

RULESET

The NAF has approved the following ruleset for the Amorical Cup 2524:

NB: Please note the Amorical Cup Steering Committee undertook continuous play-testing and reviewed the results of important tournaments using the original Amorical Cup 2524 ruleset from October 2023. Based on its analysis, it revised the original ruleset and provided the Ottawa Amorical Cup Organizing Committee a revised ruleset on Monday, February 12, 2024.

STEP ONE

The four coaches on your team should decide what races they'd like to play. Please note that your team has 10 points to spend and no two coaches on your team can select the same race. Each race has a cost as per the table below. Also please note the associated budget of gold pieces each race receives from which the coach can build their roster.

And yes, as you consider which coach should take what team, there will be a glittering prize, the All Amorical Team, given to the highest-placing squad constructed using 6 squad points or less!

SQUAD BUILD			
Race	Tier	Squad Points 10 points per squad (Max 1 of each race)	Gold
Dark Elf	A	4	1,100,000
Chaos Dwarf			
Shambling Undead			
Dwarf			
Wood Elf			
Orc			
Skaven			
Lizardmen			
Tomb Kings	B	3	1,100,000
Norse			
Underworld			
Necromantic Horror			
Amazon			
High Elf			
Human			
Vampire			
Khorne	C	2	1,100,000
Chaos Renegade			
Black Orc			
Nurgle			
Elf Union			
Slann			
Imperial Nobility			
Old World Alliance			
Chaos Chosen			
Snotling	D	1	1,150,000
Goblin			
Ogre			
Halfling			

STEP TWO

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.

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 revised ruleset of February 12, 2024, clarifies that if a Tier D team selects a Mega-Star, it may not/not also hire another Star Player.

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.

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.

The list of Mega-Stars from the Blood Bowl Matched Play Guide as well as on Page 13 of the Blood Bowl Designer's Commentary (FAQ & Errata) has been expanded upon for the Amorical Cup 2524. Herewith is the list of Mega-Stars as revised by the February 12, 2024 ruleset:

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 *

Also please note that for the purposes of team creation, the Giant inducement listed in Step Three below counts as having selected a regular Star Player.

STEP THREE

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.

Please note that some Inducements are not/not permitted at the Amorical Cup.

The revised ruleset of February 12, 2024, now does not/not permit Wizards, Waaargh Drummers or Medicinal Unguents. Also, in contrast to the original ruleset, the revised ruleset shifts the Team Mascot from 1 Skill Point to No Skill Point Cost. Also in contrast to the original ruleset, Dwarfen Runesmiths are shifted from No Skill Point Cost to 1 Skill Point.

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			

Also, as previously noted in Step Two above, please note that for the purposes of team creation, the Giant inducement listed in the table above ALSO COUNTS as having selected a Star Player in that a Giant cannot be rostered by teams in Tier A or B, its selection could only be done instead/instead of a Star Player by teams in Tier C, and it could be selected with one/one other Star Player by teams in Tier D.

STEP FOUR

The last step is to submit your rosters. The deadline for doing so is mid-April, 2024, so that coaches have time to practice their builds and tweak them. We will update this web page as well as post on social media fora about how to submit your rosters.

QUESTIONS?

Any ruleset will invariably generate questions. Should you have any, please use the form below to submit questions to the Amorical Cup. As we receive questions, we will build a FAQ

that will hopefully provide the direction a coach may require.

Name (required)

Question

Email (required)

Submit Question

Amorical Cup FAQ

Q: Can a Tier D team take 1 Mega-Star and 1 normal Star Player? It seems ok, but just want to double-check.

A: No. This is a modification from the original ruleset incorporated into the updated, February 12, 2024 ruleset. Now, a Tier D team **cannot/cannot** take 1 Mega-Star and 1 normal star.

Q: Must you have 11 players before any stars or is 10 plus a star allowed?

A: A coach must have 11 players on their roster before recruiting any Star Players.

Q: Do Star Players count towards the roster maximum of 16 players?

A: Page 92 of the core Blood Bowl rulebook states, "Star Players may not take the number of players in the team to more than 16."

Q: Can 2 coaches of the same squad field the same Star Player?

A: No two coaches on your team can select the same star, just like no two coaches on your team can select the same race to play.

Q: What happens when, during a match-up, both teams have rostered the same star player?

A: The "Highlander" rule ("there can be only one") is not/not in effect; both teams can play the star they have rostered.

Q: Giant and movement: many Tournament Organizers have ruled that turning a giant in place uses movement but does not require a dodge roll. Turning and hitting with a giant would use the Blitz action for the team turn. Is this how they will be handled at Amorical Cup?

A: Yes. A giant cannot pivot and hit a player marking his rear without that being the team's Blitz Action for that turn. And you are correct, for this to occur, the giant need not make a dodge roll.

Q: Does taking the giant now cost in total 4 skill points? (2 for star player and the 2 for giant?)

A: No. It costs 2 skill points in addition to the cost of the Giant in gold pieces. However, once you've done so, it will count as having taken a Star Player in terms of the normal limit your team would have for taking a Star. So, if your team is Tier C and you choose to buy a Giant,

then you can't take a Star. If you're Tier D and you choose to buy a Giant, you can only take one more Star Player, and it can't be a Mega-Star. (edited)

Q: Is there any award up for grabs for the squad compositions of 6 points or under?

A: Yes. It's called the All Amorical Team prize.

Q: For stacking skills: is it one skill point for each stack, or does the skill point buy as many stacks as the tier can have?

A: You have to spend one skill point for each stacking of skills.

Q: Could I give a player on a B team 2 Primary and 1 Secondary skills for 5 points?

A: No. The intent of the ruleset was to allow the stacking of 2 Primary skills for 1 additional point. Nothing more, and no secondaries.

Q: If I have a sneaky git/or buy the skill sneaky git am I still allowed to purchase bribes?

A: Yes. Fill yer boots.



[REGISTER A TEAM OF 4 COACHES FOR THE AMORICAL CUP](#)

HAVE YOU GOT THREE FRIENDS ALREADY LINED UP TO COMPETE IN NORTH AMERICA'S TEAM CHAMPIONSHIP?

IF SO, PROCEED TO THE [REGISTRATION PAGE](#)



DON'T HAVE 3 FRIENDS?

[SIGN ONTO THE LIST OF MERCENARIES AND THE AMORICAL CUP WILL TRY TO TEAM YOU UP WITH 3 OTHER FREEBOOTERS](#)

Tim-Bits Cup Squad Registration



REGISTER A SQUAD OF 2 COACHES FOR THE TIM-BITS CUP AMORICAL 7S

HAVE YOU GOT A FRIEND ALREADY LINED UP TO COMPETE IN THE 7S TOURNAMENT ON
THE EVE OF NORTH AMERICA'S TEAM CHAMPIONSHIP?

IF SO, PROCEED TO THE [REGISTRATION FACILITY](#)

Quote of the Day:



*“How full the heart of fear, in friend
and foe alike, when I step upon the
pitch. Feel that fear and do it
anyway! Hire me and prove that
mere fear can give way to terror.”*

- Bomber Dribblesnot



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