



## Rulespack

*The next tournament in our Online NAF series will be a little different. For one weekend only, why not beat the post World Cup blues and join us for the Waterbowl Weekender?! 2 days, 6 games of Swiss, resurrection Blood Bowl from the comfort of your own home!*

### Schedule

- The Waterbowl Weekender will be a resurrection style tournament, 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. All group winners will be 'tournament winners', i.e. there will be no playoff
- The tournament will take place across one weekend; 28 / 29 November 2015. Three games will be played on each day:
  - Saturday 28<sup>th</sup> November
    - Game 1: 11:00
    - Game 2: 14:00
    - Game 3: 16:00
  - Sunday 29<sup>th</sup> November
    - Game 4: 11:00
    - Game 5: 14:00
    - Game 6: 16:00
  - In the event a timezone group does not attract > 12 entrants, only 3 rounds will be played on one day (Saturday 28<sup>th</sup> November)
  - For European timezone entrants, the shown round start times are Central European Time (CET / FUMBBL server time). For North American entrants, times are Central Standard Time (CST), and for Oceanic entrants Australian Eastern Daylight Time (AEDT)

- The Waterbowl Weekender is based upon the tabletop rulespack, which can be found [here](#). If you're able to reach Manchester in February, you should join us for what is always a tournament calendar highlight!

### Rosters and Skills

- The 24 NAF approved races will be permitted to enter the Waterbowl Weekender. Simyin will not be eligible
- Each coach has 1,100,000 gold crowns with which to create a team
- **All Inducements are allowed.** Coaches are advised that FUMBBL only supports the 'Dirty Tricks' and 'Magic Items' special play card decks
- Before the tournament, you may select six additional skills for players on your team. Five 'normal' and one 'double' skill will be granted before game 1
  - No stat increases are allowed
  - A single player cannot be given more than one additional skill throughout the tournament
- The Waterbowl Weekender 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, , Underworld, Vampire
  - Tier 3 (Stunty): Halfling, Goblin, Ogre
- Tiers are only relevant with regards to tie breakers and entry to the Stunty Slam (see below)

### Tournament Format

- Teams will enter the Waterbowl Weekender with the intention of playing in one of three timezones (European, American, Oceanic)
  - 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 tournament winners. There will be no playoff

## FUMBBL Team Creation and Application to the Tournament

- Applications will begin at 21:00 BST on Friday, 20<sup>th</sup> November
  - **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 6 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 Oceanic 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. This tournament has a set schedule, and you should be available to begin at least 10 minutes prior to each round
  - **If a game has not begun within 15 minutes of the advertised round start time, it will be forfeited.** If your opponent has not arrived on time for your game, advise a member of staff immediately. The staff member responsible for your group will be shown above the tournament table
- 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 winners of the Waterbowl Weekender will be awarded a free ticket to the tabletop [tournament](#), held at the North West Gaming Centre, Stockport, UK on the 20<sup>th</sup> / 21<sup>st</sup> of February, 2016
- The highest placed tier 3 / Stunty coach will be awarded a free ticket to the tabletop ‘[Stunty Slam](#)’ event, previously held at the North West Gaming Centre, on the 26<sup>th</sup> September 2015. The 2016 event will be some time next September.
- 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

### Useful Links

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