



WALLEYE CLASSIC II

**Riverview Community Centre & Rink
Basement (Only accessible by stairs)
90 Ashland Ave, Winnipeg, MB
August 24th/25th (Sat/Sun)**

Walleye Classic II is a five round 2 day Swiss-Dutch Style Resurrection Blood Bowl Tournament. The first game will be determined by a random matchup. The remaining games will be determined by tournament points. Tourplay will be used to log matches. Seating will be limited to 30 coaches.

SCHEDULE

Saturday:

Registration: 9:30-10:00

Game 1: 10:15-12:30

Lunch Break: 12:30-1:30

Game 2: 1:30-3:45

Round Pairing: 3:45-4:00

Game 3: 4:00-6:15

Sunday:

Game 4: 9:30-11:45 (Doors open at 9:00)

Lunch Break: 11:45-12:45

Game 5: 12:45-3:00

Tournament Calculations/Awards Presentation: 3:00 - 3:30

When time is called at the end of the round, dice are down and the game ends.

REGISTRATION & ROSTER SUBMISSION

- Early Bird Registration (Closes July 24th 11:59pm CT): \$40, 45\$ for non-NAF members
- Registration: \$50, 55\$ for non-NAF members
- Payment can be made via e-transfer to Andrew Budgell at ywg_budgell@hotmail.com
- Non-NAF members will receive a one year membership to the [NAF](#)
- Rosters must be submitted by **on August 14th at 11:59pm CT** at <https://tourplay.net/en/blood-bowl/walleye-classic-ii>
- Once payment has been made and you have finalized your roster please submit it to the above link.
- For brewing rosters you may add as many rosters as you like to the prep builder in Tourplay at <https://tourplay.net/en/blood-bowl/walleye-classic-ii-prep>

THINGS TO BRING

Your **Painted** Blood Bowl Team
Block Dice, D6,D8, D16, Ball and Templates
Turn, Re-roll and TD markers
Rule book and other publications relevant to your team
A pitch to play on
An appropriate device to access Tourplay

WHAT IS PROVIDED

Rosters for you and your opponents
A pair of custom 6 sided event dice
A set of custom Block Dice
Bands to mark skills

BASIC RULES & TEAM CREATION

All Blood Bowl 2020 teams from the Second Season Rulebook, Teams of Legend pdf, as well as Spike! Journal teams that have Blood Bowl 2020 rules may be used. The [Slann](#) team approved by the NAF may be used as well. This is a resurrection style tournament. No SPP will be earned during games and injuries will not carry over to the next game. Your team will reset to your initial roster at the start of each match.

You have 1,300,000 gp to spend on your team this includes skills and stat increases

- Star players may not be hired
- Teams can purchase Rerolls, Apothecaries (if allowed), Assistant Coaches, Cheerleaders and Dedicated Fans
- 0-2 Bloodweiser Kegs may be purchased
- 0-3 Bribes may be purchased
- 0-3 Bottles of Heady Brew
- Only Halflings may hire a Halfling Master Chef
- Riotous Rookies may be taken by teams with the Low Cost Linemen Special rule
- Primary Skills cost 20,000 gold
- Secondary Skills cost 40,000 gold
- +1 AV 10,000 gold
- +1 MA/+1 PA 20,000 gold
- +1 AG 40,000 gold
- +1 ST 80,000 gold
- Stat increases cannot be improved beyond MA 9, ST 8, PA 1+, AG 1+ and AV 11+
- Individual Players cannot take more than 3 upgrades (Skills and Stat increases each count as an upgrade)
- Upgrade total cannot exceed 80,000 gold per player
- No Skill may be taken more than 3 times
- No Stat increase may be taken more than twice
- Max one stat increase per player
- Tier 1 teams receive no bonus gold
- Tier 2 teams receive a bonus 20,000 gold to their treasury to spend
- Tier 3 teams receive a bonus 40,000 gold to their treasury to spend
- Tier 4 teams receive a bonus 80,000 gold to their treasury to spend

Tier One: Amazon, Chaos Dwarf, Dark Elf, Dwarf, High Elf, Lizardmen, Norse, Orc, Shambling Undead, Skaven, Underworld Denizens and Wood Elves.

Tier Two: Chaos Renegades, Elven Union, Human, Imperial Nobility, Necromantic Horror, Old World Alliance, Tomb Kings and Vampires

Tier Three: Black Orc, Chaos Chosen, Khorne, Nurgle and Slann

Tier Four: Gnomes, Goblin, Halfling, Ogre and Snotlings

PAIRING AND SCORING

The first round of matches will be randomized. Each following round will be determined through Swiss-Dutch pairings. Points are awarded as follows:

Win - 65 points

Draw - 25 points

Loss - 0 points

TIE BREAKERS

- Head-to-Head record
- TD Differential
- Total Casualties
- Total TD's
- Casualty Differential

CASUALTIES

The following skills/actions count as Casualties:

- Blocks
- Fouls
- Pushing a player into the crowd
- Projectile Vomit
- Stabs
- Chainsaws
- Bombardier
- Ball and Chain
- Diving Tackle
- Thrown/Kicked team-mate hitting an opposition player
- Arm Bar

If your player used an active skill then it counts for casualty tracking.

PRIZES

- 1st Place
- Runner-up
- Best Offense
- Best Defense
- Most Casualties
- Top Stunty Coach (minimum 3 stunty teams required)
- Top Youngblood (Under 18 - minimum 3 eligible coaches required)
- Best Sportsmanship - Voted on by the players.
- Best Presentation - Voted on by the players (voting will take place during the lunch break starting at noon on Day 2)
- Wooden Spoon - Lowest tournament points
- Share the Wealth Rules - No coach can win multiple prizes except for Wooden Spoon, Best Presentation and Best Sportsmanship

FORFEITING

If you are 15 minutes or more late for your game a forfeit win will be awarded to your opponent. It will be marked as 2-0 win with 2 Casualties earned for your opponent.

QUESTIONS

Questions can be sent to ywg_budgell@hotmail.com