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## Introduction

We are so pleased that the Amorical Cup 2020 will be hosted in Canada's Capital City of Ottawa, Ontario. It will join in the tradition of previous North American team challenges held in Las Vegas, Nevada and Richmond, Virginia.

This year we plan to expand on the Amorical experience and look forward to hosting a truly remarkable Blood Bowl event. Please come and join us in the capital of Canada for what promises to be a wonderful weekend of camaraderie among peers, carnage on the pitch, and consumption of delicacies.

If ever you have any questions/concerns or need help during the tournament – you can reach the organizers by emailing [amoricalcup@gmail.com](mailto:amoricalcup@gmail.com) – please use the subject line HELP: xxxx





## **TEAM CAPTAINS**

- **Captains! Please be at the venue at 8:00 am on Saturday to register! Make sure you have the names of your team with you. That way we can begin on time!**
- Team captains are responsible for their squad's head count. Individual coaches don't have to tell the organization if they are present or not.
- Team captains need to tell us on Saturday morning if their team has arrived, after they're sure their whole team is present (or not).
- On Sunday, captains only need to tell us if they're missing coaches.
- Team captains must ensure their coaches have installed the AmoricalCup app on their phone.
- Coaches are responsible for inputting their own results into the AmoricalCup app. These results will be validated against your opponents input.
- Team Captains are responsible for resolving any result disputes.
- Once all 4 matches are submitted – Team Captains will approve the round – at this point results are final.
- We expect all coaches to behave as we're accustomed to during Blood Bowl tournaments. If we get complaints about coaches or if the organizers have problems with a coach, we'll talk to the team captains about it.
- We expect all coaches to have a copy of this booklet, as there won't be any available at the tournament! Thanks.

## **SCHEDULE**

### **DAY 1**

|                  |   |                      |
|------------------|---|----------------------|
| 8am – 8:45am     | : | Registration         |
| 8:45am – 11am    | : | Game 1               |
| 11:15am – 1:30pm | : | Game 2               |
| 1:30pm – 2:30pm  | : | Lunch                |
| 2:30pm – 4:45pm  | : | Game 3               |
| 5:00pm – 7:15pm  | : | Game 4               |
| 8:00pm – 12:00pm | : | Amorical After Hours |

### **DAY 2**

|                   |   |        |
|-------------------|---|--------|
| 9:30am – 11:45am  | : | Game 5 |
| 11:45am – 12:45pm | : | Lunch  |
| 12:45pm – 3:00pm  | : | Game 6 |
| 3:30pm – 4:00pm   | : | Awards |

## **VENUE**

**Shaw Centre**

**55 Colonel By Dr., Ottawa ON K1N 9J2**

Tel: 613-563-1984

1-800-450-0077

<https://www.shaw-centre.com/>

## **DIRECTIONS**

<https://goo.gl/maps/VM8kg9NiaxxARXWk6>

## **RULES**

The Amorical Cup will use the current rules, as detailed in the NAF's Annual Review 2019. In addition, the following modifications will be in effect:

The Illegal Procedure rule will not be in use, nor is the 4-minute "timer" rule. However, you may be given a certain amount of time to complete your game should you be running late. More on this under "match sequence."

Normal resurrection rules are in effect, meaning that SPPs are not recorded and injuries do not carry over between games.

Player improvements are not counted towards Team Value, so in effect Team Value is fixed at the starting 1,100,000 GP for all rosters and therefore of no impact.

The 26 teams detailed in the [NAF team lists](#).





### ***SQUAD SELECTION***

Each squad (a term we'll use instead of "team" in this section only) consists of 4 coaches. These squads will have 10 points with which to buy a team for each coach. The points for each team are as such:

#### **Tier A - 4 points**

Dark Elf, Chaos Dwarf, Lizardman, Orc, Undead, Wood Elf

#### **Tier B - 3 points**

Amazon, Bretonnian, Dwarf, Elf Union, Necromantic, Norse, Skaven

#### **Tier C - 2 points**

Chaos, Chaos Pact, High Elf, Human, Khemri, Khorne, Nurgle

#### **Tier D - 1 point**

Goblin, Halfling, Ogre, Slann, Underworld, Vampire

*Examples:* A squad could be made up of a Dark Elf team (4 points), a Necromantic team (3 points), a Chaos Pact team (2 points), and a Halfling team (1 point). **Or** a squad could be a Dark Elf team (4 points), an Orc team (4 points), an Ogre team (1 point), and a Slann team (1 point).

In addition, each coach **MUST** select a Blood Bowl team of a different race than any other coach on his team. In other words, you can't have more than one dwarf team in a squad.

Fewest total squad points will act as the first tiebreaker, so there is some advantage in using fewer than 10 points. There is also an award for the best team that uses 6 or fewer points.

### ***TEAM BUILD & SKILL SELECTION***

Coaches have **1,100,000 GP** to create their starting team rosters. Team rosters must consist of at least 11 players. Star Players do not count toward this total. If opposing teams have the same Star Player, both may be used.

All teams are allowed to take the following inducements:

- Star Players
- Bribes
- Sideline Staff, with the exception of Wizards

The number of skills awarded will also be determined by team type.

