



# OTAKU KUP 2011

July 30<sup>th</sup> 2011  
Baltimore Convention Center  
Baltimore, MD

The Otaku Kup is a 1 day 3 round Blood Bowl tournament at the world famous Otakon fan convention.

Please contact me with any questions or concerns: Jamie 'ForceCommander' Fischer  
([Forcecommander@comcast.net](mailto:Forcecommander@comcast.net))

Your entry to Otakon also allows entry in the Otaku Kup, there is no added tournament fee!

## Tentative Schedule

### Saturday July 30th

11:00 pm Tournament Location Opens and Registration Begins  
12:00 pm Round One Matches Begin  
2:00 pm Break and teams will be set up for painting evaluation.  
2:30 pm Round Two Matches Begin  
4:30 pm Round Three Matches Begin  
6:30(ish) Prizes!

## TOURNAMENT FORMAT

You will participate in a series of three games. In the first round special consideration will be paid to avoid pairing players from the same league; pairing will otherwise be done randomly.

In following rounds the two players in 1<sup>st</sup> and 2<sup>nd</sup> place (based on tournament points) will play each other, and so on.... You will play a different opponent each round and shouldn't play the same person twice.

After three rounds of play the top point earner (including painting) will be declared the winner.

## TEAMS

- Any team from LRB 6 as well as the Chaos Pact, Slann and Underworld rosters are allowed
- You will have 1 Million Gold to purchase your team
- Rosters must contain at least 11 players
- You may purchase Inducements, per the normal rules, with the exception of Cards and Wizards
- You may choose one of the following skill packages:
  - Assign 1 Normal skill to 6 different playersOR
  - Assign 1 Normal skill to 4 different players, and 1 Doubles skill to 1 other playerOR
  - Assign 1 Normal skill to 2 different players and 1 Doubles skill to 2 other players

## PROCEDURE NOTES

- Timers will not be used
- Illegal Procedure will not be called, if a player forgets to move his turn marker just remind him
- All rosters reset after each match; any seriously injured or dead players will be back for the next game, and any Zombies gained through Raising opposing players are removed

## TOURNAMENT POINTS

For each game players will be given tournament sheets. Once you have finished your game, both coaches must complete the form and hand it in to the TO. It is important that you fill in all the information as this will determine your ranking and ultimately, the winner of the tournament.

Teams will be ranked after each game using the following criteria in the order given: Tournament points, 2 \* Net TD's + Net Casualties, Total TDs, and if necessary Total Casualties.

Win = 20 points

Tie = 0 points

Loss = -20 points

## PAINTING

Up to 10 tournament points will be awarded based upon team painting and presentation:

- **Painted** (2 pts): The entire team is painted with at least 3 colors
- **Detailed** (2 pts): All models have been shaded/highlighted
- **Based** (2 pts): All bases are painted and/or textured; being painted green is not enough
- **Numbered** (2 pts): All models are clearly numbered
- **Distinctive** (2 pts): All models on the team are easily distinguishable

Tournament judges will evaluate each team based on these 5 points and not on the aesthetics of the team. This means that a painter of any standard can gain the maximum 10 points if he/she puts in the effort.

## SPORTSMANSHIP

Although we may dream of a championship, at the end of the day we are here for fun. Sportsmanship is not encouraged from attendees, it is REQUIRED! Each player will be asked to rank their favorite opponents to determine overall Best Sportsman.

## AWARDS

There will be a prize for the Tournament Champion, 2<sup>nd</sup> Place, Best Painted Team, Best Sportsman, Most Brutal, Most Touchdowns, and the humiliating glory of the Paddle of Shame.

