



Rulespack

The NAF and FUMBBL are proud to announce the Road to the NAF Championship (RTTNAFC) 2016! This rulespack should contain everything you need to know to enter the first online, NAF sanctioned Blood Bowl tournament of 2016.

Schedule

- The RTTNAFC '16 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 GMT on Monday, 18th January, 2016
- Each round will last 1 week, and rounds will begin at 21:00 GMT on each Monday of the tournament
- The RTTNAFC is linked to the NAF Championship, one of two European NAF Major tournaments

Rosters and Skills

- The 24 NAF approved races will be permitted to enter the RTTNAFC. Simyin will not be eligible
- Each coach has 1,100,000 gold crowns with which to create a team. You may spend money from your treasury on inducements, and these then become a permanent part of your team
 - All inducements are permitted except Special Play Cards, Mercenaries and Team Wizards. Teams must hire 11 rostered players before adding Star Player
- Before the tournament, you may select six additional skills for players on your team. Three of these skills will be available for your players from the first game, with the remaining three becoming available from the start of game 4
- All of the skills selected before game 1 must be selected from a player's normally permitted skill categories – this means a skill from a category in the 'Normal' column but

not 'Double'. One and only one of the skills selected before game 4 may be selected from a 'Doubles' category, with the remaining two chosen from a category in the 'Normal' column

- You must select all six skills before the tournament
- Once a player gains a skill at the start of either game 1 or 4 he will keep it for the rest of the tournament
- A single player cannot be given more than one additional skill throughout the tournament
- Star Players may not be given additional skills
- The RTTNAFC 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

Tournament Format

- Teams will enter the RTTNAFC with the intention of playing in one of three timezones (European, American, Oceanic). 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

- 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
 - When 'save' is pressed to confirm your skill choices, there is no pop-up or conformation screen. You can check your skills have saved correctly by navigating away from the screen and then checking 'Team Options' on your team page
- 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 future 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 –combined opponent record
 - 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 winner of the RTTNAFC will receive a free ticket to the NAF Championship in Nottingham, England, worth £50
 - In the event the winner cannot attend the NAFC, the NAF have kindly offered to substitute this prize with a free ticket to the winner's local NAF Major tournament! In the event the winner cannot attend a Major, the ticket can be exchanged for entrance to a more local tournament (value up to £50)
 - The prize is non-transferable, only the winner of the RTTNAFC may claim the free ticket
- One coach that has completed all 6 games will be randomly chosen to receive the NAFC free gifts
- A Stunty Cup will be presented to the highest placed Stunty (Ogre, Goblin, Halfling) coach

Useful Links and FAQ

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

What is the NAF Championship?

The NAF Championship is Blood Bowl's largest individual tournament. Held every year at the East Midlands Conference Centre (UK), approximately 150 coaches convene to contest the largest of the NAF's five yearly Major tournaments and celebrate the great game. The NAF Championship was formerly known as 'The Blood Bowl', held at Warhammer World.

Further NAF Championship details can be found via the rulespack, found [here](#), or by contacting Joemanji via FUMBBL or TalkFantasyFootball. If you'd like to attend this year, hurry! There is a £5 early bird saving and a reduced rate available at the convenient, on site hotel should you buy your ticket before the end of January!