



# Bilbali Cup

## XX Anniversary

In the year 2025 the Bilbali Cup will be 20 years old, and we want to celebrate it in style with a 3-day edition in which 8 rounds will be played. We will also celebrate a 20th Anniversary Party on Friday (entrance included in the registration fee) where there will be live music, a bit of nostalgia, lots of fun and a few surprises. In addition, we will hold our classic Saturday dinners.

### Where

The tournament will be held at the Pabellón de La Casilla, the same location as last year.  
<https://maps.app.goo.gl/SvrnmrAcGeJ3uKHaA>



The 20th Anniversary party will be held at the Kafe Antzokia in Bilbao.  
<https://maps.app.goo.gl/owJxH9ZveyaB357o8>



## When

The Tournament will be held on the 17th, 18th, 19th and 20<sup>th</sup> of July 2025.

The schedule will be as follows:

### Thursday 17th

19:00 Meeting of coaches, accompanying persons and organisation in the streets of the Old Town of Bilbao.

### Friday 18th

08:15 - 09:00 Confirmation of registered groups.

09:00 - 09:15 Welcome

09:30 - 11:45 Round 1

12:00 - 14:15 Round 2

14:00 - 15:00 Lunch

15:00 - 17:15 Round 3

21:00 20th Anniversary Party

### Saturday 19th

10:30 Regenerate on a 4+ and get out of bed

11:30 - 13:45 Round 4

13:30 - 14:30 Lunch

14:30 - 16:45 Round 5

17:00 - 19:15 Round 6

21:30 Dinners organized by Bilbali Cup

### Sunday 20th

09:30 - 11:45 Round 7

12:00 - 14:15 Round 8

14:30 - 15:00 Awards Ceremony, collection of prizes for the Solidarity Raffle and Farewell

### Round Time Management:

The responsibility for finishing matches on time lies exclusively in the players. The Organization will notify the remaining time of the round periodically and will mark the time stipulated for the end of the round at the start of the round. We will be extremely strict with these schedules, with no exceptions. It is strongly recommended that players use a clock with equal distribution of time between the two players to avoid incidents.

## Dinners

We are organising 2 dinners for Saturday 19th:

- **Galtzagorri cider house** (<https://www.galtzagorri.com/>). We won't miss our date with txuletón and txotx! Cider house menu consisting of black pudding, chorizo, red peppers, cod omelette, grilled T-Bone and a dessert of walnuts and quince jelly. Of course the *kupelas* will be ready for you to pour as many cider as you want. 70 places maximum. Don't wait until the last minute to register and secure your seat.

To register, please use the form that we will make available to you at [www.bilbaliteamscup.com/inscribirse](http://www.bilbaliteamscup.com/inscribirse)

- **Txoko Piperrak** (<http://www.txokopiperrak.com/>). Menu based on starters (salad, Iberico ham and assorted croquettes) plus half a portion of cod in *pil-pil* sauce (oil and garlic), half a portion of entrecôte with garnish, dessert and coffee. Drinks: rioja Crianza red wine, rosé, Rueda wine, beer... 1 bottle for every 2 people. 80 places maximum.



To register, please use the form that we will make available to you at [www.bilbaliteamscup.com/inscribirse](http://www.bilbaliteamscup.com/inscribirse)

## Guided Tour to Bilbao

Like last year, Bea has offered to do a guided tour of Bilbao for family members and companions.

We are working to provide a better experience for both those who came last year and those who are new this year.

A form will be available on the website so that all those interested in attending can sign up ([www.bilbaliteamscup.com/inscribirse](http://www.bilbaliteamscup.com/inscribirse)). These tours will have a cost that will be indicated on the same form.





