

# Danish Open Online

## Rulespack

*The Danish Open Online (DOO) comes with a detailed tiered ruleset. This is an ideal opportunity for you to join the fun and finally pick the uncommon races and still be competitive. Have a look and come up with your own metagame roster.*

### Schedule

- The DOO will be a resurrection style tournament, initially consisting of 5 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, 23<sup>th</sup> of April 2018
- Due to the difficulty of the ruleset any submissions as soon as possible are most welcome
- Each round will last 1 week, and rounds will begin at 22:00 CET on each Monday of the tournament
- The DOO is linked to the [Danish Open](#) on June 2<sup>nd</sup> / 3<sup>rd</sup>, the biggest tournament in Denmark

### Rosters and Skills

- The 26 NAF approved races will be permitted to enter the DOO.
- Rules intended for 1100K teams. 11 non-star players minimum.
- A special skill is either a double skill or a normal skill on a player who has already taken 1 normal skill (in which case neither skill may be Piling On)
- Tier 3-6 teams may hire 0-2 star players, but must then treat all special skills as normals.
- Tiers:
  - Tier 0: (Dark Elves, Lizardmen, Undead, Wood Elves)
    - 6 normal skills (and 5 dummy skills)
  - Tier 1: (Amazon, Chaos Dwarf, Dwarf)
    - 7 normal skills (and 4 dummy skills)
    - or 6 normal skills (and 5 dummy skills) + 40k
    - or 5 normal 1 special skill (and 5 dummy skills) + 20k
    - or 4 normal 2 special skills
  - Tier 2: (Bretonnian, Necromantic, Norse, Orc, Skaven)
    - 7 normal skills (and 4 dummy skills) + 20k

- or 6 normal 1 special skill (and 4 dummy skills)
- or 5 normal 1 special skill (and 5 dummy skills) + 40k
- or 6 normal skills (and 5 dummy skills) + 60k
- Tier 3: (Chaos Renegades, Elven Union)
  - 7 normal 1 special skill (and 3 dummy skills) + 20k
  - or 6 normal 2 special skills (and 3 dummy skills)
  - or 5 normal 2 special skills (and 4 dummy skills) + 40k
  - or 6 normal 1 special skill (and 4 dummy skills) + 60k
- Tier 4: (High Elf, Human, Slann, Vampire)
  - 8 normal 1 special skill (and 2 dummy skills) + 20k
  - or 7 normal 2 special skills (and 2 dummy skills)
  - or 6 normal 2 special skills (and 3 dummy skills) + 40k
  - or 7 normal 1 special skill (and 3 dummy skills) + 60k
- Tier 5: (Chaos Chosen, Daemons of Khorne, Khemri, Nurgle, Underworld)
  - 8 normal 2 special skills (and 1 dummy skills) + 20k
  - or 7 normal 3 special skills (and 1 dummy skills)
  - or 6 normal 3 special skills (and 2 dummy skills) + 40k
  - or 7 normal 2 special skills (and 2 dummy skills) + 60k
- Tier 6: (Goblin, Halfling, Ogre)
  - 8 normal 3 special skills
  - or 8 normal 2 special skill (and 1 dummy skills) + 60k
  - or 7 normal 3 special skill (and 2 dummy skills) + 40k
  - or 6 normal 2 special skill (and 2 dummy skills) + 140k

This should properly reflect the official [ruleset](#) of the Danish Open 2018.

- 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
  - Excess money needs to stay on the bank and must not be used to buy inducements except intended ones mentioned in your teams Bio.
  - Due to technical reasons, everyone will be forced to choose all 11 skills. 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)

- 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 skills before 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 DOO 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 11 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 DOO will receive a free ticket to the [Danish Open](#) in Copenhagen, Denmark, England, worth 160DKK
  - In the event the winner cannot attend the Danish Open this year, it can be used in a later year.
  - The prize is non-transferable, only the winner of the Danish Open Online may claim the free ticket

### **Useful Links and FAQ**

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

### **What is the Danish Open?**

The [Danish open](#) is Denmark's biggest Blood Bowl Tournament. Having started rather small it is growing every year pulling people from all Europe due to the high level of play and the high level of socializing which is the perfect combination for a Blood Bowl tournament. This year they even spiced it up with a bit a out of the box ruleset which should even out the races a bit more than in your common tourneys.