

*The Long Island Blood Bowl League
Presents*



Saturday, April 27, 2024

at



A NEBBN
Tournament

*Rip n Ship Gaming
1883 Unit B Deer Pk Ave, Deer Park, NY 11729 (new location!)
Rule Set v1.2*



The Empire Cup returns for its 8th tournament with a theme of the (original) date of 420!!! Come to the longest-running NAF-sponsored tournament in the New York metro area!

As always, it's a resurrection-style tournament, meaning that any injuries sustained in one game will not carry over to the next. The tournament will be one day and feature three guaranteed games for participating teams.

Empire Cup is also part of the Northeast Blood Bowl Network. Participating coaches qualify for NEBBN points whether they reside in the region or not. Please contact the Empire Cup VI tournament organizer at empirecupbb@gmail.com for more information. Points available for this tournament are listed at the bottom of the document.



What you should bring:

- Your Painted Team
- Three printed copies of your team roster, using the BB Roster, found at <https://bbroster.com/>.
- Good sportsmanship
- (optional) A Blood Bowl Board (custom to standard specs or from the board game itself), dugouts, and templates.

Empire Cup is leveraging the rule set for Amorical Cup, so that coaches can prepare for their tournament in Ottawa on June 1st and 2nd, 2024. The rules have been reprinted in this document for ease of reference. There will also be a 420-themed kickoff table to celebrate the date.

Team Creation

Each coach can then build their roster as per the normal Blood Bowl rules found in the rulebook, the Spike! Magazine supplements, or on Games Workshop's Teams of Legend information (which you can find here: <https://www.warhammer-community.com/wp-content/uploads/2020/11/IFZy1SluNmWvxPj1.pdf>). Please note that the information released in Spike! Magazine supplements supersedes the information on the Teams of Legend web page. For example, the rules for building a Vampire team are those drawn from Spike! edition 16.

The tiers of teams are defined as:

Tier	Race	Gold
A	Dark Elf, Chaos Dwarf, Shambling Undead, Dwarf, Wood Elf, Orc, Skaven, Lizardmen	1,100,000
B	Tomb Kings, Norse, Underworld, Necromantic Horror, Amazon, High Elf, Human, Vampire	1,100,000
C	Khorne, Chaos Renegade, Black Orc, Nurgle, Elf Union, Slann, Imperial Nobility, Old World Alliance, Chaos Chosen	1,100,000
D	Snotling, Goblin, Ogre, Halfling	1,150,000

Each coach may provide their players a given number of additional skills or may recruit a star player (or a mega star). Please note: No two coaches on your team can select the same Star Player, just like no two coaches on your team can select the same race to play.

The table below provides the information coaches will need for the construction of their roster in terms of additional skills and/or star players. Please note that each coach must hire 11 normal players from their team list BEFORE they may add a Star Player or a Mega Star. **Also, a Tier D team hires a Mega Star, the cannot also hire a Star Player.**

SKILLS AND STAR PLAYERS											
Tier	Skill Point Allotment	Primary Skill		Secondary Skills		Stacking Two Primary Skills		Star Player		Mega Star	
		Cost	1 Skill Point	Cost	2 Skill Points	Cost	1 Skill Point	Cost	2 Skill Points	Cost	4 Skill Points
		Max allowed		Max allowed		Max allowed		Max allowed		Max allowed	
A	4	Unlimited		0		1		0		0	
B	6	Unlimited		1		1		0		0	
C	8	Unlimited		2		2		1		0	
D	10	Unlimited		3		3		2		1	

As an example of the above, A Dwarf team (Tier A) receives 4 Skill Points. Thus they may give four players one Primary Skill each and they are not/not allowed any Secondary Skills. However, should the Dwarf coach so decide, they may spend one Skill Point and stack two Primary Skills on a key player. Should they decide to do so, however, this means the total number of additional skills on their team drops from four to three, two of which are now stacked on one player. Finally, as a Tier A team, the Dwarf coach may not/not choose to recruit a star player.

Again, if a Tier D team hires a Mega Star, they cannot also hire a Star Player.

The list of Mega Stars is updated below:

MEGA-STARS
Note: This list builds on the listing of Mega-Stars found in the Blood Bowl Matched Play Guide as well as on Page 13 of the Blood Bowl Designer's Commentary (FAQ). Mega-Stars included in this list that DO NOT appear on the list in the Matched Play Guide are noted with an asterisk (*).
Bomber Dribblesnot
Cindy Piewhistle *
Deeproot Strongbranch
Dribl & Drull *
Griff Oberwald
Hakflem Skuttlespike
Kreek 'the Verminator' Rustgouger
Lord Borak The Despoiler *
Morg 'n' Thorg
Skitter Stab-Stab *

As part of their team build, coaches may purchase Inducements. The cost of the inducements can be found in the Blood Bowl core rule book or the Death Zone supplement. However, please note that selecting some inducements will have a cost that must be deducted from the budget of Skill Points allocated to each team depending on their tier. Hence, an Orc team that elects to purchase a Biased Referee will see their Skill Point total fall from 4 to 3 for the purposes of adding skills to their players.