## Registration

The registration fee is 100€ per player. That is €400 for each group of 4 coaches and €500 for groups of 5 coaches. Registration is limited to 120 teams. The registration fee includes:

- Right to play the 8 rounds of the tournament according to the rules and be eligible for prizes.
  - Welcome Pack:
    - 2 dice of 6
    - 3 Block dice
    - 1 die of 8
    - 1 die of 16
    - 20th Anniversary Commemorative Coin
    - Game Coin to be defined
- Open bar of soft drinks for the duration of the tournament
- Free fruit bar for the duration of the tournament
- Participation in the raffles that we will be holding thanks to our partners. These draws will take place during the Saturday rounds.
- Bracelet for access to the venue
- Lunch on Friday
- Lunch on Saturday
- Small lunch on Sunday
- Entrance to the XX Anniversary Party at the Kafe Antzokia with 2 drinks (soft drink, beer or kalimotxo) or 1 long drink (gin, rum, etc).
- XX Anniversary Special Gift: exclusive and limited edition Bilbali Orc Team of 16 miniatures. One per participant will be printed plus a small print run of about 50 more units to be sold in the Bilbali shop at a cost of 70€.





**To register your group:** the captain must go to the Registration section of the website ([www.bilbaliteamscup.com/inscribirse](http://www.bilbaliteamscup.com/inscribirse)) and fill in the form there. In this first step you don't have to specify which races are you playing with, you don't even have to specify who makes up the team (you will do that when you send the rosters). From the day after the day you send the form there are 14 days to pay the money or the pre-registration will be considered non fulfilled and the slot will be opened to the next team.

## Deadlines

10 January 2025: Opening of registrations

18 May 2025: Closing date for applications

1st June 2025: Deadline for submitting rosters

15th June 2025: Deadline to sign up for the Guided Tour of Bilbao and the dinners organised by Bilbali

6 July 2025: Deadline to buy invitations for accompanying persons for the XX Anniversary Party.





## Rules

The basic corpus of rules are the BB2020 rules published and approved by the NAF until **01/02/2025**.

The tournament will count for the NAF rankings as the **National** held in Spain in 2025.

This is a team or group tournament.

Each group consists of 4 or 5 coaches. In the case of 5 coaches, 1 of them will not play in each round, to be decided by the Captain. Each coach in the group must have a roster of a different race, i.e. a group cannot include more than 1 coach with Wood Elves or more than 1 coach with Goblins, etc...

If a team has 5 coaches, the coach who does not play in each round will leave his team and roster to the 5th coach who replaces him. In other words, each group will present only 4 rosters even if there are 5 coaches. The organization will take care to go through the tables of the teams of 5 to take note of who is playing in order to upload the results correctly to the NAF at the end of the tournament.

There will be 4 team creation packs, and each coach in the group will have to choose one of these packs different from the others in their group.

### Roster Creation Packs

#### ***Pro-Player Pack (comes to win friends and matches)***

Budget: 1.090.000GC.

Upgrades: 6 Primary Skills + 1 Secondary Skill (a Primary Skill can be chosen in its place), with the possibility of stacking 2 Primary Skills in a maximum of 1 player, having to spend the Secondary Skill to do so. Example: to assign to a Dark Elf Witch *Wrestle* and *Strip Ball* will cost a Primary Skill and the Secondary Skill.

All Inducements allowed except Special Cards, Star Players, Wizards, Giant and Mercenaries.

#### ***Old Glory Pack ("so you guys do not use LRB 6 anymore?")***

Budget: 1,105,000GC.

Upgrades: Without being able to stack, a number of Skills will be allocated per game day. The distribution is as follows:

Day 1: 3 Primary Skills.

Day 2: 2 Primary Skills and 1 Secondary Skill.

Day 3: 2 Primary Skills.

All Inducements allowed except Special Cards, Star Players, Wizards, Giant and Mercenaries.

#### ***BB2020 Pack ("Star Players are the best!!")***

Budget: 1,200,000 GC.

Upgrades: 3 Primary Skills + 3 Secondary Skills (Primary Skills can be chosen instead of Secondary Skills).



It is allowed to stack 2 Primary and/or Secondary Skills on a single player.

Star Player: 1-2. I.e. 1 Star Player must be hired (minimum 11 roster players before SP), but up to 2 can be hired in total.

Megastarplayers have a special set of rules that only apply to them:

- If you hire any of the Megastarplayers, you lose all 3 Secondary Skills.
- You may not assign the Leader Skill to anyone on the team.

All Inducements allowed except Special Cards, Mercenaries, and Giants.

If you are playing against a team with the same Star Player as you, no problem, both play.

### ***Protajer Pack (You've been in the Tabira Bowl, this rings a bell )***

Budget: 1.230.000.000GC.

