

WOLDS CUP 2024 JULY - DEC



**Rules, Regulations and
Mealtime Etiquette!**

OVERVIEW

- ◆ 6 GAMES PLAYED OVER 2 DAYS—Choice of dates between July—Dec 2024.
- ◆ USING BB2020 SECOND SEASON RULES, AVAILABLE *SPIKE!* PUBLICATION RULES AND BB2020 SECOND SEASON DEATH ZONE. GW MAY 2021 Amendment.
- ◆ FLING TEAMS ONLY (NAF SANCTIONING FOR TOURNAMENT MAYBE POSSIBLE VIA THE “SPECIALIST” CATEGORY)
- ◆ SWISS STYLE, RESSURECTION TOURNAMENT.
- ◆ MINIMUM OF 8 COACHES FOR TOURNAMENT TO COUNT AS A ‘REGIONAL TOURNAMENT’
- ◆ 1’050’000 GP TEAM BUILD BEFORE SKILLS CHOSEN
- ◆ 2 STAR PLAYERS , SELECTED ONLY FROM THE FNWC Approved List, AFTER MINIMUM 11 ROSTER PLAYERS HIRED. ONLY 1 OF THESE STARS MAY COST EQUAL TO OR MORE THAN 200’000GP.
- ◆ ALL HALFLING INDUCEMENTS ALLOWED. SIDELINE COACHES, BIASED REFS, HOT-POT, MASTER CHEF ETC. THERE MAY BE ADDITIONAL INDUCEMENTS BY GAMES WORKSHOP IN THE TIME RUNNING UP TO THE EVENT. THEREFORE AS OF 1ST APRIL 2022. ALL TEAMS SUBMITTED SHALL BE FORMED FROM RELEASED RULES UP TO THIS DATE.
- ◆ NO GIANTS.
- ◆ NO SPECIAL PLAY CARD INDUCEMENTS ALLOWED.
- ◆ A FLING COACH MAY ENTER ONE AND ONLY ONE REGIONAL TOURNAMENT, TABLETOP OR ONLINE IN WHATEVER FORMAT THAT TAKES. YOU GET ONE SHOT AT THE WOLDS CUP TITLE.
- ◆ NO EXCESS GP IN TREASURY USED AS “UNDERDOG” CALCULATION. TEAMS WILL BE 1.05 MILLION vs 1.05 MILLION.

REGIONAL TOURNAMENT VARIATIONS

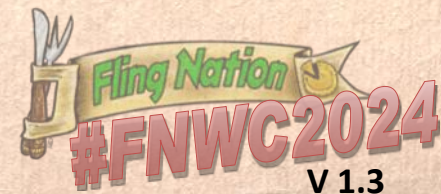
- ◇ REGIONAL TOs’ MAY ADD THEIR OWN ‘ROUND/GAME’ SPOT PRIZES AS THEY WISH. SO LONG AS IT WILL NOT IMPACT THE POINTS THAT CAN BE SCORED, EITHER IN THE REGIONAL TOURNAMENT OR THE ‘WOLDS CUP’ EXTRA POINTS.
- ◇ REGIONAL TOURNAMENT ORGANISERS MAY CHOOSE TO USE WITHIN THEIR TOURNAMENT THE FOLLOWING FROM THE DEATH ZONE RULES;
 - UNUSUAL BALLS (DZ Pg69)
 - NEW WEATHER TABLES (DZ Pg76) LIMITED TO SPRING, SUMMER, AUTUMN AND WINTER TABLES.
- ◇ ANY OTHER VARIATIONS WILL NEED TO BE DISCUSSED WITH THE ‘HEAD CHEF’ DAVE MASON. AS TO ENSURE A FAIR AND EVEN PLAYING THAT WILL NOT DETRIMENT/ENHANCE COACHES CHANCES WITH THOSE OTHER COACHES AT OTHER REGIONAL TOURNAMENTS.
- ◇ EACH REGIONAL TOURNAMENT ORGANISER MUST HAVE A PRIZE FOR THE REGIONAL WINNER AND A WOODEN SPOON. ALL OTHER ADDITIONAL PRIZES AND AWARDS ARE AT THE TOURNAMENT ORGANISERS DISCRETION (FINANCIAL, EXPERIENCE ETC) SUGGESTED AWARDS COULD BE 2ND PLACE, MOST CAS, BEST THEMED ET AL.
- ◇ REGIONAL AWARDS SHOULD NOT AFFECT THE “WOLDS TITLE TALLY”. WE ARE TRYING TO KEEP A UNIFORM AND FAIR BASE FOR EVERYONE WORLD WIDE TO WIN.