INDUCEMENTS			
Additional Skill Point Cost for Inducements			
Cost is in addition to gold pieces value for the inducement			
No Skill Point Cost	1 Skill Point	2 Skill Points	Not Permitted
Weather Mage	Biased Referee	Giant	Special Plays
Bloodweiser Kegs	Riotous Rookies		Mercenaries
Bribes	Halfling Hot Pot		(in)famous coaching staff
Wandering Apothecary	Dwarfen Runesmith		Fabulous Freebooters
Mortuary Assistant	Bottle of Heady Brew (Tier D)		Medicinal Unguent
Plague Doctor	Master of Ballistics		Waaargh Drummer
Halfling Master Chef			Wizard
Team Mascot			
Cavorting Nurglings			

Scoring

Scoring will go as follows:

- Win: 10pts
- Draw: 5pts
- Loss: 1 pts
- Score 3 or more touchdowns: 2 points
- Cause 3 or more casualties: 2 points

Ties will be broken by strength of competition (measured by opponents' total score). In case of a further tie, the tournament organizer will pick the winner randomly.

Note that we play **Brooklyn Rules** here – stabs, secret weapons and fouls can amass casualty points! So can the crowd!

Awards

There will be several awards that will be given out at this year's Empire Cup. Note that coaches may only win one of these awards with two exceptions noted below. The coach may choose which of the awards they are eligible to win to take.

- The Montauk Lighthouse Award (1st place)
- The Orient Point Award (2nd place)
- The Long Island Lolita Award (least points in the tournament)
- The Snob Costas Award (best stunty team)
- The Suffolk Award (most touchdowns)
- The Brooklyn Award (most casualties)
- The Nassau Award (sportsmanship – can be won by a winner of another award)

- The Soho Award (best painted team - can be won by a winner of another award)

Logistics

We'll be opening the doors at 10am for registration. You need to be there as close as possible to that time so that we can start on time. The matches will be limited to 2 hours and 15 minutes in length, no timed turns. At the end of the time, games will end and we'll total up the scores, preparing for the next round.

Event	Time
Registration	10:00 – 10:30
Round 1	10:30 – 12:45
Lunch Break	12:45 – 1:30
Round 2	1:30 – 3:45
Break	3:45 – 4:00
Round 3	4:00 – 6:15
Break	6:15 – 6:30
Awards	6:30 – 7:00
End	7:00

The cost of the tournament will be \$20 whether you are a NAF member or not. If you are not a member and want to register for the NAF, it costs \$5 at any NAF tournament. Note that you must be a NAF member in order to have your results count towards the NEBBN.

420 Kickoff Table

The Empire Cup is using a special Kick-off Table as part of the tournament. Where the effect differs from the standard result, it is highlighted.

2d6	Result
2	Hose the Ref: Each team gains a free Blunt Inducement which will distract the referee as if it is a bribe as described on page 98. This Inducement must be used before the end of the game or it is lost.
3	Smoke a Bowl: You know it, it's time to hit the beaker! If the kicking team's turn marker is on turn 6, 7 or 8 for the half, both coaches forget where they are in the half and move their turn marker back one space. Otherwise, it takes time to smoke it, so both coaches move their turn marker forward one space
4	Shifting Lines: The offense is too high to pay attention to how the defense is lined up. D3+3 Open players on the kicking team may be removed and set up again in different locations, following all the usual set up rules.
5 *Variant*	"High" Kick: The receiver wasn't prepared for the kickoff. One Open player on the receiving team may be moved any number of squares, regardless of their MA, and placed in the same square the ball will land in. However, the player is high so he has a <i>-1 to his d6 to catch the ball.</i>
6	Holy Vision of Nuffle: In the haze, people sometimes see Nuffle's visage bestowed upon them! Both coaches roll a D6 and add the number of Nuffle's cheerleaders on their Team Draft list. The coach with the highest total may immediately roll once on the Prayers to Nuffle table. In the case of a tie, neither coach rolls on the Prayers to Nuffle table. If you roll a result currently in effect, re-roll it. However, if you roll a result that has been rolled previously but has since expired, there is no need to re-roll it
7	Brilliant Coaching: Someone needs to keep tabs on the team while they're high. Both coaches roll a D6 and add the number of assistant coaches on their Team Draft list. The coach with the highest total gains one extra team re-roll for the drive ahead. If this team re-roll is not used before the end of this drive, it is lost. In the case of a tie, neither coach gains an extra team re-roll.
8	Changing Weather: Make a new roll on the Weather table and apply that result. If the weather conditions are Perfect Conditions as a result of this roll, the ball will scatter, as described on page 16, before landing.
9	Wait, they moved?: The defense has been partaking and didn't notice the offense started early! D3+3 Open players on the receiving team may immediately move one square in any direction.
10	Top Shelf! D3+3 Open players on the Kicking Team (at the time of the kickoff event) were using the good stuff and may immediately activate to perform a Move action. One of these players may perform a Blitz action and another one of these players may perform a Throw Team-mate action. If a player on the kicking team Falls Over or is Knocked Down, no further players can be activated, and the Blitz ends immediately. Re-rolls may not be used on Blitz turns.
11 *Variant*	Share Your Stash! The ref comes over and scolds you for using without sharing. Each team rolls a d6 and adds their touchdowns plus casualties to that point in the game. The ref goes after a random player on the team that scores the HIGHEST (or both if there is a tie) and demands they stop smoking or share it. On a 2+ the player shares it and the player and the ref are stunned for a turn (fouls bear no repercussions for one turn for each team). On a natural 1, the player is Sent Off for being greedy. This effect is immediately ended if there is a touchdown or the end of the half.
12 *Variant*	The Fans are High too! The fans must have been rolling their own because they've stormed the field! The kicking coach rolls a D3 and each team has that number of their players from among those on the pitch Stunned.