[Updated 03/03/2025] Up to 1.050.000GC to spend on the roster (Roster Players, RR, Apo, Inducements, etc). Minimum 11 roster players before hiring Star Players.

180.000GC available to spend on skills and upgrades. This budget can also be used to complete the roster, but roster budget can not be used on skills or upgrades. You are not obliged to spend all the budget for the roster, but you will lose all gold not spent.

#### **Cost of Upgrades:**

10.000GC +1 ARM

20.000GC Primary Skill or +1 MOV or +1 PAS

30,000GC Secondary Skill

40,000GC +1 AGI

80,000GC +1 STR

A maximum of 80,000GC may be spent per player.

All Inducements allowed except Special Cards, Mercenaries and Giant.

If you are playing against a team with the same Star Player as you, no problem, both play.

#### ***Megastarplayers***

Only 1 Megastarplayer per group will be allowed. The stars restricted because they are considered Megastarplayers are:

- Morg'n'Thorg
- Griff Oberwald
- Hakflem Skuttlespike
- Cindy Piewhistle
- Bomber Dribblesnot



- Skitter Stab-Stab



### **Confederation Reroll**

A Confederation reroll is a reroll that belongs to the whole group, and not just to one coach. The group captain will decide, at the request of his fellow coaches or not, who can use the Confederation reroll ('*Captain, I need to use the Confederation reroll to repeat this Sprint or I'll lose the round*'). The Confederation reroll is for one use per round.

### **Confederation Reroll per Race**

Groups coming to the tournament with races that share their racial rule (Super League of the End of the World, Elven Leagues, etc...) will have a Confederation Reroll. Chaos teams count their 'Chosen of...' race rule as the same race rule regardless of which perfidious God they have entrusted themselves to.

Attention! The only exception to the published rules is Tomb Kings, which will count as a Lustrian Super League team.

Badlands Brawl: Black Orcs, Goblins, Ogre, Orc, Chaos Dwarf

League of Elven Kingdom: Dark Elves, Elven Union, Wood Elves, High Elves

Lustrian Superleague: Lizard, Amazon, Slann, Khemri

Old World Classic: Dwarf, Halflings, Human, Imperial Nobility, Ogre, Old World Alliance, Norse, Gnomes

Sylvanian Selective: Necromantic Horror, Shambling Undead, Khemri, Vampire

Underworld Challenge: Goblins, Snotlings, Skaven, Underworld

Chosen of... : Chaos Chosen, Chaos Renegades, Nurgle, Chaos Dwarf, Khorne

### **Confederation STUNTY Reroll and Confederation STUNTY Bribe**

Groups that come with 4 Stunty races to the tournament will get a Confederation RR, as well as a Confederation Bribe (same function as the RR; 1 per group and per round).

Stunty races: Goblins, Halflings, Snotlings, Gnomes, Ogres, Lizardmen without saurus blockers, Underworld without skavens.

### **20th Anniversary Confederation Reroll**

All squads will receive a free Confederation RR. It's our birthday!





## Pairings

The first match between groups will be random. The rest of the rounds will be organized according to the Swiss tournament format (first group against second, third against fourth, etc...).

Within the group vs. group match-up, the individual pairings will be made according to the pack chosen by each coach. So all the Old Glories will play against each other, all the Pro-Players will play against each other, etc... So you just have to find the table where you will play, look for the opposing coach who has the same team pack as you and you are ready for the game.

With so many players, it is very likely that there will be some absence of players (illness, personal cases, world computer system crashes...). If a player is absent, the organizers will try to find substitutes so that as many matches as possible can be played. In cases where a substitute is found, the match will be played and will count both for the Tournament and for uploading it to the NAF. In case of not being able to find a substitute or if the Captain of the team with all their coaches tells us not to look for one, the match will be forfeited to the team that has no coach with a score of 2-0 both in CAS and TDs. Also, from the Organization we would like to thank the teams of 5 coaches to "lend" their extra coach per round to cover possible absences.

## How to win

### Group

Each Group earns points at the end of each round based on the result of the round:

Victory: 2 points

Draw: 1 point

Defeat: 0 points

A group wins a round if it accumulates more individual wins in the round than the opposing group.

