



## Rulespack

*The NAF and FUMBBL are proud to announce the Road to the NAF Championship (RTTNAFC) 2018! This rulespack should contain everything you need to know to enter the 4<sup>th</sup> edition of the Road to the NAF Championship*

### Schedule

- The RTTNAFC '18 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 and an overall winner crowned via playoff (see more details on tournament format below)
- Round 1 will begin at 22:00 CET on Monday, 5<sup>th</sup> of March, 2018
- Each round will last 1 week, and rounds will begin at 22:00 CET 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 26 NAF approved races will be permitted to enter the RTTNAFC.
- 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 to eight additional skills for players on your team. Three to five 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 depending on the following tiers:
  - Tier 1: (Amazon, Chaos Dwarf, Dark Elves, Dwarf, Lizardmen, Norse, Orc, Skaven, Undead, Wood Elves, Bretonnian)
    - 3 normal skills (and 2 dummy skills) game 1-3

- 3 normal skills game 4-6
  - Tier 2: (Chaos, Chaos Pact, Elves, High Elves, Humans, Khemri, Khorne, Necromantic, Nurgle, Underworld, Slann, Vampire)
    - 4 normal skills, 1 double skill game 1-3
    - 3 normal skills game 4-6
  - Stunty teams: (Halfling, Goblin, Ogre)
    - 3 normal skills. 2 double skills game 1-3
    - 3 normal skills game 4-6
- Skill details:
  - Once a player gains a skill, he will keep it for the rest of the tournament
  - Star Players may not be given additional skills
  - Due to technical reasons, everyone will be forced to choose all 8 skills, even if they go with packages b, c or d. These skills must be dummy skills.
    - If player already has a skill which he has access to:
      - ⇒ Chose that skill (skins 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:
      - ⇒ 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.
  - 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

- Applicants will be split into ~ 30 team Swiss groups
- 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

## 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 [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 0 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 £55
  - In the event the winner cannot attend the NAFC this year, it can be used in a later year.
  - The prize is non-transferable, only the winner of the RTTNAFC may claim the free ticket

## **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 Hawca via FUMBBL or TalkFantasyFootball. If you'd like to attend this year, hurry! Get signed up to this awesome BB party.