NEBBN Scoring

About the Northeast Blood Bowl Network (NEBBN) Tournament Series

The Northeast Blood Bowl Network (NEBBN) Tournament Series runs from January 1st to December 31st and is intended to promote travel and greater participation in Blood Bowl Events throughout New York, New Jersey and all of the New England states.

Simplified Rules for Participants

Coaches will receive points for placements and the number of attended tournaments. To be eligible coaches must be NAF members prior to event attendance. Scores are tracked by the series organizers and the coaches can receive honors and awards based on their overall performance.

Main Scoring Details

Each coach's Main Score will be determined as the maximum point total from their best 5 tournaments plus their Organizer bonus points (maximum of 2 bonus points for the year).

For each event attended, $\text{Base} + \text{Placement} + \text{Round} = \text{Main Score}$

Base points will be given to each participant based on the event's total NAF attendance and their individual placement in the event.

Bonus points are given per every 10 attendees, as outlined below.

- 0-10 attendees: +1
- 11-20 attendees: [1-10] = +2, [11-20] = +1
- 21-30 attendees: [1-10] = +3, [11-20] = +2, [21-30] = +1
- 31-40 attendees: [1-10] = +4, [11-20] = +3, [21-30] = +2, [31-40] = +1
- 41-50 attendees: [1-10] = +5, [11-20] = +4, [21-30] = +3, [31-40] = +2, [41-50] = +1
- etc

Placement Points will be awarded to the top 10 finishers in each event. The first-place coach will be awarded 10 points, the second-place coach 9 points, and so on until the 10th-place finisher is awarded 1 point. For team events the higher of your team or individual placement will be used.

- Should there be fewer than 10 coaches, the maximum score equals the total number of participants, and the following places decline as usual.

Round points will be added based on the number of rounds in the event. This is independent of standing and given to all participants.

Bonus points are given based on the number of games in the tournament.

- 1-3 rounds +1, 4-6 rounds +2, 7+ rounds +3

Organizer points will be added to the sum of each coach's highest five finishes. NEBBN relies on the efforts and dedication of its tournament organizers to succeed. Each year, TOs are eligible for a maximum of two additional points (remember they are often also the odd-man-out).

- Run event(s) with 2-10 total tournament attendees: +1 bonus point
- Run event(s) with 12+ total tournament attendees: +2 bonus points

Stunty Scoring Details:

The Stunty rankings will consider each coach's score determined as the maximum point total from their best 5 tournaments while playing a stunty team. The same method as main scoring will be utilized; however, organizer bonus points are not eligible for stunty rankings.

Achievement Scoring Details:

Achievement scoring is separate from the main and stunty scoring. They do not count towards those ranks.

Attendance

- Attend 3-5 NEBBN TS tournaments (1 point)
- Attend 6-8 NEBBN TS tournaments (1 point)
- Attend 9+ NEBBN TS tournaments (1 point)
- Attend a NEBBN TS tournament with +30 attendees (1 point)

Organizer

- Organize NEBBN TS tournament(s) with 2-9 total attendees (1 points)
- Organize NEBBN TS tournament(s) with 10-29 total attendees (1 point)
- Organize NEBBN TS tournament(s) with 30+ total attendees (1 point)

Racial Diversity

- Play in a NEBBN TS tournament with at least 3 different races (1 point)
- Play in a NEBBN TS tournament with at least 6 different races (1 point)
- Play in a NEBBN TS tournament with at least 9 different races (1 point)
- Play in a NEBBN TS tournament with a Stunty team at least 3 times (1 point)
- Play in a NEBBN TS tournament with at least 3 different Stunty races (1 point)

Awards

- Win a Best Painted award (1 point)
- Win a Best Sport award (1 point)
- Win a Most Touchdowns award (1 point)
- Win a Most Casualties award (1 point)
- Win a Stunty Cup award (1 point)

Travel

- Play in tournaments in 4 different cities (1 point)
- Play in tournaments in 2 different countries (1 point)
- Play NEBBN TS tournaments in 4 different cities inside the NEBBN area (1 point)