To determine which group wins the title of Champion and is crowned with the *txapelas*, the following tie-breaking criteria will be followed in order of priority:

1. Group points
2. Direct confrontation, if any
3. Points of the rival groups
4. Individual points of the 4 coaches of the group with the most points.
5. TD in favour
6. Casualties in favour [\[Act.31/03/2025\]](#) (a casualty is any given miniature from the opposing team that gets injured and/or gets healed by the rival's apo)
7. Coin in the air





### **Jugadores Individuales**

Each coach will receive coach points each round:

Win the match: 7 Points

Draw the match: 3 Points

Lose the match: 0 Points

Concession: -5 Points\*\*

\*\* : A concession will be counted as a 2-0 loss on both TDs and CAS for the opponent, or the score at the time of the concession, whichever is greater. Public scorn will also be given. THE OLD GUARD DOES NOT CONCEDE.

There will be 4 Individual Champions; one for each roster pack (best Old Glory, best Pro-Tajer, etc). The following criteria will be used to determine the Individual Champion in each category in order of priority:

1. Coach Points.
2. Direct confrontation (this concept will be eliminated at the time of publishing the rankings each round, except for the last round to speed up the app's calculations).
3. Opponents' points
4. TDs in favour
5. CAS in favour [Act.31/03/2025] (a casualty is any given miniature from the opposing team that gets injured and/or gets healed by the rival's apo)
6. Coin in the air

### **Final Rules Clarification:**

The NAF Code of Conduct ([link](#)) will be in effect during the tournament.

It is recommended to read and apply the Good Practices Guide published by the NAF. ([link](#)) and the 'Suggestions from the Ethics Committee' segments that periodically appear on the NAF Tournament Director's blog. ([link](#)).

+ In the event that a coach lines up 12+ players on the field, if the Kickoff has not yet been taken, the coach of that team will remove the necessary players to make it down to 11. If the ball is in play, random players from that team will be KO'd by the referee to the Unconscious zone until there are 11 on the field. If one of the players KO'd by the referee is the ball carrier, he will leave the ball on the ground while running away from the referee, so there will be no turnover, although he will be KO'ed.

+ The dice provided by the tournament are a gift and their use is not mandatory. What is mandatory is to share the dice pool if one of the coaches requests it.

+ TEAM PAINTING: A team that does not have ALL of its miniatures on the field painted will suffer the wrath of Nuffle and automatically forfeit any roll made on the Kick Off Table: Pitch Invasion, Cheering Fans, Brilliant Coaching or Officious Ref. In addition, she will be considered to have lost the Kick-off Roll to see who kicks and who attacks and your opponent gets to choose. What is painted? A minimum of 3 colours on the mini and a painted base.



## Awards

**Champions:** Golden Ork and txapelas.

**Runners-up:** Silver Ork busts

**Third classified:** Bronze Ork busts

**Last classified:** Olentzoros (basque Father Christmas)

**Best Painted Team:** Cup [Note: the jury will be formed by members of the organization. The criteria will be totally subjective. As it is subjective, bases and attrezzo will be valued if they are cool enough to arouse our curiosity as well as attract our attention].

**Best group styling:** Surprise gift

To win any of the prizes listed below, the group must finish in the top 60.

**Most TD group:** Cups

**Most CAS group:** Cups [Act.31/03/2025] (a casualty is any given miniature from the opposing team that gets injured and/or gets healed by the rival's apo)

**Best Defence group:** Cups

**Best individual Pro-Player:** Cup

**Best Individual Old Glory:** Cup

**Best Individual BB2020:** Cup

**Best Individual Pro-Tajer:** Cup

## Solidarity Raffle

As every year we will be holding a Solidarity Raffle. This year the raffle will take place during round 7 and we will be distributing the prizes during that round. The winners will also be published on the website.

You will be able to buy tickets during the tournament in the dedicated stand.

50% of the money raised will go to the Red Cross and the other 50% to the NGO Build a Future.

More information, including how to buy tickets prior to the tournament and how to donate to the Raffle, can be found [here](#).

## DISCLAIMER



If you do not want your image to be used in photos and videos taken during the tournament, please inform the organizers.

If you are going to take photos or videos during the event and you plan to post them on social media, let the organizers know so that they can notify you in case someone wants to exercise their right not to appear.