>)	
Tel	+39 0583-494989

Radio Taxi

Tel +39 02/5353
www.etaxy.it
info@etaxy.it

AUTOBUS

CTT North is the company that manages the local public transport service by BUS in the province of Lucca from October 22, 2012 through its subsidiary VaiBus Scarl.

VAIBUS Offices are located in Piazzale Verdi and Viale Cavour
Tel +39 0583-587897
Fax +39 0583-541240
info@vaibus.it
www.vaibus.com

Router Planner: <http://www.lucca.cttnord.it/GoogleTransit>

PURCHASE TICKETS TO TRAVEL

Here is where you buy tickets for the bus and subscriptions:

TICKET OFFICE OF LUCCA

Piazzale Verdi
Tel +39 0583-587897

OPENING HOURS:

6:00 to 20:00 (*weekdays*) 8:00 to 20:00 (*holiday*)

TICKET OFFICE OF VIAREGGIO

Piazza D'Azeglio
Tel +39 0584-30996

OPENING HOURS:

Winter Weekday hours (<i>Mon - Fri</i>)	6:40 to 20:00
Holiday (<i>Saturdays & public holidays</i>)	8:00 to 19:20
Summer Weekday hours (<i>Mon - Fri</i>)	7:00 to 20:20
Holiday (<i>Saturdays & public holidays</i>)	8:00 to 19:20

Winter time is in effect from September 1 to June 30

The summer schedule is in force from July 1 to August 31

TICKET OFFICE OF FLORENCE

Largo Fratelli Alinari 9
Tel +39 055-214637

OPENING HOURS:

Weekday hours (<i>Mon - Fri</i>)	6:40 to 19:55
Holiday (<i>Saturdays & public holidays</i>)	7:00 to 19:55
August weekdays & holidays	7:00 to 19:25

Titles travel VaiBus are also sold in 561 outlets throughout the territory; the full list of these retailers is available from the Director of Lucca and also from the menu to the right on this page.

http://www.lucca.cttnord.it/Biglietterie_E_Rivendite/P/91

RESALES ARE BROKEN DOWN BY PRODUCT CATEGORY:

Travel Agents 4
Hotels and Lodging 8
Grocery, Supermarket & Convenience Stores 15
Restaurants 15
Bar, Tobacco & Newspapers 445
Various exercises (*Bazar, photographers, laundries, etc.*) 74

Titles travel VaiBus can also be purchased through the following ticket machines:

LUCCA Parking Cut
LUCCA Piazzale Verdi (*within the Agency*)

TICKET ON BOARD:

Purchased directly from the driver on board.
It's strictly necessary to climb up by the front door with money counted. The rates are increased, under existing regional arrangements.

TOTEM INFORMATION:

Lucca, - San Luca Hospital Admission
Viareggio, Piazza Dante Alighieri - (*Train station*)

**The Bus Line to get to the NAF WORLD CUP 2015 Venue is:
N°. E18 – ExtraUrban Line Services from VAIBUS Piazzale Verdi Offices**

