



Saturday 5 & Sunday 6 October, 2024

Format: 2 Days, 6 Games, Swiss Format & Resurrection

Rules:

1) Rosters: All rosters to be submitted 1 week prior (Sat 25th September) for checking.

2) Division of Races (Tiers)

The different races will be divided into four tiers.

Tier 1: Amazons, Black Orcs, Chaos Dwarves, Dark Elves, Dwarves, Imperial Nobility, Lizardmen, Norse, Old World Alliance, Skaven, Undead, Underworld Denizens & Wood Elves

Tier 2: Black Orcs, Chaos Renegades, Elf Union, High Elves, Humans, Orcs, Khemri & Necromantic

Tier 3: Daemons of Khorne, Chaos, Nurgle's Rotters, Slann & Vampires

Tier 4: Goblins, Gnomes, Halflings, Ogres, Snotlings, Black Orcs with NO Orcs, Underworld with NO skaven

3) Team Creation

Tier 1 - TV1200

Tier 2 - TV1250

Tier 3 - TV1300

Tier 4 - TV1350

Funds can be used for team building or used to buy skills or a mixture of both.

Note: there is no extra cost for stacking skills upon a player.

* No Random skills will be allowed.

* Primary Skills cost 20k Each

* Secondary Skills cost 40k Each

* Players on a team can have a maximum of 4 skills

* Players can have a maximum of 1 double skill.

* *Tier 4* teams can have as many double skills per player to a maximum of 4 skills.

* Teams will be limited to a maximum of 1 star player. Stunty teams may take 2.

Teams will receive 1 free additional normal skill after each completed round. These skills must be nominated prior to the tournament.

Wizards, (in)famous coaching staff and/or Special Play Cards are NOT permitted

4) Pairings: Random first round and then paired using modified Swiss.

5) Scoring

- **Win:** 50 Points
- **Tie:** 20 Points
- **Loss:** 5 Points

Bonus Points:

Net TD: +/- Differential
Net CAS: +/- Differential

For determining the final standing, the bonus points will be removed:

- Head-to-head result
- Avg opponent score
- Net touchdowns
- Net casualties

6) Awards

1st
2nd
Stunty Jug Champion
Knock-Out King
Surf Champion
Most Casualties
Most Touchdowns
Sports
Painting