

NAFifa World Cup 2018

Rulespack

The NAFifa world cup uses the recently published rules for the 4th Blood Bowl World Cup 2019 in Dornbirn (AT) and combines them with timing of the FIFA world cup and some fun modus where everyone can play for his Country (even the Italians and the Dutch)

Schedule

- The NAFifa WC18 will be a resurrection style tournament, initially consisting of 6 games of Blood Bowl contested via the Swiss format in groups of approximately 30.
- Every player can play for his country by mentioning it in the bio of his team. For each country the results of the best 4 players are added together for the national ranking
- 4 best players of the 4 best nations fight it out in playoffs for the world championship
- Round 1 will begin at 22:00 CET on Monday, 18th of June 2018
- A 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 NAFifa WC 18 is using the rules of the [4th Blood Bowl World Cup in Dornbirn 2019](#)

Rosters and Skills

- Exact rules can be found on the official [NAF world cup homepage](#). Here a quick summary
- The 26 NAF approved races will be permitted to enter the NAFifa WC 18.
- Tier 1: Amazons, Bretonnians, Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Norse, Orcs, Skaven, Undead, Wood Elves
- Tier 2: Chaos Renegades, Elf Union, High Elves, Humans, Khemri, Necromantic
- Tier 3: Daemons of Khorne, Chaos, Nurgle's Rotters, Slann, Underworld Denizens, Vampires
- Tier 4: Goblins, Halflings, Ogres
- Rules intended for 1100K teams. 11 non-star players minimum.
- There are 3 game days, here replaced by games 1-2 (day 1), 3-4 (day 2) and 5-6 (day 3)

Tier	Starting Cash	Day 2	Day 3
	(gold pieces)	(before game 4)	(before game 7)
1	1,160,000	40,000	40,000
2	1,200,000	50,000	40,000
3	1,250,000	50,000	40,000
4	1,250,000	70,000	40,000

- A 'normal' skill costs 20 kgp
- A 'double' skill costs 30 kgp
- Tiers 1-3 are limited to one double skill during the tournament
- Tier 4 may have more than one double skill
- Your roster can have one player that has two additional skills. Both skills must be normal skills and the second skill has a cost of 30,000 gold pieces. These skills can be added at different times in the event.
- Tier 4 may buy a single stat upgrade. This cannot be combined with any other additional skill.
- + MA / AV costs 40,000 gold pieces,
- + AG 50,000 gold pieces and
- + ST 60,000 gold pieces.
- Star players may not receive additional skills or stat upgrades

If you intend to take a stat upgrade please get in touch with Stider84, as we'll need to put in some technical workaround for this (it should work, however).

Skill slots available will be:

Day 1: 2 normal 5 double

Day 2: 1 normal 2 double

Day 3: 1 normal 1 double

This does not mean that you are eligible to take all the skills. Only what you're allowed with above mentioned budget.

- Skill details:
 - 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 fill all available skill slots. These skills must be dummy skills.
 - If player already has a skill which he has access to:
 - ⇒ 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)
 - 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
- The NAFifa WC 18 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

- The NAFifa WC18 will be a resurrection style tournament, initially consisting of 6 games of Blood Bowl contested via the Swiss format in groups of approximately 30.
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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 the nation ranking: The number of total players for that nation (e.g. if Italy has 15 entrants and France 30 and both nations score of the best 4 players is the same then Italy will be better.
 - 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
- Games will be recorded as Online NAF games on the-naf.net. Forfeits and games against non NAF members are not recorded

Winners and Glittering Prizes

- Since this is not coupled with a real-life tourney there are no tournament tickets to be won.
- Playing for your country and for your heart should be incentive enough
- I'll have to check with the organizers if there might be a T-shirt of the Thornpear Valleyshockers for the winners.

Useful Links and FAQ

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