



Saturday October 10, 2020

Format: 1 Days, 4 Games, Swiss Format & Resurrection

Rules:

1) Rosters: All rosters to be submitted 1 week prior (Sat 5th October) for checking.

2) Division of Races (Tiers)

The different races will be divided the races into four tiers.

Tier 1: Amazons, Bretonnians, Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Norse, Old World Alliance, Orcs, Skaven, Undead & Wood Elves

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

Tier 3: Daemons of Khorne, Chaos, Nurgle's Rotter, Slann, Underworld Denizens & Vampires

Tier 4: Goblins, Halflings, Ogres, Snotlings

3) Team Creation

All teams start with TV1100

The composition of all teams and all improvements to be taken must be submitted before the tournament, indicating which order (when) the skills are to be taken in.

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

Additional Cash

Each team receives additional funding based on their tier. Starting cash can be used for team building (as above) or used to buy skills or a mixture of both. Note: there is no extra cost for stacking skills upon a player.

- Tier 1 - 100k
- Tier 2 - 150k
- Tier 3 – 200k
- Tier 4 – 250k

Teams will receive 1 free additional skill after each completed round.

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

3rd

Stunty Jug Champion

Sports

Painting

Cost: \$20

<http://www.sutherlandshiregamers.org/events/ssg-blood-bowl-2020/>

Email: luis@vrinat.com.au