Linea Extr - Capannori-Tempagnano-C.Prete-Tagliate-Verdi-Verciano-Vorno																				orario feriale			Q18
Linea	428	428	428	428	428	428	428	428	428	428	428	428	428	428	428	428	428	428	428	428			
Codice Corsa	65	83	67	89	69	62	90	70	117	72	94	73	118	74	120	122	77	59	124	123	78	126	
Validità (vedi pag.II)	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	
Note Corsa					[#]			[S]	[S]	[S]							[#]	[S]	[S]			[S]	
CAPANNORI COMUNE		7.26		8.05		9.16	10.21		11.44		12.46		13.41		14.36	15.31					17.26	18.21	
MADONNINA		7.30		8.09		9.20	10.25		11.48		12.50		13.45		14.40	15.35					17.30	18.25	
TEMPAGNANO		7.36		8.15		9.26	10.31		11.54		12.56		13.51		14.46	15.41					17.36	18.31	
V.LE CASTRACANI		7.44		8.23		9.34	10.39		12.02		13.04		13.59		14.54	15.49					17.44	18.39	
V.LE MARCONI ITC		7.46		8.25		9.36	10.41		12.04		13.06		14.01		14.56	15.51					17.46	18.41	
C. DEL PRETE		7.50		8.29		9.40	10.45		12.08		13.10		14.05		15.00	15.55					17.50	18.45	
VIALE PAPI		7.53		8.33		9.44	10.49		12.12		13.14		14.09		15.04	15.59					17.54	18.49	
P.LE VERDI	6.50	7.55	7.55	8.34	9.00	9.45	10.50	10.50	12.13	12.20	13.15	13.15	14.10	14.10	15.05	16.00	16.12	16.20	17.55	18.50	18.50	19.45	
VIA GUIDICIONI	6.54	7.59	7.59	8.38	9.04	9.89	10.94	10.94	12.17	12.24	13.19	13.19	14.14	14.14	15.09	16.04	16.17	16.24	17.59	18.54	18.54	19.49	
SORBANO DEL GIUDICE	6.58	8.03	8.03	8.82	9.08	9.93	10.98	10.98	12.21	12.28	13.23	13.23	14.18	14.18	15.13	16.08	16.22	16.29	18.03	18.98	18.98	19.93	
VIA PONTESTRADA SCUOLE	7.01	8.06	8.06	8.85	9.11	9.96	11.01	11.01	12.24	12.31	13.26	13.26	14.21	14.21	15.16	16.11	16.28	16.33	18.07	19.02	19.02	19.97	
GUAMO	7.02	8.07	8.07	8.86	9.12	9.97	11.02	11.02	12.25	12.32	13.27	13.27	14.22	14.22	15.17	16.12	16.30	16.34	18.05	19.00	19.00	19.95	
LE PIASTRE	7.03	8.08	8.08	8.87	9.13	9.98	11.03	11.03	12.26	12.33	13.28	13.28	14.23	14.23	15.18	16.13	16.32	16.35	18.03	19.00	19.00	20.00	
BADIA CANTIGNANO	7.09	8.16	8.16	8.95	9.21	10.06	11.11	11.11	12.34	12.41	13.36	13.36	14.31	14.31	15.26	16.21	16.35	16.35	18.01	19.11	19.11	20.06	
VORNO	7.13	8.20	8.20	9.00	9.25	10.10	11.15	11.15	12.38	12.45	13.40	13.40	14.35	14.35	15.30	16.25	16.37	16.37	18.05	19.15	19.15	20.10	
Km Corsa	11,2	12,7	11,2	12,7	11,2	12,7	12,7	11,2	12,7	11,2	12,7	11,2	12,7	11,2	12,7	12,7	11,2	7,9	12,7	12,7	11,2	13,9	

BUS Time Table to reach the NAF World Cup 3rd° Edition from Lucca City Centre - Piazzale Verdi VAIBUS Offices

