



Rulespack

The big one is almost here! Over the weekend of November 6-8 2015, over 900 coaches from across the globe will converge on Lucca, Italy for the third NAF World Cup. The World Cup Warm Up is the latest tournament in our online series, and we're going to start the WC party early!

Schedule

- The NAF World Cup Warm Up (WCWU) will be a resurrection style tournament, initially consisting of 6 games of Blood Bowl contested via the Swiss format
- Swiss groups of approximately 30 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 BST on Monday, 17th August, 2015
- Each round will last 1 week, and rounds will begin at 21:00 BST on each Monday of the tournament
- The WCWU is an individual competition, but there will also be a WCWU Team Challenge event based upon the collective performance of a team of 4-6 coaches
- The WCWU is based upon the NAF World Cup rulespack, which can be found [here](#). More details regarding the World Cup can be found at the dedicated website, [here](#). The World Cup organising team have generously donated themed physical prizes for the WCWU, see more details in the Glittering Prizes section below!

Rosters and Skills

- The 24 NAF approved races will be permitted to enter the WCWU. Simyin will not be eligible

- Each coach has 1,100,000 gold crowns with which to create a team
- Inducements are not allowed, with the exception of Tier 3 teams (see team tiering below), which may purchase Bribes, a Halfling Master Chef, and Star Players
- Before the tournament, you may select seven additional skills for players on your team:
 - Three 'normal' skills will be granted before game 1
 - One 'normal' and one 'double' skill will be granted before game 3
 - Two 'normal' skills will be granted before game 5
 - No stat increases are allowed
 - A single player cannot be given more than one additional skill throughout the tournament
- The WCWU is a 'resurrection' tournament. This means that your players will not gain spps, 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

Team Tiers

- Teams are separated into three tiers as follows:
 - 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
- Tiers are only relevant with regards to Inducements (only Tier 3 teams may purchase Inducements) and tie breakers (see below)

Tournament Format

- Teams will enter the WCWU with the intention of playing in one of three timezones (European, American, Australasian). This should ensure coaches can schedule games at mutually convenient times
 - You do not have to live in one of these timezones to participate in it! Select the timezone that suits you best
- Applicants will be split into ~ 30 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
 - There will also be a Stunty Cup final between the two highest placed Stunty coaches (Goblin, Halfling, Ogre)

FUMBBL Team Creation and Application to the Tournament

- Applications will begin at 21:00 BST on Monday, 10th August
 - **Do not create a team or apply before this date. Your skill package will not work!**
- 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 7 skills for the tournament
- NAF coaches should record their NAF nick and NAF number in the team bio section following team creation. This will help us in the recording and ranking of online games
- Inducement(s) you wish to use should be left out of your team creation process and listed in the team bio
- 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
 - 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 – highest tier of team followed by combined opponent record
 - ‘Highest tier’ refers to the tier number. e.g. Halflings would win a tie breaker with Undead
 - 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 your division admin 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

- The overall winner of the WCWU and two coaches selected at random will win generously donated NAF World Cup memorabilia
 - Prizes will consist of a NAF World Cup jigsaw pitch (winner) or special World Cup miniatures (random prizes)
 - To be eligible for the random prizes, coaches must have completed all 6 games of the Swiss group stage
- It is intended that games will contribute to future online NAF rankings, and coaches that win the Swiss groups and the best performing Stunty coaches will be recorded on the online NAF tournament group page

WCWU Team Challenge

The NAF World Cup is contested by teams of 6 coaches. So that we fully capture the flavour and teamwork of the event, the WCWU will also feature a Team Challenge! The Team Challenge will be contested by recording the overall performance of a group of 4-6 coaches

in the WCWU. What better way to get early World Cup bragging rights than by winning the WCWU Team Challenge?!

- The WCWU team Challenge will be contested by teams of 4-6 coaches
- Each coach on the team must use a different race
- The team must nominate a captain willing to record team performance as described in [this thread](#)
- At the end of the Swiss tournament, the points of the highest scoring four coaches on each team will be totalled, and the highest overall scoring 4 teams will advance to the Team Challenge Playoff
 - Captains must play in the Team Challenge Playoff and this fixture will settle ties. All other fixtures will be randomly generated
 - Fixtures will depend on the number of coaches per qualifying team, e.g. if a 4 coach team qualifies, the playoff will consist of 4 games
 - Ties in the WCWU Team Challenge will be broken in the same way as the WCWU
- There are no official NAF World Cup prizes available for the Team Challenge, but Purplegoo will be awarding a prize of a plastic Blood Bowl team to the performance in the Playoff final that impresses him the most!
- Looking for a team to play with? Use [this matchmaking thread!](#)

Team Challenge – Example Scoring

- Team: Waterbowl
- Captain: Joemanji
- Scores after round 6:
 - Leipziger (Skaven):11
 - Sizzler (Norse): 11
 - Joemanji (Undead): 10
 - Podfrey (Dwarf): 10
 - *mubo (Dark Elf): 9*
 - *Purplegoo (Lizardman): 1*
- Overall score: **42**

Useful Links

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