#### **Tier A - 4 skills (no doubles)**

Dark Elf, Chaos Dwarf, Lizardman, Orc, Undead, Wood Elf

#### **Tier B - 4 skills (up to 1 double)**

Amazon, Bretonnian, Dwarf, Elf Union, Necromantic, Norse, Skaven

#### **Tier C - 6 skills (up to 3 doubles)**

Chaos, Chaos Pact, High Elf, Human, Khemri, Khorne, Nurgle

#### **Tier D - 6 skills (up to 4 doubles)**

Goblin, Halfling, Ogre, Slann, Underworld, Vampire

All skills are assigned before the tournament begins (i.e. no progression) and should be reflected on team rosters.

An excel team roster file to perform validation will be circulated closer to the event.

Each player may receive no more than 2 added skills. Each of those can be a regular or double skill.

There is no limit on skill incidence. Dwarves can have 4 Guards and Lizardmen can have 4 Blocks.

Please direct **any and all** questions about squad and team building to [amoricalcup@gmail.com](mailto:amoricalcup@gmail.com) – please use the subject line TEAM BUILD: xxxx





## ***MATCH SEQUENCE***

**The match sequence is as follows:**

### **1) Pre-Match and Introduction.**

- Decide dice rolling conventions: shared dice, cocked dice, dice towers or cups, what to do if dice go off the table. Ultimately this is for the coaches to decide (with the exception of sharing dice, which is mandatory is requested), but try to be easygoing.
- Show your opponent your roster and team.
- Point out which players represent which positions and point out which players have added skills.
- Look over your opponent's team roster and ensure that it's legal.
- Call for a referee or tournament official in the event of any discrepancy before the match begins.
- Work out the number of Fans and Fame and note the result.

### **2) The Match.**

- Roll Weather.
- Roll dice or flip a coin to decide who goes first. (Winner decides to kick or receive.)
- Receiving team's turn.
- Kicking team's turn.
- Keep track of blocking casualties and touchdowns in the AmoricalCup app.
- Etc.

### **3) The Post Match Sequence.**

- Validate the results you have tracked in the AmoricalCup app for this match. Once certain, submit your results.
- Team Captains – once all four results are submitted. Confirm and Approve. Once this is done, results are final.

### **4) Match timing.**

- You have 2 hours and 15 minutes to complete your match. When one hour is over, a general notice will be given that you should be close to starting the 2nd half.
- If with one hour left your game hasn't started the second half yet, a timer must be introduced. There are many timer applications for mobile phones and each team is required to have at least one available for the general use of their teammates. Once timekeeping has begun, each coach will have 30 minutes in which to complete all his turns left in the game.
- If your time expires before your opponent's, all you are allowed to do is place any prone players upright and un-stun any players that are stunned. You are not allowed to take **ANY** other action than this.
- If one or both coaches are late for the game, the referees will make note of your table number and who is late. If, with one hour left, the game hasn't started the second half yet, the coach who was late will get 20 minutes instead of 30. His opponent will get 40 minutes instead of 30. If both players were late both players will get 30 minutes. **If one of the players is not at his table after 30 minutes, the other player will win by default!** If 2 hours and 15 minutes have passed or both players' time has run out the game ends immediately.

### **5) Points and rankings.**

- Results will go into two rankings: Team and Individual.



**Team Ranking:** Team Rankings will be influenced by the overall result of a round and individual results. Individual results are worth much less, however, so is essentially the first tiebreaker.

|                      |   |            |
|----------------------|---|------------|
| Winning a round      | : | 100 points |
| Drawing a round      | : | 50 points  |
| Losing a round       | : | 0 points   |
| Each individual win  | : | 6 points   |
| Each individual draw | : | 3 points   |

Tiebreakers:

- Any unused squad tier points. (Fewest points used.)
- Strength of Schedule (Opposing teams' combined ranking scores.)
- Combined Net TDs + Combined Net Casualties.

**Individual Ranking:** We'll also use those individual scores to keep track of individual rankings, so that trophies can be awarded for individual performance. Each game will add points to this ranking.

|      |   |          |
|------|---|----------|
| Win  | : | 6 points |
| Draw | : | 3 points |
| Loss | : | 1 point  |

Tiebreakers:

- Strength of schedule. (Opponents' ranking scores.)
- Net TDs + Net Casualties
- Tier points. (Lowest first.)

*Note that for the purposes of NAF Rankings the Amorical Cup counts as a Major Tournament.*

## **AWARDS**

Coaches can earn both team and individual trophies, but no one will be awarded more than one of each.

### **Team Awards:**

- Team Champions (Highest team ranking)
- Second-Place Team (2nd highest team ranking)
- Last Place Team (Lowest team ranking)
- All-American Team (Highest ranking team that spent 6 or fewer squad points)
- Team Congeniality (Most sporting team)

### **Individual Awards:**

- Individual Champion (Highest individual ranking)
- 2nd Place (2nd-highest individual ranking)
- 3rd Place (3rd-highest individual ranking)
- Best Painted (Evaluated by organizers)
- Stunty Cup (Highest score by a goblin, halfling, or ogre team)
- Best Defense (Fewest TDs allowed)
- Best Offense (Most TDs)
- Most Violent (Most casualties)
- Last Place (Lowest individual ranking)

**SPONSORS**

Will be updated as Sponsors join.

**VENDORS**