Linea Extr - Vorno-Verciano-Verdi-v.le C.Prete-Antraccoli-Capannori																				orario feriale			Q18
Linea	428	428	428	428	428	428	428	428	428	428	428	428	428	428	428	428	428	428	428	428	428	428	
Codice Corsa	79	13	88	43	85	44	96	91	47	92	22	95	38	119	121	34	93	48	99	125	50	82	
Validità (vedi pag.II)	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	
Note Corsa						[#]	[#]	[S]	[S]			[S]							[#]	[S]	[S]		
VORNO		7.13		8.24		9.29		11.29		12.45		13.41		14.45	16.42						19.15		
BADIA CANTIGNANO		7.17		8.28		9.33		11.33		12.49		13.45		14.49	16.44						19.19		
LE PIASTRE		7.21		8.32		9.37		11.37		12.53		13.49		14.53	16.47	16.47					19.23		
GUAMO		7.23		8.34		9.39		11.39		12.55		13.51		14.55	16.47	16.48					19.25		
VIA PONTESTRADA SCUOLE		7.26		8.37		9.42		11.42		12.58		13.54		14.58	16.52	16.52					19.28		
SORBANO DEL GIUDICE		7.29		8.40		9.45		11.45		13.01		13.57		15.01							19.31		
VIA SAVONAROLA																	16.52	16.52					
VIA GUIDICIONI		7.34		8.45		9.50		11.50		13.07		14.02		15.06	16.53	16.54					19.36		
P.LE VERDI	7.00	7.39	7.39	8.50	9.55	9.55	11.15	11.55	12.15	13.11	13.15	14.07	14.10	15.05	15.11	17.00	16.59	17.00	17.55	19.41	20.10		
C. DEL PRETE	7.04	7.43	7.43	8.54	9.59	9.59	11.19	11.99	12.19	13.19	13.19	14.11	14.14	15.09							20.14		
V.LE MARCONI ITC	7.07	7.46	7.46	8.57	10.02	11.22	12.22	13.22	14.22	15.12	16.12	17.07	18.02	19.17							20.17		
V.LE CASTRACANI	7.09	7.48	7.48	8.59	10.04	11.24	12.24	13.24	14.24	15.14	16.14	17.09	18.04	19.19							20.19		
TEMPAGNANO	7.15	7.54	7.54	9.05	10.10	11.30	12.30	13.30	14.30	15.20	16.20	17.15	18.10	19.25							20.25		
CAPANNORI FARMACIA	7.20	7.59	7.59	9.10	10.15	11.35	12.35	13.35	14.35	15.25	16.25	17.20	18.15	19.30							20.30		
CAPANNORI COMUNE	7.26	8.05	8.05	9.16	10.21	11.41	12.41	13.41	14.41	15.31	16.31	17.26	18.21	19.36							20.36		
Km Corsa	10,3	10,9	10,3	10,7	10,3	10,7	10,3	10,3	10,7	10,3	10,7	10,3	10,7	10,3	10,7	10,2	5,2	10,3	10,3	10,7	10,3	10,3	

BUS TIME TABLE TO GET BACK IN LUCCA CITY CENTRE FROM LUCCA FIERE E CONGRESSI - NAF WORLD CUP 3° EDITION VENUE Via della Chiesa XXXII, trav I n° 237 Sorbano del Giudice

Linea Extr - Vorno-Verciano-Verdi-v.le C.Prete-Antraccoli-Capannori																				orario feriale			Q18
Linea	428																						
Codice Corsa	127																						
Validità (vedi pag.II)	123456																						
Note Corsa	[S]																						
VORNO	20.10																						
BADIA CANTIGNANO	20.14																						
LE PIASTRE	20.18																						
GUAMO	20.20																						
VIA PONTESTRADA SCUOLE	20.23																						
SORBANO DEL GIUDICE	20.26																						
VIA SAVONAROLA																							
VIA GUIDICIONI	20.30																						
P.LE VERDI	20.35																						

WARNING: Here's the last race to get back in lucca from the Venue



★ PASSING CHART ★

BLOOD BOWL

PASSING CHART

AGILITY TABLE

Player's AG	1	2	3	4	5	6
D6 Roll Required	6+	5+	4+	3+	2+	1+

An unmodified "1" is ALWAYS a failure and an unmodified "6" is ALWAYS a success

PASSING MODIFIERS

Throwing a Quick Pass	+1
Throwing a Short Pass	+0
Throwing a Long Pass	-1
Throwing a Long Bomb	-2
Per opposing tackle zone on the player throwing the ball	-1

SKILL MODIFIERS

Accurate	+1 to D6 when Passing
Dump-Off	Thrower may make a Quick Pass when being Blocked
Hail Mary Pass	Inaccurate to any square
Nerves of Steel	Ignores opposing tackle zones
Pass	Reroll failed passes
Safe Throw	If Intercepted, thrower makes an unmodified Agility roll. If passed Interception is cancelled
Strong Arm	The player may add 1 to the D6 when he passes Short, Long or Long Bomb range