ADDITIONAL SKILLS

EACH COACH IS ALLOWED TO TRAIN THEIR TEAM IN THE MANNER THEY SEE FIT IN THE RUN UP TO THE ‘WOLDS CUP’ EVENT.

EACH COACH IS ASSIGNED **66** SPP, TO SPEND ON TRAINING UP THEIR TEAM.

- ◆ A MAXIMUM OF 2 SKILLS/STAT INCREASES



ARE ALLOWED OF THE SAME KIND, OVER THE ENTIRE TEAM. E.g 2 BLOCK, 2 +AG, 2 HAIL MARY ETC.

- ◆ STAR PLAYERS ARE NOT ELIGIBLE FOR EXTRA SKILLS OR STAT INCREASES.
- ◆ NO SINGLE PLAYER ON THE TEAM MAY HAVE MORE THAN 2 EXTRA SKILLS/STATS INCREASE.
- ◆ NO RANDOM SKILLS. SKILLS ARE BOUGHT AT 'CHOSEN' SPP COSTS FOR FIRST ADVANCEMENT COSTS. A SECOND SKILL/STAT ON THE SAME PLAYER WILL COST THE SSP OF THE SECOND ADVANCEMENT. SEE Pg 71 OF THE BB SEASON 2 MAIN RULEBOOK...AKA BB2020.

NOTE; STAT INCREASES ARE CHOSEN AT 24 SPP FOR FIRST AND 28 SPP FOR THE SECOND ON THE SAME PLAYER.

REGIONAL POINTS PER GAME (RECORD ON GAME CARD)

- ◆ WIN 7Pts
- ◆ DRAW 3Pts
- ◆ LOST 0Pts

BONUSES

- ◇ 1Pt PER FULL 3 TOUCHDOWNS
- ◇ 1Pt FOR EACH ONE TURN TOUCHDOWN (FROM 1ST TURN AT THE START OF A DRIVE.)
- ◇ 1Pt CLEAN SHEET TD (Zero touchdowns scored against the coach)
- ◇ 1Pt CLEAN SHEET CAS (Zero casualties caused against the coach)

'WOLDS TITLE TALLY' POINTS PER GAME (RECORDED ON GAME CARD)

THESE RESULTS ARE RECORDED ON THE "WOLDS CUP 2022" SPREADSHEET BY THE TOURNAMENT ORGANISER. ACCURACY OF RECORD KEEPING IS DOWN TO THE TOURNAMENT ORGANISER OR NOMINATED PERSON FOR RECORD KEEPING DURING THE TOURNAMENT.

- ◆ **AIRMILES** ~ EVERYTIME A FLING IS THROWN FORWARD A SQUARE, IS CARRYING THE BALL AND SUCCESSFULLY LANDS COUNTS AS AN 'AIRMILE'. ALL 'AIRMILES' ARE TOTALLED AT THE END OF THE REGIONAL TOURNAMENT. COACHES ONLY NEED TO USE THE GAME CARD TO TALLY UP TOTALS PER GAME.. EVERY 8 AIRMILES EARNS AN EXTRA 1 PT IN THE WOLDS TITLE TALLY. YOU WILL NOT HAVE TO WORRY ABOUT THIS CALCULATION AS THAT WILL BE CARRIED OUT ELSEWHERE.



- ◆
- ◆ **LUMBERJACK** ~ THESE POINTS ARE AWARDED FOR MANAGING TO PUT AN OPPONENTS TREEMAN TO THE GROUND.



EACH TIME YOUR TEAM MANAGES TO KNOCK DOWN AN OPPONENTS TREEMAN, NOT INCLUDING DODGING OR SURFING. YOUR TEAM EARNS 1PT IN THE WOLDS TITLE TALLY.

- ◆ **SURF AND TURF** ~ AWARDED 1PT FOR SURFING AN OPPONENT OFF THE PITCH OR 5 PTS FOR AN OPPONENT TREEMAN.



