Rulespack

The NAF and FUMBBL are proud to announce the €uropen Online 2018! This rulespack should contain everything you need to know to enter the second edition of the digital Europen

Schedule

- The €uropen Online '18 will be a resurrection style tournament, initially consisting of **6** games of Blood Bowl contested via the Swiss format
- Teams of 3 coaches can be formed to build a Squad and add points together for the Team Ranking. To make automated team scoring possible you need to post your team in the Fumbbl forum thread of the €uropen Online 18
- Round 1 will begin at 22:00 CET (Fumbbl BB-time) on Monday, 3rd of September 2018
- 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 26 NAF approved races will be permitted to enter the €UROPEN ONLINE.
- No inducements are available to any teams with the following exceptions: Goblins may buy 0-3 bribes and Halflings may buy 0-1 master chef.
- 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, Brettonian
    - Skills: 6 normal skills (there is now the option to select no skill so no dummy skills needed)

  - Tier 2:

- Races: Chaos, Chaos Pact, Human, Khemri, Slann, Necromantic, High Elf, Elf, Nurgle, Underworld, Vampire, Khorne
- Skills:
  - 7 normal skills + one double skill

  o Tier 3:
  - Races: Halfling, Goblin, Ogre
  - TV: 1100k
  - Skills:
    - 6 normal skills + 2 double skills

- The €uropen Online 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

- €uropen 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.
- Applicants will be split into 3 Swiss groups with each player of a squad in a different group)
- Best 4 Squads will battle it out in the playoffs
- Tiebreaker is combined opponent score
- Seeding will be 1st vs 4th Squad and 2nd vs 3rd Squad
- Matchups will be 1st vs 1st , 2nd vs 2nd and 3rd vs 3rd after all games played.

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

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

- 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.