



## Rulespack

*Our third online NAF tournament of 2016 will see us partner with the Canadian NAF Major tournament, the Spike! Magazine BB Championship! This rulespack should contain everything you need to know to enter the Spike! Magazine Showdown (SMS), and compete to win physical, Spike! themed prizes.*

### Schedule

- The SMS 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, 27th June, 2016
- Each round will last 1 week, and rounds will begin at 21:00 GMT on each Monday of the tournament
- The SMS is linked to the Spike! Magazine BB Championship, one of two North American NAF Major tournaments. Details on Spike! 2016 can be found at the end of this rulespack

## **Rosters and Skills**

- The 24 NAF approved races will be permitted to enter the SMS. Simyin will not be eligible
- Each coach has 1,200,000 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. All skills will be available from the first game
- Four of the skills selected 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'. Two of the skills may be selected from a 'Doubles' category
  - You must select all six skills before the tournament
  - Once a player gains a skill, 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 SMS 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. Tiers are only relevant with regards to tie breakers and prizes (see below):
  - 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: Halfling, Goblin, Ogre

## **Tournament Format**

- Teams will enter the SMS 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:
  - Highest tier (e.g. Halflings are a higher tier, 3, than Humans, 2, or Wood Elves, 1)
  - 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 SMS will receive a free ticket to the Spike! Magazine BB Championship, BC, Canada, worth \$50. This prize is available in perpetuity, meaning it can be cashed in any year
  - In the event the winner cannot attend the Spike!, the prize will be offered to the winner of the North American timezone group (should he not win the playoff)
  - The prize is non-transferable, only the winner of the SMS may claim the free ticket
- One coach using a tier 2 or 3 team that has completed all 6 games will be randomly chosen to receive Spike! themed prizes
- The winner of the Stunty Cup will also receive a Spike! themed prize

## **Useful Links and FAQ**

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

## **What is the Spike Magazine BB Championship?**

The Spike! Magazine BB Championship is one of the five yearly NAF Major tournaments. It is held in British Columbia, Canada. This year, the Spike! will be held over the weekend of August 26<sup>th</sup> / 27<sup>th</sup>, and will use the much heralded Ironmanj ruleset!

The Spike! is held in a beautiful part of Canada, and Steve and the Thunderbowl team put on a superb show. A trip out to BC is more than deserving of your holiday time! Further details can be found at the Spike! website, [here](#). Sign up NOW!