- ◆ **GOT WOOD!** ~ FOR THOSE EVER SO RARE OCCASSIONS WHERE A TREEMAN STORMS DOWN THE FIELD, BALL IN BRANCHES AND MANAGES SOMEHOW TO GET ACROSS THE TOUCHDOWN-LINE IS AN ACHIEVEMENT WORTHY OF NOTICE. EACH TIME ONE OF THE COACHES TREEMEN (NOT INC DEEPROOT) SCORES A TOUCHDOWN EARNS 3 POINTS FOR THE 'WOLDS TITLE TALLY'.



HOW IT ALL WORKS!

BASICALLY EACH TOURNAMENT WILL HAVE ITS REGIONAL WINNER, BUT THAT'S NOT THE ONLY GLORY TO BE WON!

AS LISTED ABOVE EACH AND EVERY COACH FROM EACH AND EVERY REGIONAL TOURNAMENT CAN WORK TOWARDS GETTING POINTS FOR THE 'WOLDS TITLE TALLY'.

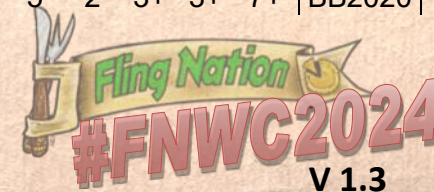
THE HIGHEST TALLY FROM ALL COACHES WILL BE DECLARED THE ULTIMATE -UBER-FLING, WINNER MAY NAME THEIR OWN TITLE FOR THE FUN OF IT!

ON THE OFF CHANCE THAT THERE IS A TIE BY MULTIPLE COACHES THE FOLLOWING PARTS IN LISTED ORDER WILL BREAK TIES.

1. AIRMILE POINTS
2. LUMBERJACK
3. SURF AND TURF
4. GOT WOOD

FLING NATION APPROVED STAR PLAYER LIST 2024

<u>Starplayer</u>	<u>Skills</u>	<u>Special Rules</u>	<u>Cost</u>	<u>MA</u>	<u>ST</u>	<u>AG</u>	<u>PA</u>	<u>AV</u>	<u>Source</u>
Bertha Bigfist	Bone-head, Break Tackle, Dodge, Loner (4+), Mighty Blow (+1), Thick Skull, Throw Team-mate	Fury Diva	290k	6	5	4+	5+	10+	BB2016
Deeproot Strongbanch	Block, Loner (4+), Mighty Blow (+2), Stand Firm, Strong Arm, Thick Skull, Throw Team-mate, Timmm-ber!	Reliable	280k	2	7	5+	4+	11+	BB2020
Frank 'n' Stein	Break Tackle, Loner (4+), Mighty Blow (+1), Regeneration, Stand Firm, Thick Skull	Brutal Block	250k	4	5	4+	---	10+	BB2020
Grak	Bone-Head, Kick, Throw Team-mate, Loner (4+), , Mighty Blow (+1), Thick Skull	Two for One	250k	5	5	4+	4+	10+	BB2020
Crumbleberry	Dodge, Loner (4+), Right Stuff, Stunty, Sure Hands			5	2	3+	6+	7+	
Skrorg Snowpelt	Claws, Disturbing Presence, Juggernaut, Loner (4+), Mighty Blow (+1)	Pump Up the Crowd	250k	5	5	4+	---	9+	BB2020
Ivar Eriksson	Block, Guard, Loner (3+), Tackle	Raiding Party	245k	6	4	3+	4+	9+	BB2020
Mighty Zug	Block, Loner (4+), Mighty Blow (+1)	Crushing Blow	220k	4	5	4+	6+	10+	BB2020
Grombrindal the White Dwarf	Block, Dauntless, Loner (4+), Mighty Blow (+1), Stand Firm, Thick Skull	Wisdom of the White Dwarf	210k	5	3	3+	4+	10+	BB2020
Karla von Kill	Block, Dauntless, Dodge, Jump Up, Loner (4+)	Indomitable	210k	6	4	3+	4+	9+	BB2020
Grim Ironjaw	Block, Dauntless, Frenzy, Loner (4+), Multiple Block, Thick Skull	Slayer	200k	5	4	3+	---	9+	BB2020
Rumbelow Sheepskin	Block, Horns, Juggernaut, Loner (4+), No Hands, Tackle, Thick Skull	Ram	170k	6	3	3+	---	8+	BB2020
Thorsson Stoutmed	Block, Drunkard, Loner (4+), Thick Skull	Beer Barrel Bash!	170k	6	3	4+	3+	8+	BB2020
Helmut Wulf	Chainsaw, Loner (4+), Pro, Secret Weapon, Stand Firm	Old Pro	140k	6	3	3+	---	9+	BB2020
Puggy Baconbreath	Block, Dodge, Loner (3+), Nerves of Steel, Right Stuff, Stunty	Halfling Luck	120k	5	3	3+	4+	7+	BB2020
Big Jobo Hairyfoot	Dirty Player (+1), Loner (4+), Stand Firm, Stunty, Tackle, Wrestle	Bloody Shoe	120k	4	3	4+	4+	9+	BB2016
Akhorne the Squirrel	Claws, Dauntless, Dodge, Frenzy, Jump Up, Loner (4+), No Hands, Sidestep, Stunty, Titchy	Blind Rage	80k	7	1	2+	---	6+	BB2020
Barik Farblast	Hail Mary Pass, Loner (4+), Pass, Secret Weapon, Strong Arm, Sure Hands, Thick Skull	Blast It!	80k	6	3	4+	3+	9+	BB2020
Neddley Verruca	Dodge, Loner (4+), Pogo Stick, Secret Weapon, Stab, Stunty, Very Long Legs	Poisonous Sting	70k	5	2	3+	5+	7+	BB2016
Cindy Piewhistle	Accurate, Bombardier, Dodge, Loner (4+), Secret Weapon, Stunty	All You Can Eat	50k	5	2	3+	3+	7+	BB2020



