



€UROOPEN ONLINE



Rulespack

The NAF and FUMBBL are proud to announce the €uropen Online 2017! This rulespack should contain everything you need to know to enter the first tiered NAF sanctioned Blood Bowl tournament.

Schedule

- The €uropen Online '17 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 time zones will run concurrently, and an overall winner crowned via playoff (see more details on tournament format below)
- Teams of 3 coaches can be formed to build a Squad and add points together for the Team Ranking. In order to make automated team scoring possible you need to post your team in the Fumbbl forum thread of the €uropen Online 17
- Round 1 will begin at 22:00 CET (Fumbbl BB-time) on Monday, 11th of September, 2017
- Each round will last 1 week, and rounds will begin at 22:00 CET on each Monday of the tournament
- The €uropen Online is linked to the Europen, the side event of the [Eurobowl](#)

Rosters and Skills

- The 24 NAF approved races will be permitted to enter the €UROOPEN ONLINE. Simyin will not be eligible
- Rules are according to the official Eurobowl rules. This means there are 3 different Tiers:
 - Tier 1:
 - Races: Wood Elf, Undead, Lizardmen, Skaven, Dwarf, Chaos Dwarf, Orcs, Dark Elf, Norse, Amazon
 - TV: 1100k (Please note that due to technical reasons all teams have 1150k available for team creation, but for tier 1 teams only 1100k can be used!)

- Skills: 6 normal skills (plus 3 dummy skills)
 - Inducements: No inducements allowed
- Tier 2:
 - Races: Chaos, Chaos Pact, Human, Khemri, Slann, Necromantic, High Elf, Elf, Nurgle
 - TV: 1100k + 20k that can be used for increasing TV or for additional skills (20k for normal skill)
 - Skills:
 - 1100k TV: 7 normal skills + one double skill (plus 2 dummy skills)
 - 1120k TV: 6 normal skills + one double skill (plus 3 dummy skills)
 - Inducements: No inducements allowed
- Tier 3:
 - Races: Underworld, Halfling, Goblin, Ogre, Vampire
 - TV: 1100k + 50k that can be used for increasing TV or for additional skills (20k for normal skill, 30 for double skill)
 - Skills:
 - 1100k TV: 7 normal skills + 2 double skills (0 dummy skills)
 - 1110k TV: 8 normal skills + 1 double skill (0 dummy skills)
 - 1120k TV: 6 normal skills + 2 double skills (1 dummy skill)
 - 1130k TV: 7 normal skills + 1 double skill (1 dummy skill)
 - 1150k TV: 6 normal skills + 1 double skill (2 dummy skills)
 - Inducements: Tier 3 teams may buy 0-2 Star Players but must have at least 11 regular players before doing so. Goblins may buy 0-3 bribes and Halflings may buy 0-1 master chef.
- Dummy Skills: Please note that most likely you will have more skills to choose than you are allowed to (dummy skills). This means you have to either use a skill which the player already has, or use the following skills which you must opt not to use:
 - If player already has a skill which he has access to: Chose that skill
 - ⇒ Chose that skill (skinks dodge, dwarf blockers block, ...)
 - Normal skill only access players:
 - ⇒ Kick-off Return or Pass Block (zombies, skaven linos, orc linos, ...)
 - Agility skill only access players:
 - ⇒ Sprint or Leap (Elf Linemen)
 - Strength skill only access players: (only if no normal or ag players are available)
 - ⇒ Juggernaut (Ogres, Tomb Guardians, etc)
 - While this is not 100% idiot prove, we'll try to check all the teams as good as possible before the start, but it's also each player's responsibility to check the opponents team before starting the game.

- Intentionally abusing this rule and using dummy skills in gameplay will result in forfeit for the opposing player.
- A single player cannot be given more than one additional skill throughout the tournament
- All Skills are available from game 1
- “Double Skill” means a skill from a category if the player would have rolled a double
- Instead of double skills normal skills can be given
- The European Online 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

- European Online is a team tournament. A team aka Squad consists of 3 coaches each coaching a team of a different race. Please state your team in the official Fumbbl Forum Thread.
- Coaches will enter the European Online with the intention of playing in one of three time zones (European, American, Oceanic). This should ensure coaches can schedule games at mutually convenient times. Squads do not have to play in the same time zone.
- You do not have to live in one of these time zones to participate in it! Select the time zone that suits you best
- Applicants will be split into ~ 30 team Swiss groups according to time zone (mainly to optimize the Swiss and also for admin purposes)
- Best 4 Squads will battle it out in the playoff

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 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 (only available to Tier 3 Teams)
- 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 time zone
 - Click the 'group members' tab and then use the 'apply for membership' dropdown
 - Coaches wishing to play in European time zones should apply [here](#), North American time zones [here](#), and Oceanic time zones [here](#)

Scoring

- As seeding Squads against Squads would be immense manual work, the Squad scoring is just the sum of the individual points of the Squad members. The top 4 Squads will then be manually seeded into Playoffs 1st vs 4th and 2nd vs 3rd
- Individual tournament points will be awarded as follows:
 - 2 points for a win
 - 1 point for a tie
 - 0 points for a loss
 - 0 points for a forfeit or concession (this does not mean you are allowed to concede when you're in a losing position in game)
 - Forfeit or concession TD / CAS scoring: 2-0 (2-0)
- Tie breakers will separate teams on the same number of points as follows:
 - Individual ranking: net TD + net CAS
 - Squad ranking: combined opponent record
 - 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

- Due to the short time to set up the tournament I have no confirmation on prizes yet, but there might be some coming up that will be communicated on the Fumbbl forum.
- Eternal glory on the Online NAF tournaments history and hall of fame section should be enough incentive to join.

Online Ranking and NAF membership

- All Games between NAF members are recorded on the NAF Homepage and will be used to calculate the NAF online Rankings
- Even though a NAF membership is not mandatory, we highly encourage to become Member of the NAF, because:
 - 10\$ paypal of 5\$ in person should be doable for everyone, already to just to support the NAF.
 - Tracking your online rankings and enabling your opponents to play for their ranking is always fun
 - You get goodies every time you renew your membership

Useful Links and FAQ

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