

Deuces Wild Squad Tournament

The staff here at the Deuces Wild welcome all participants to the premiere squad tournament of Texas. Get ready to combine your love of Blood Bowl with the great game of poker!

Will you go all in and walk the straight and narrow to take first place or will Nuffle flush your squad and leave you in the gutter(ball)!

Attending:

Please bring 5 copies of your roster (1 for each opponent, 1 for the TO, and 1 for you).

The Deuces Wild takes place August 25th at the Texas Open 2024, located at the DFW Airport Hyatt Regency. The link to register for the event is linked here: <https://www.texasopen.org/> . Please review the Texas Open's website for event costs.

Please submit your squad rosters to bbtexastrailblazers@gmail.com . In the Subject line, please include Deuces Wild and your squad name along with both rosters (include coaches' names).

Please send your roster in early! That will make the TO's life easier and help ensure we start the tournament on time.

This will be a NAF sanctioned tournament. There should be a NAF person at the tournament to enroll or renew your membership.

Please use either GW dice or NAF dice. Dice sharing is not required, but if your opponent asks to share dice, please do so. Also, don't forget to discuss what qualifies as cocked dice and if you reroll the entire dice pool or just the cocked dice.

Sportsmanship Statement:

We are here for the fun of the game. Sportsmanship is not encouraged; it is required!

Fouling 16 turns in a row and running up the score is not poor sportsmanship, but gloating and ridiculing your opponent while doing so is.

Throwing dice, miniatures, etc. is poor sportsmanship and will not be tolerated.

For further information, please review the NAF Sportsmanship and Good Habits guides below.

<https://www.thenaf.net/about-the-naf/code-of-conduct/>

<https://www.thenaf.net/about-the-naf/good-habits-guide/>

General Rules

- Each individual match will roll their own weather.
- The standard Kick Off Chart will be used.
- This will be a resurrection style tournament. (All injuries will be healed prior to the next match)
- No star player points will be accumulated or carried into the next match.
- Miniatures require a Minimum of 3 colors and must be based.
- Each model must be easily identifiable, i.e., numbered.
- We will be running 3 rounds of Swiss over one day.

- No Overtime will be played.
- We will be strictly enforcing a two hour and fifteen-minute time limit.
- Once time has been called, the active coach may finish the current player's action.
- Once that player is finished, the game is over.

Squad Building Rules:

- Each squad will consist of 2 coaches. Each coach will pick a different team from the NAF approved list of 28 approved teams + Gnomes located [here](#). NO SLANN.
- Please name your squad. Keep it clean.

Team Building Rules:

- You will have \$1,200,000 gold pieces to purchase your team.
- Stunty qualifying teams: Halflings, Goblins, Ogres, Snotlings, Gnomes, Underworld (no skaven), Lizardmen (No Saurus), Black Orcs (No Orcs).
- You may purchase the following inducements at the limits defined in the rule book:
- Bribes (50k for Bribery & Corruption Teams, 100k for everyone else)
- Master Chef (100k for Halfling Thimble Cup (no gnomes per FAQ), 300k for everyone else)
- Wandering Apothecaries (100k, all teams that can include an apothecary)
- Bloodweiser Keg (50k, all teams)
- Igor (100k, Sylvanian Spotlight teams)
- Riotous Rookies 100k (Teams with Low-Cost Lineman Keyword)
- Biased Referee 120K (80K for Teams with 'Bribery and Corruption')
- There will be no Star Players or Mercenaries allowed.

Skill Enhancements:

**A note on skills: whilst not required, it is a good idea to denote additional skills per player either by use of skill bands, color coding on bases, etc. There will be skill bands available from the TO if you do not have any.*

- Each Team is given \$150,000 to enhance their players.
- Each skill is chosen, not random.
- Primary Skills are \$20,000.
- Secondary Skills are \$30,000.
- Each Skill may only be taken a total of 4 times for the entire team.
- One player may be given 2 skills.
- No stat boosts are allowed.

Squad Match Scoring:

- Squad Win: 2 points
- Squad Draw: 1 point
- Squad Loss: 0 points

Individual Match Scoring:

- 60 points for a win
- 30 points for a draw
- 10 points for a loss
- Losing to your opponent by 1 touchdown, 2 points
- Beating your opponent by 2 touchdowns, 3 points
- Beating your opponent by 3 touchdowns, 5 points.
- Out Casualty your opponent by 2 CAS, 3 points.
- Out Casualty your opponent by 3 or more CAS, 5 points.
- Pitch Clear your opponent (once per match), 5 points.
- Finish your game on time, 5 points.

Squad Standings Determination for Round Pairings and Final Squad Standings:

1. Squad Points
2. Sum of Coach Points
3. Opponent Squad's Total Points
4. Total Squad Touchdowns x3 + Total Squad Casualties x2
5. Squad Net Touchdowns
6. Squad Net Casualties
7. Public coin toss to determine the top Squad.

Squad Awards:

We will be sharing the wealth in this tournament.

- Deuces Wild Tournament Champions (total points)
- Most Brutal Squad (most total CAS)
- Best Offensive Squad (most total TDs)
- Stunty Squad (best record with an all Stunty squad)

Individual Awards:

- Sportsmanship (per vote)
- Best Painted (per vote)

Schedule:

- 9:00 – Check-in
- 9:30 – 9:45 -Announcements and Round 1 pairing
- 9:45 – 12:00 – Round 1
- 12:00 – 12:45 – Lunch
- 12:45 – 2:00- Round 2
- 2:15 – 4:30 – Round 3
- 4:45 – Finalize standings.
- 5:00 – Awards and Prizes.

Deuces Wild Special Tournament rules:

Who doesn't like a bit of random chance thrown into their blood bowl matchup. When Squad Pairings are set, each squad will play a quick hand of Texas Hold'em. Each coach will get two face-down hole cards, and then the flop, turn, and river will be dealt. The coach with the winning hand picks the individual matchups between the two squads.

Don't forget, Deuces are Wild!!!!!!