PASSING CHART

Regular Throwing Ranges

13	B	B												
12	B	B	B	B	B									
11	B	B	B	B	B	B	B							
10	L	L	L	B	B	B	B	B	B					
9	L	L	L	L	L	B	B	B	B	B				
8	L	L	L	L	L	L	L	B	B	B	B			
7	L	L	L	L	L	L	L	L	B	B	B			
6	S	S	S	S	L	L	L	L	B	B	B			
5	S	S	S	S	S	L	L	L	L	B	B	B		
4	S	S	S	S	S	S	L	L	L	L	B	B	B	
3	Q	Q	S	S	S	S	L	L	L	L	B	B	B	
2	Q	Q	Q	S	S	S	S	L	L	L	L	B	B	
1	Q	Q	Q	Q	S	S	S	L	L	L	L	B	B	B
0	T	Q	Q	Q	S	S	S	L	L	L	L	B	B	B
	0	1	2	3	4	5	6	7	8	9	10	11	12	13

T Thrower's Square
Q Quick Pass
S Short Pass
L Long Pass - N/A for Big Guy Throwing
B Long Bomb - N/A for Big Guy Throwing

THROW TEAM-MATE/RIGHT STUFF

Throwing a Quick Pass	+0
Throwing a Short Pass	-1
Throwing a Long Pass	N/A
Throwing a Long Bomb	N/A
Per opposing tackle zone on the player throwing AND on the square thrown player is landing in	-1

NOTES

- Always Inaccurate. Thrown player scatters 3x's
- Fumbles NOT a turnover: Fumbled player lands in his original square, roll to see if he lands on his feet
- CAN'T be intercepted
- If thrown player lands on occupied square, knocks down player and knocked down player makes armor roll, scatter thrown player until he lands in unoccupied square. Cannot land on more than one player

★ WORLD CUP 2515 ★

★ WEATHER & KICKOFF ★

BLOOD BOWL

QUICK REFERENCE

WEATHER TABLE

2	Sweltering Heat: <i>It's so hot and humid some players collapse from heat exhaustion.</i> Roll a D6 for each player on the pitch at the end of a drive. On a roll of 1 the player collapses and may not be set up for the next drive.
3	Sunny: <i>A glorious day!</i> But the blinding sunshine causes a -1 modifier on all passing rolls.
4-10	Nice: <i>Perfect Blood Bowl weather.</i>
11	Pouring Rain: <i>It's raining, making the ball slippery and difficult to hold.</i> A -1 modifier applies to all Catch, Intercept, or Pick-Up rolls.
12	Blizzard: <i>It's cold and snowing!</i> The ice on the pitch means that any player attempting to move an extra square (GF) will slip and be Knocked Down on a roll of a 1 or a 2, while the snow means that only Quick or Short passes can be attempted.

INJURY TABLE

2D6	Result
2-7	Stunned: Leave the player on the pitch but turn him face-down. All face-down players are turned face-up at the end of their teams next turn, even if a turnover takes place. Note that a player may not turn face-up on the turn they are Stunned. Once face-up they may stand up on any subsequent turn using the normal rules.
8-9	KO'd: Take the player off the pitch and place them in the KO'd section of the Dugout. At the next kick-off, before you set up any players roll for each of your players who have been KO'd. On a roll of 1-3 they must remain in the KO'd box and may not be used. On a roll of 4-6 you must return the player to the Reserves box and can use them as normal from then on.
10-12	Casualty: Take the player from the pitch and place them in the Dead & Injured section of the Dugout. The player must miss the rest of the match. In a league roll on the Casualty Table to see exactly what has befallen the player.

