

## EuroBowl Ruleset 2024

A coach may choose one champion race to represent him in the Clash of Titans, the so-called EuroBowl!

Champions of Zeus (Tier1): Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Shambling Undead, Underworld Denizens.

King of the Gods. God of the sky, lightning, thunder, law, order, and justice.

Champions of Hera (Tier2): Amazons, Norse, Orcs, Skaven, Wood Elves

Queen of the Gods. Goddess of marriage, women, marital harmony, and the protector of women during childbirth.

Champions of Poseidon (Tier3): High Elves, Humans, Necromantic Horror, Tomb Kings, Elven Union, Vampires.

King of the sea. God of the sea, storms, earthquakes, and horses.

Champions of Demeter (Tier4): Chaos Renegades, Khorne, Old World Alliance, Slann.

Goddess of the harvest, agriculture, fertility, and sacred law.

Champions of Hades (Tier5): Black Orcs, Chaos Chosen, Imperial Nobility, Nurgle.

King of the underworld. God of the dead and riches.

Champions of Hestia (Tier6): Goblins, Ogres, Halflings, Snotlings.

Goddess of the domestic and civic hearth, sacred and sacrificial fire, virginity, family, and the state.

Gifts of Apollo: A coach must take the appropriate Starting Gold and Skill Points (SP), according to his/her Tier.

Tier 1: 1150k & 06 SP, maximum 1 secondary skill

Tier 2: 1160k & 07 SP, maximum 1 secondary skill

Tier 3: 1170k & 08 SP, maximum 2 secondary skills

Tier 4: 1180k & 09 SP, maximum 2 secondary skills

Tier 5: 1190k & 10 SP, maximum 3 secondary skills

Tier 6: 1200k & 11 SP, unlimited secondary skills

Primary Skill = 1 SP

Secondary Skill = 2 SP

0-8 Re-Rolls, cost depending on race.

0-6 Assistant coaches for 10k.

0-12 Cheerleaders for 10k.

0-1 Apothecary, depending on race.

0-6 Dedicated fans for 10k, be aware that every team begins with 0 in Dedicated fans.

God of oracles, healing, archery, music and arts, sunlight, knowledge, herds and flocks, and protection of the young.

Gifts of Hephaestus:

Inducements

0-1 Team Mascot for 30k available to all teams.

0-1 Weather Mage for 30k available to all teams.

0-2 Bloodweiser Kegs each for 50k available to all teams.

0-3 Bribes for 100k each, for "Bribery and Corruption" teams  
50k each.

0-1 Josef Bugman for 100k available to all teams.

0-1 Mortuary Assistant for 100k available to teams with the  
"Sylvanian Spotlight" special rule.

0-1 Plague Doctor for 100k available to teams with the  
"Favored of Nurgle" special rule.

0-2 Wandering Apothecaries for 100k available to teams that can  
include an apothecary.

0-1 Master Chef for 300k, for 100k available to teams with the  
"Halfling Thimble Cup" special rule.

God of fire, metalworking, stone masonry, forges, the art of sculpture, technology, and blacksmiths.

#### Gifts of Dionysus:

A roster cannot induce bribes if there is a player with the Sneaky Git skill AND/OR the Secret Weapon skill. Goblin and Snotling teams have managed to find a "legal" way to avoid this rule, so they can induce bribes while their roster contains players with the Secret Weapon skill BUT NOT the Sneaky Git skill.  
God of wine, vegetation, fertility, festivity, ritual madness, religious ecstasy, and theater.

#### Challenge of Aphrodite:

##### EuroBowl Squad Creation:

Each Squad is created by 8 coaches, each must choose a different race to play.  
Each Squad has 8 Squad Points to spend on Blessings, each Blessing can be used maximum 2 times in each Squad and the cost is below:

##### EuroOpen Squad Creation:

Each Squad is created by 4 coaches, each must choose a different race to play.  
Each Squad has 4 Squad Points to spend on Blessings, each Blessing can be used maximum 1 time in each Squad and the cost is below:

Blessing of Hermes: 1 Squad Point

Blessing of Artemis: 1 Squad Point

Blessing of Ares: 2 Squad Points

Blessing of Athena: 2 Squad Points

A Coach MAY choose only one of the following Blessings.

Vanilla Roster: No blessings

The roster is created with all the above rules.

#### Blessing of Hermes: (extra gold)

One or more Skill Points can be exchanged for gold at a ratio of 30k per 1SP that will not be used. This MUST NOT take team value above 1200K before added skills.

God of boundaries, roads and travelers, thieves, athletes, shepherds, commerce, speed, cunning, wit, magic, and sleep. Psychopomp and divine messenger.

**Due to TP limitations let us know at (forum - Misiek, FB Michał Tarka, mail: brickbowl@gmail.com) about it and we will manually add gold to roster!**

#### Blessing of Artemis: (Skill stacking)

By losing a Skill Point, you are able to stack skills to players in your roster, limiting the use according to the tier.

1 Skill Stack for Tier 1-2,

2 Skill Stacks for Tier 3-4,

3 Skill Stacks for Tier 5-6.

Additional Primary Skills = 1 SP (Skill Stacking)

Additional Secondary Skills = 2 SP (Skill Stacking)

You only lose ONE Skill point regardless of the tier you have chosen.

Example: A High Elf team (tier 3) would lose 1 skill point to put 2 skill stackings on the roster.

Goddess of nature, childbirth, wildlife, the Moon, the hunt, sudden death, animals, virginity, young women, and archery.

#### Blessing of Ares: (Star Players)

One (1) Star Player can be rostered for Tier 1-4 teams, up to two (2) Star Players can be rostered for Tier 5-6 teams.

Star Players must be taken after you have rostered at least 11 players.

Star Players in couples count as two Star Players for the roster.

For every Star Player acquired additional Skill Points cost as follows:

Star player cost:000-099k, lose 1 Skill point.

Star player cost:100-199k, lose 2 Skill points.

Star player cost:200-299k, lose 3 Skill points.

Star player cost:300k-399k, lose 4 skill points.

#### Exiled in Tartara:(Banned Star Players)

Griff Oberwald, Hakflem Skuttlespike, Morg 'n' Thorg, Bomber Dribblesnot, Cindy Piewhistle, Deeproot Strongbranch, Kreek Rustgouger, Estelle La Veneaux,Dribl & Drull, Varag Ghou-Chewer.

The same Champion of Ares cannot play in a game where both coaches have rostered them.

God of war and courage.

Blessing of Athena: (extra skill point)

One extra Skill Point is gained, as long as the usage of the Skill Points from the coach does not exceed in total 3 times that skill in the roster (including built-in skills). This extra skill should not exceed in total 3 times that skill in the roster too.

Example: A dark elf team with 4 blitzers, 2 witches and 5 LineElves can have this extra skill as long as the Skill Points from the tier and the extra Skill Point from the blessing do not add the Block skill because there are already more than 3 but not from the skill point usage, and can add maximum 1 more Dodge skill because there are already 2 in the roster and by spending 1 Skill Point the total number reaches 3. Goddess of wisdom, warfare, and handicraft.