



# NAF Speed Rush 2019



## Rulespack

*The NAF Speed Rush 2019 is a test for a new format more suited for online Play rather than mirroring real life Table-top events. Main changes are KO instead of swiss and one-minute turns.*

### Format and Schedule

- The NAF Speed Rush 19 will be a resurrection style tournament with multiple 8 team qualifier KO tournaments and then a final tournament with all winners.
- There are specific dates for the qualifiers. At least the first 2 rounds have to be played on these dates. The final can be played later before the main tournament starts.
- **There is a turn limit of 1 minute per turn, after that the opponent can time you out!**
- Qualifier Schedule (all February dates)
  - Friday 1st: 22:00
  - Sunday 3rd: 20:00
  - Tuesday 5th: 21:00
  - Thursday 7th: 22:00
  - Saturday 9th: 20:00
  - Sunday 10th: 10:00 => Hangover special
  - Monday 11th: 19:00
  - Wednesday 13th: 20:00
  - Friday 15th: 21:00
- Players will need to sign up for max 3 qualifiers [here](#) latest at 22:00 the day before the Qualifier is. Please make sure your team is applied to the group and is legal according to world cup rules.
- First x times 8 people will get a spot in the qualifiers if there are 6-7 players, I might allow a late sign up to complete the bracket.
- Main tournament (with qualifier winners) will start on Monday, February 18<sup>th</sup> with weekly deadlines, whereas KO will enable to play as soon as the opponent is defined.
- If you win multiple qualifiers you still only earn one slot in the Main tournament. The runner ups will NOT qualify, even if the winner already has won a qualifier. Incentive to not throw the final is having one less opponent in the main tournament.
- The NAF Speed Rush19 is using the rules of the [4<sup>th</sup> 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 NAF Speed Rush 19.
- 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 (day 1), 2 (day 2) and 3-4 (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 SzieberthAdam, as we'll need to put in some technical workaround for this.

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.
  - If you have skill slots that are not used because you have reached your limit of skills, please use the (no skill) option
  - You must select the skills before the tournament
- The NAF Speed Rush19 is a 'resurrection' tournament. This means that your players will not gain spp, 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

### **FUMBBL Team Creation and Application to the Tournament**

- Before you create your team on Fumbbl, I highly suggest that you use the official World cup Excel sheet <http://www.nafworldcup.sbbm-turniere.com/Downloads/WC4-Coach-Roster.xlsx> to create your team and make sure it is legal.
- Once you have decided on your setup, your Team 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 need to be applied [here](#)
- You can use a different team for the Main tournament than what you have won your qualifier with, so give them stunts some love!

### **Scoring**

- As this is a KO format, so if there is a tie after 16 turns we go to fumbbl Overtime:
  - Coinflip on who receives and kicks and new setup, new drive, new KO rolls and new secret weapon challenges
  - No new reroll awarded for the leader skill
  - First to score finishes the game immediately
  - If there is a tie after 8 turns of overtime, there is a D6 where each coach receives +1 on remaining rerolls
- There is a 1-minute turn limit. Once that limit is reached, time from your 5 minutes extension is reduced until you finish your turn. Once that is also used up, your opponent can time you out after your time is up. Once that happens, you can only finish an action with a player you have already selected the action.
- People are suggested to use the timeout button without warning, as this tournament is about taking quick decisions. If your opponent is genuinely AFK, it is recommended to refrain from timing out. I would suggest mentioning to your opponent before the game if there is a possibility for you to be afk (kids waking up, important phone calls, booty calls and so on)

### **Other Rules**

- Please make sure that you show up for the qualifiers that you signed up on time
- Use of the fumbbl discord server is highly suggested
- For the main event please contact your opponent as soon as possible to schedule the games
- 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**

You can practise for the world cup, and win respect with being crowned the **NAF speed King 2019**

### **Useful Links and FAQ**

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