



# World Cup Warm up 2019



## Rulespack

*The World Cup Warm up 2019 uses the rules for the 4th Blood Bowl World Cup 2019 in Dornbirn (AT) and is of course also connected to it.*

### Schedule

- The World Cup Warm Up 19 will be a resurrection style tournament, initially consisting of 9 games of Blood Bowl contested via the Swiss format in 6 groups consisting of one team member from each squad.
- Players can sign up in squads of 6 players in the respective fumbbl thread
- 4 best squads fight it out in playoffs for some nice prizes
- Round 1 will begin at 22:00 CEST on Monday, 3<sup>rd</sup> of June 2019
- Any submissions as soon as possible are most welcome, latest submission of Squads and individual teams to the group is Sunday, 2<sup>nd</sup> of June midnight
- Each round will last 1 week, and rounds will begin at 22:00 CET on each Monday of the tournament
- The NAF Team Challenge 19 is using the rules of the [4<sup>th</sup> Blood Bowl World Cup in Dornbirn 2019](#)
- As the Tournament is over the holiday period, each player can forfeit 1 game no questions asked so you can still participate if you're away for a week or 2. However, you of course will still get 0 points for that round.

### 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 Team Challenge 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 1-3 (day 1), 4-6 (day 2) and 7-9 (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 myself or SzieberthAdam, as we'll need to manually set the stats for your players

Skill slots available will be: (whereas you can always take normal in the doubles slots)

Day 1: 2normal 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 all skills before the tournament

- World Cup Warm Up 19 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 NAF Team Challenge 19 will be a resurrection style tournament, initially consisting of 9 games of Blood Bowl contested via the Swiss format in 6 groups consisting of one team member from each squad.
- Players can sign up in squads of 6 players in the fumbbl thread
- 4 best squads fight it out in playoffs for some nice prizes
- Please make sure to apply a team to the group for each member of the squad

### **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
- Mentioning the Squad name in your team is also recommended.
- Inducement(s) you wish to use must 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
- At discretion of the opponent coach unapproved inducements can be just ignored (if possible, not possible for babes for example) and otherwise a reset of the game can be ask from any official fumbbl admin (either through discord or through a support ticket on the site)
- When teams have been created, they must be applied [here](#)
- More information on how to apply your team can be found in this [Youtube video](#)

### **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.
    - One game you can forfeit due to Holidays, please let your opponent or the admin know in case you know in advance that you cannot play a future round.
  - Forfeit or concession TD / CAS scoring: 2-0 (2-0)
- Tie breakers will separate teams on the same number of points as follows:
  - Opponent score
  - net TD + net CAS
  - TD scored
  - CAS inflicted
  - Random
- Please note that technically it is not possible to match team vs team, but each team member plays in a separate group for as many individual points that are then added up.

### **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 without a valid reason, 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**

- I'm still in discussion with The NAF world cup organizers on what the prizes will be, but for sure we will have some nice prizes that the first 3 teams will be able to collect in Dornbirn.

### **Useful Links and FAQ**

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