

Carcosa Cup III Rules Pack

Saturday, March 22, 2025

Location: Carcosa Club, 982 Manhattan Ave, Brooklyn, NY 11222

Tournament Organizers: David Coman-Hidy (davidcomanhidy@gmail.com), Nicholas FitzGerald (nicholas.fitzgerald@gmail.com)

Schedule

Friday, March 21: Send in your roster to davidcomanhidy@gmail.com

Doors Open: 9:00 am

Game 1: 10:00-12:15

Lunch: 12:15 - 1:00

Game 2: 1:00 - 3:15

Game 3: 3:30 - 5:45

Prizes and Wrap-up: 5:45 - 6:00

Please arrive by 9:30 a.m. to allow time for registration. Players who do not arrive by 9:45 without contacting the TO will be unregistered and forfeit their ticket price.

Price

\$20

\$5 discount if you are a member of Carcosa Club

\$5 discount if you are a member of the NAF

(i.e., if you are a NAF member and a Carcosa Member, your ticket to the event is \$10)

[Purchase tickets here.](#)

NAF memberships are \$10 and [can be purchased at thenaf.net](http://thenaf.net). We are unsure if a NAF representative will be on-site, so please register before the tournament to make signing up as smooth as possible.

General Structure

Tournament Structure and Scoring

The Carcosa Cup is a 3-round resurrection tournament. Team rosters are fixed, and all casualties and injuries are repaired between rounds. This tournament uses the Blood Bowl 2020 rules and the [NAF 2023 Tournament rules](#). Coaches score points each round as follows:

Win: 75 pts

Draw: 25 pts

Loss: 0 pts

Bonus Points

- Each TD and Cas: +1 pts
- Score 3+ TDs: +5pts
- Opponent scores 0 TDs and you win: +5pts
- Cause 3+ Cas: +5 pts

For tie-breaking and tracking “most casualties,” casualties caused by fouls or a player being pushed into the crowd are counted.

Team Creation

We’re going to be using the Eurobowl 2025 rules for team creation (as of 1/21/2025):

Starting Gold and Star Player Point (SPP)

Tier 1: 1100k & 36 SPP

Tier 2: 1110k & 42 SPP

Tier 3: 1120k & 50 SPP

Tier 4: 1130k & 56 SPP

Tier 5: 1140k & 64 SPP

Tier 6: 1150k & 70 SPP

Tier 1: Lizardmen, Shambling Undead, Dark Elves, Skaven, Amazons, Wood Elves.

Tier2: Orc, Norse, Underworld Denizens, Vampire, Dwarves.

Tier 3: High Elves, Tomb Kings, Slann, Necromantic Horror, Humans.

Tier4: Elven Union, Khorne, Old World Alliance, Imperial Nobility, Chaos Dwarves

Tier 5: Black Orcs, Chaos Chosen, Chaos Renegades, Nurgle.

Tier6: Goblins, Ogres, Halflings, Snotlings, Gnomes

- You can spend spp according to the rulebook, but no random skills or characteristic improvements are allowed.
- You are only allowed to take two extra skills on the same player.

- You are only allowed to “stack” on 1 player for tiers 1-2, 2 players for tiers 3-4, and 3 players for tiers 5-6.
- Unspent gold and star player points are lost.
- You have to field 11 players before hiring a star player.
- You are not allowed to have bribes if your team also has gained either sneaky git or dirty player skill on the roster.

You can't choose more than 4 from the same skill while spending star player points. If your team already has at least 4 from the same skill after buying your players (including star players) but before spending your skill points you CAN'T have more of that skill. i.e.: A dark elf coach bought 4 blitzers and 2 witch elves, thus they can only give out two more dodge before reaching the limit of 4 dodges total. Since they already have at least 4 blocks on the roster they cannot give out any more.

Optional packs (each coach *may* choose one):

- A: “Quantity over quality”: you can exchange 2 spp for 10k gold up to 5 times (gaining you a maximum of 50k gold for 10 spp)
- B: “Training camp”: get an extra 6 spp, but you lose 30k gold. If you choose this pack, you are only allowed to “stack” on 1 less player (f.e. High Elves are only allowed to stack on 1 of their players).
- C: “Center of attention”: your team can hire star players but lose 8 spp for star players costing up to 120k, 14 spp for star players costing 121-260k, 20 spp for star players costing more than 260k.

The following star players are banned and cannot be hired by any team: Morg, Griff, Skitter, Hakflem, Bomber, Cindy, Zzharg, Estelle, Dribl & Drull, Deeproot, Kreek, Varag, Hthark, all almanac releases: Jordell, Anqi Panqi, Jeremiah, Swiftvine, Maple, Guffle.

List of eligible inducements:

- Bloodweiser keg
- Mortuary assistant
- Plague doctor
- Wandering apothecary
- Team mascot
- Josef Bugman
- Bribe
- Master chef
- Riotous rookies

Prizes

Prizes will be awarded for the following categories:

- **Winner** - Team with the best record. Tiebreakers: overall tournament score, Delta in Cas, Delta in TD, Cas inflicted, TD Scored, Coin flip.

- **Most Casualties** - The team with the most casualties inflicted.
- **Cooler Team** - voted on by all participants, using whichever criteria they choose.
- **Stunt Cup** - top-ranked stunt team

Other rules

- Steps 3, 4, and 5 of the pregame sequence are skipped.
- Use Prayer to Nuzzle table for Exhibition games (pg 103 of the rulebook)