KICK-OFF TABLE

2D6	Result	2D6	Result
2	Get the Ref: <i>The fans exact gruesome revenge on the referee for some of the dubious decisions he has made either during this match or in the past. His replacement is so intimidated that he can be more easily persuaded to look the other way.</i> Each team receives 1 additional Bribe to use during the game. A bribe allows you to attempt to ignore one call by the referee for a player who has committed a foul to be sent off or a player armed with a secret weapon. Roll a D6, on a 2-6 the bribe is effective (<i>preventing a Turnover if the player was ejected for fouling</i>) but on a roll of a 1 the bribe is wasted and the call still stands. Each Bribe may be used once per match.	7	Changing Weather: Make a new roll on the Weather table. Apply the new Weather roll. If the new Weather roll was a 'Nice' result then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.
3	Riot: <i>The trash talk between two opposing players explodes and rapidly degenerates involving the rest of the players.</i> If the receiving team's turn marker is on turn 7 for the half, both teams move their turn marker back one space as the referee resets the clock back to before the fight started. If the receiving team has not yet taken a turn this half the referee lets the clock run on during the fight and both teams' turn markers are moved forward one space. Otherwise roll a D6. On a 1-3, both teams' turn markers are moved forward one space. On a 4-6, both teams' turn markers are moved back one space.	8	Brilliant Coaching: Each coach rolls a D3 and adds their FAME and the number of Assistant Coaches on their team to the score. The team with the highest score is inspired by their fans cheering and gets an extra re-roll this half. If both teams have the same score, then both teams get a re-roll.
4	Perfect Defence: <i>The kicking team's coach reorganize his players.</i> In other words he can set them up again into another legal defence. The receiving team must remain in the set-up chosen by their coach.	9	Quick Snap: <i>The offence start their drive a fraction before the defence is ready, catching the kicking team flat footed.</i> All of the players on the receiving team are allowed to move one square. This is a free move and may be made into an adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the pitch.
5	High Kick: <i>The ball is kicked very high, allowing a player on the receiving team to move into the perfect position to catch it.</i> Any one player on the receiving team who is not in an opposing player's tackle zone may be moved into the square where the ball will land no matter what their MA may be, as long as the square is unoccupied.	10	Blitz: <i>The defence start their drive a fraction before the offence is ready, catching the receiving team flat footed.</i> The kicking team gets a free 'bonus' turn. However, players that are in enemy tackle zones at the beginning of the free turn may not perform an Action. The kicking team may use re-rolls during a Blitz. If any player suffers a turnover then the bonus turn ends immediately.
6	Cheering Fans: Each coach rolls a D3 and adds their teams FAME and the number of Cheerleaders on their team to the score. The team with the highest score is inspired by their fans cheering and gets an extra re-roll this half. If both teams have the same score, then both teams get a re-roll.	11	Throw a Rock <i>An enraged fan hurls a large rock at one of the players on the opposing team.</i> Each coach rolls a D6 and add their FAME to the roll. The fans of the team with the higher total are the ones who threw the rock. In case of a tie a rock is thrown at each team! Decide randomly which player in the opposing team was hit (<i>only players on the pitch a eligible</i>) and roll for the effects of the injury straight away. No armour roll is required.
		12	Pitch Invasion: Both coaches rolls a D6 for each opposing player on the pitch and adds their FAME to the roll. If the roll is a 6 or more after modification then the player is Stunned (<i>players with the Ball & Chain are KO'd</i>). A roll of 1 before adding FAME will always have no effect.

WEATHER, KICKOFF & SKILLS

★ TRANSLATIONS ★

So you think you know it all. No translation needed. But what if your opponent is from France or Spain and does not know the English words for some skills or the weather table. "Disturbios?" What do you mean?

To make it more simple for you, the next pages contain lists of translations for the Kickoff table, weather table and the skills. With the keyword known to both players you can look up what happens in your own language! Of course any disputes will be dealt with by the referees.

2D6	Kickoff Table	Tableau de coup d'envoi	Tabla de patada inicial
2	Get The Ref	A mort l'arbitre	A por el árbitro
3	Riot	Émeute	Disturbios
4	Perfect Defense	Défence parfaite	Defensa perfecta
5	High Kick	Chandelle	Patada alta
6	Cheering Fans	Supporters	Los hinchas animan
7	Changing Weather	Changement de météo	Tiempo variable
8	Brilliant Coaching	Entraînement	Táctica brillante
9	Quick Snap	Surprise	Anticipación
10	Blitz	Blitz	Penetración
11	Throw a Rock	Rocher	Pedrada
12	Pitch Invasion	Invasion du terra	Invasión del campo

