



Saturday 4th & Sunday 5th October, 2025

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

Rules:

1) Rosters: All rosters to be submitted 1 week prior (Sat 27th September) for checking.

2) Division of Races (Tiers)

The different races will be divided into four tiers.

Tier 1: Amazon, Chaos Dwarf, Dark Elf, Dwarf, Lizardmen, Norse, Orc, Skaven, Shambling Undead, Underworld Denizens, Vampire & Wood Elf

Tier 2: Chaos Renegade, Elf Union, High Elf, Human, Imperial Nobility, Necromantic Horror, Old World Alliance & Tomb Kings

Tier 3: Black Orc, Chaos Chosen, Khorne, Nurgle & Slann

Tier 4: Goblin, Gnome, Halfling, Ogre, Snotling, Black Orc 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 secondary skill.
- * Tier 4 teams can have as many secondary 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