# Oslo Open Ruleset 2024General rules

* Each team has a starting treasury according to the tier list to spend on their roster creation and must hire a minimum of 11 players.
* Cash given is also used to buy rerolls, assistant coaches, cheerleaders, apothecary, and inducements. See the list of allowed inducements further down.
* Inducements can be bought at roster creation. These inducements are part of the team roster and will be present for each match.
* Any unspent cash at roster creation will be lost and all teams will be considered to have the same Current Team Value for the purpose of pre-match sequence inducements & prayers to Nuffle. I.e. you have the inducements you paid for at roster creations, no more are allowed for each match.
* Oslo open is a resurrection tournament, no SPP are gained and injuries, casualties or deaths do not carry on from game to game.
* Undead, Necromantic & Nurgle teams are allowed to apply the Masters of Undeath & Plague Ridden special rules. Players added to a team roster through a game as a result of those special rules are removed from the roster at the end of that game.
* Teams must consist of a minimum of 11 players and a maximum of 16 player (star players included)
* Star players can only be induced after 11 regular players have already been rostered.
* Star players can not be given extra skills from the teams Skill budget.
* If both teams field the same star player, neither of the star players are allowed to play.

# Tier List

**Tier 1**: 1150k & 6 SP, maximum 1 secondary skill
- Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Shambling Undead, Underworld Denizens.

**Tier 2**: 1160k & 7 SP, maximum 1 secondary skill
- Amazons, Norse, Orcs, Skaven, Wood Elves

**Tier 3**: 1170k & 8 SP, maximum 2 secondary skills
- High Elves, Humans, Necromantic Horror, Tomb Kings, Elven Union, Vampires.

**Tier 4**: 1180k & 9 SP, maximum 2 secondary skills
- Chaos Renegades, Khorne, Old World Alliance, Slann.

**Tier 5**: 1190k & 10 SP, maximum 3 secondary skills
- Black Orcs, Chaos Chosen, Imperial Nobility, Nurgle.

**Tier 6**: 1200k & 11 SP, unlimited secondary skills
- Goblins, Ogres, Halflings, Snotlings.

Skill Cost
Primary skill = 1 SP
Secondary skill = 2 SP

No skill stacking

# Available Staff

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.
1-6 Dedicated fans for 10k. Be aware that every team begins with 0 in Dedicated fans.

Allowed 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.

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 in couples count as two Star Players for the roster.
Every Star Player acquired costs additional Skill Points as follows:
Star player cost: 000-099k, lose 2 Skill point.
Star player cost: 100-199k, lose 3 Skill points.
Star player cost: 200-299k, lose 5 Skill points.
Star player cost: 300k-399k, lose 6 skill points.

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

The same Star Player cannot play in a game where both coaches have rostered them.

# Banned combinations

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.

# Coach conduct

Keep it relaxed, keep it friendly. Disruptive or toxic behaviour will not be tolerated. Cheating, deliberately distracting your opponent, pushing them into making mistakes, and anything that goes against a competitive yet friendly game will not be tolerated. Have fun, lean into the Blood Bowl spirit.

Prior to the game, coaches should agree what constitutes a “cocked” die and discuss any other issues relating to dice rolling mechanisms, e.g. dice towers.

Should one coach request, dice must be shared between coaches.

Player aids, such as probability apps, calculators and the like must not be used while in-game.

External coaching of players in-game is not permitted.

# Schedule

Saturday

09:30 Registration

10:00 Information Brief

10:15 Game 1

12:45 Lunch

13:45 Game 2

16:15 Break

16:30 Game 3

Sunday

09:45 Venue open

10:00 Game 4

12:30 Lunch

13:30 Game 5

16:00 Round up and award ceremony