General	Général	General
Block	Blocage	Placar
Dauntless	Intrépidité	Agallas
Dirty player	Joueur vicieux	Juegoscucio
Fend	Parade	Zafarse
Frenzy	Frénésie	Furia
Kick	Frappe précise	Patada
Kickoff Return	Anticipation	Anticiparse
Pass block	Blocage de passe	Bloquear pase
Pro	Pro	Profesional
Shadowing	Poursuite	Perseguir
Strip ball	Arracher le ballon	Robar balón
Sure hands	Dextérité	Manos seguras
Tackle	Tacle	Placaje defensivo
Wrestle	Lutte	Forcejeo

Agility	Agilité	Agilidad
Catch	Réception	Atrapar
Diving catch	Plongeon	Recepción heroica
Diving tackle	Tacle plongeur	Placaje heroico
Dodge	Esquive	Esquivar
Jump-up	Bond	En pie de un salto
Leap	Saut	Saltar
Sidestep	Glissade contrôlée	Echarse a un lado
Sneaky git	Sournois	Rastrero
Sprint	Sprint	Carrera
Sure feet	Equilibre	Pies firmes
Tackle	Tacle	Placaje defensivo
Wrestle	Lutte	Forcejeo

Passing	Passe	Pase
Accurate	Précision	Precisión
Dump-off	Passer rapide	Pase precipitado
Hail mary pass	La main de dieu	Pase a lo loco
Leader	Chef	Lider
Nerves of Steel	Nerfs d'acier	Nervios de acero
Pass	Passe	Pasar
Safe throw	Lancer récos	Pase seguro

Strength	Force	Fuerza
Break tackle	Esquive de force	Abriarse
Grab	Projection	Apartar
Guard	Garde	Defensa
Juggernaut	Juggernaut	Juggernaut
Mighty blow	Châtaigne	Golpe mortífero
Multiple block	Blocage multiple	Placaje múltiple
Piling on	Ecrasement	Aplastar
Stand firm	Stabilité	Mantenerse firme
Strong Arm	Costaud	Brazo fuerte
Thick skull	Crâne pais	Cabezadura

Mutation	Mutation	Mutación
Big hand	Main démesurée	Mano grande
Claw	Griffes	Garra
Disturbing presense	Présence perturbante	Presencia perturbadora
Extra arms	Bras supplémentaires	Brazos adicionales
Foul appearance	Répulsion	Aparienciasaquesosa
Horns	Cornes	Cuernos
Prehensile tail	Queue préhensile	Cola prensil
Tentacles	Tentacules	Tentáculos
Two heads	Deuxtêtes	Dos cabezas
Very long legs	Très longues jambes	Piernas muy largas

Extraordinary	Extraordinaire	Extraordinaria
Always hungry	Toujours affamé	Siempre hambriento
Animosity	Animosité	Animosidad
Ball & chain	Chaîne & boulet	Bola con cadena
Bloodlust	Soif de sang	Sed de sangre
Bombardier	Bombardier	Bombardero
Bonehead	Cerveau lent	Cabezahueca
Chainsaw	Tronçonneuse	Sierra mecánica
Decay	Décomposition	Degenerar
Fan favorite	Idole des foules	Favorito del público
Hypnotic gaze	Regard hypnotique	Mirada hipnótica
Loner	Solitaire	Solitario
No hands	Manchot	Sin manos
Nurgle's rot	Pourriture de Nurgle	Putrefacción de Nurgle
Really stupid	Gros débile	Realmente estúpido
Regeneration	Régénération	Regenerar
Right stuff	Poids plume	Agilidad felina
Secret weapon	Armes secrète	Armas secreta
Stab	Poignard	Puñal
Stakes	Pieux	Estacas
Stunty	Minus	Escurridizo
Take root	Prendre racine	Echar raíces
Throw teammate	Lance run coéquipier	Lanzar compañero de equipo
Titchy	Microbe	Canijo
Wild animal	Animal sauvage	Animal salvaje

