



Lutèce Cup Challenge

Rulespack

Hot on the heels of the Road to the NAF Championship 2015, the NAF and FUMBBL are proud to announce the second online, resurrection, NAF sanctioned Blood Bowl tournament!

Schedule

- The Lutèce Cup Challenge will be a resurrection style tournament, initially consisting of 6 games of Blood Bowl contested via the Swiss format
- Swiss groups of approximately 40 teams formed according to timezone will run concurrently, and an overall winner crowned via playoff (see more details on tournament format below)
- Round 1 will begin at 21:00 GMT on Monday, 30th March, 2015
- Each round will last 1 week, and rounds will begin at 21:00 GMT on each Monday of the tournament
- The Lutèce Cup Challenge is based upon a French tabletop tournament. More details on the Lutèce Cup can be found at the end of this rulespack

Rosters and Skills

- The 24 NAF approved races will be permitted to enter the Lutèce Cup Challenge. Simyin will not be eligible
- Each coach has 1,150,000 gold crowns with which to create a team
- You **must** spend money from your treasury on at least 50 k of inducements, and these then become a permanent part of your team
 - All inducements are permitted except Team Wizards and Mercenaries

- Coaches should note that FUMBBL only supports the ‘Magic Items’ and ‘Dirty Tricks’ special play card decks
- Teams must hire **10** rostered players before adding Star Player (a Star may be an 11th man)
- Before the tournament, you may select five additional skills for players on your team. All of these skills will be available for your players from the first game
- One and only one of the skills selected before the tournament may be selected from a ‘Doubles’ category, with the remaining four chosen from a category in the ‘Normal’ column
 - A single player cannot be given more than one additional skill throughout the tournament
 - Star Players may not be given additional skills
- The Lutèce Cup Challenge is a ‘resurrection’ tournament. This means that your players will not gain sps, and that teams will ‘reset’ following each match. Injuries and deaths do not carry to the next game, new players cannot be purchased and raised Zombies and Rotters are not added to the roster

Tournament Format

- Teams will enter the Lutèce Cup Challenge with the intention of playing in one of three timezones (European, American, Australasian). This should ensure coaches can schedule games at mutually convenient times
- Applicants will be split into ~ 40 team Swiss groups according to timezone
- The winners of each Swiss group will be entered into a knockout playoff to crown an overall winner
 - Depending on the number of applicants, the best second placed teams may also be entered into the playoff. Final playoff details will be made available when the tournament kicks off

FUMBBL Team Creation and Application to the Tournament

- Teams should be made via [this link](#)
 - Select your race and team name (see the Useful links section below for advice on making a FUMBBL team)
 - On the team page, **there is no need to change** ‘Progression’ from ‘Standard’ to ‘None’
 - Select all of your players, re-rolls, etc. and click ‘submit for approval’
 - Ensure your team complies with the FUMBBL disclaimer pop-up
 - The following screen allows then you to select your 5 skills for the tournament

- NAF coaches should record their NAF nick (if different to their FUMBBL username) and NAF number in the team bio section following team creation. This will help us in the recording and ranking of online games
- Your inducement(s) you wish to use should be left out of your team creation process and listed in the team bio
 - Example: I wish to create a Wood Elf team with a card from the Dirty Tricks deck. I spend 1.10M of my allotted 1.15 M gold crowns and select my skills
 - I then write my team bio: NAF name: Purplegoo, NAF number: 11777, Inducements: 1 x Dirty Trick
- When you play a match in the tournament, select your listed inducements when the client loads up as you would normally by spending your remaining treasury as petty cash
 - It is important that you only use the inducements that you have declared in your team bio. For example, the Wood Elf team described above could not decide that in one match, they would rather induce a babe than the card
 - In the event that non 'rostered' inducements are selected in the client by a coach, the match result will be void and the game awarded to the opponent
- When teams have been created, they should be applied to the group according to your desired timezone
 - Click the 'group members' tab and then use the 'apply for membership' dropdown
 - Coaches wishing to play in European timezones should apply [here](#), North American timezones [here](#), and Australasian timezones [here](#)

Scoring

- Tournament points will be awarded as follows:
 - 2 points for a win
 - 1 point for a tie
 - 0 points for a loss
 - -5 points for a forfeit or concession
 - This will be reduced to -1 in the event the organisers are satisfied every effort has been made to schedule the game and a real life issue has occurred
 - Forfeit or concession TD / CAS scoring: 2-0 (2-0)
- Tie breakers will separate teams on the same number of points as follows:
 - For first and second position in a group – opponent's combined score
 - For all other positions - net TD + net CAS
 - TD scored
 - CAS inflicted
 - Random

Other Rules

- Please endeavour to complete your games. PM your opponent as soon as you can and organise a time to play
 - If agreeing a time is proving difficult, PM Purplegoo as soon as possible
- Games will be forfeited promptly to begin new rounds
- In the event you forfeit a game, we reserve the right to temporarily exclude you from future NAF sanctioned online events for a short time

Winners and Glittering Prizes

- There are no physical prizes available for the Lutèce Cup Challenge
- It is intended that games will contribute to future online NAF rankings, and coaches that win the Swiss groups, score the most TDs, the most CAS and the best performing Stunty coaches will be recorded on the online NAF tournament group page

Useful Links

Please see the [FUMBBL group](#) for useful links.

What is the Lutèce Cup?

The Lutèce Cup is the tabletop league of Paris. These rules are used with their kind blessing.

The Lutèce Cup tabletop tournament 2015 will take place on the 21/22 March in Paris. You can find more details [here](#) and the home of the Lutèce Cup online [here](#) (in French).