FLING NATION APPROVED STAR PLAYER LIST CONTINUED

- Bloody Shoe** Once per game, when an opposition was fouled by Big Jobo, you may apply an additional +1 modifier to the Injury roll. This modifier may be applied after the roll has been made.
- Poisonous Sting** Once per game, when an opposition was stabled by Neddley Verruca, you may apply an additional +1 modifier to the Injury roll. This modifier may be applied after the roll has been made.
- Fury Diva** Once per game, Bertha gains for one the Block action on ist own (but not as part of a Blitz action) the Multiple Block Skill and Mighty Blow (+2).

Possible Inducements:			
Temp Agency Cheerleaders		20,000	Official Rules
Part-time Assistant Coaches		20,000	Official Rules
Weather Mage		30,000	Official Rules
Bloodweiser Kegs		50,000	Official Rules
Bribes		100,000	Official Rules
Halfling Master Chef		100,000	Official Rules
Star Players	0 - 2 but maximum of 1 Starplayer with cost of 200.000+	special	special
Halfling Hot Pot		60,000	Deathzone
Master of Ballistics		30,000	Deathzone
Bottles of Heady Brew		40,000	Deathzone
Team Mascot		30,000	Deathzone

GAME: _____

TEAM: _____

TEAM: _____

COACH: _____

COACH: _____

VS

3+ TOUCHDOWNS = 1Pt

OTTD = 1Pt EACH

CLEAN SHEET TD = 1Pt

CLEAN SHEET CAS = 1Pt

SCORE

CAS

3+ TOUCHDOWNS = 1Pt

OTTD = 1Pt EACH

CLEAN SHEET TD = 1Pt

CLEAN SHEET CAS = 1Pt



WOLDS TITLE TALLY



AIRMILES:

AIRMILES:



SURF AND TURF

SURF AND TURF



LUMBERJACK

LUMBERJACK



GOT WOOD:

GOT WOOD:

2024

GAME: _____

TEAM: _____

TEAM: _____

COACH: _____

COACH: _____

VS

3+ TOUCHDOWNS = 1Pt

OTTD = 1Pt EACH

CLEAN SHEET TD = 1Pt

CLEAN SHEET CAS = 1Pt

SCORE

CAS

3+ TOUCHDOWNS = 1Pt

OTTD = 1Pt EACH

CLEAN SHEET TD = 1Pt

CLEAN SHEET CAS = 1Pt



WOLDS TITLE TALLY



AIRMILES:

AIRMILES:



SURF AND TURF

SURF AND TURF



LUMBERJACK

LUMBERJACK



GOT WOOD:

GOT WOOD:

2024