

WapplerBowl IV takes place this time on Saturday, the 13.07.24 and at the clubhouse of WOW/Keepers.
Address: Holohergasse 53, 1150 Vienna, Austria

Registratation:

The registration and game management on the day of the tournament will be by tourplay.net:

<https://tourplay.net/en/blood-bowl/wapplerbowl-iv/news>

The registration deadline and deadline for list submission (or entry into the touplay tool) is 11.07.24.

The participation fee is 15,- Euro and can be paid on site.

Non NAF Member have to pay addional 5,- Euro for a NAF registration with following datas:

"Realname"

"Nickname"

"Email adress"

You got no advertisement but a small present (two dices and one marker) for that.

3 games will be played according to the following rules (see below):

09:30 - 09:45 Welcoming

09:45 - 10:00 Drawing of the first round

10:00 - 12:30 Game 1

12:30 - 13:30 Lunch break

13:30 - 16:00 Game 2

16:00 - 16:15 Break

16:15 - 18:45 Game 3

18:45 - 19:00 Award ceremony

Prizes are available for:

Winner of the tournament

Runner up

Most Touchdowns

Most Casulties

Stunty Cup

(if there are at least 4 Players with Tier 3 Teams attending)



- Scoring:
- WIN: 2 points
- DRAW: 1 point
- LOSE: 0 points

Rules Package - Creating your team:

Each team has a total of 1.150.000 GP to spend on roster creation and must hire a minimum of 11 players.

Any unspent cash at roster creation will be lost and all teams will be considered having the same Current Team Value (CTV) for the purpose of inducements and prayers to Nuffle.

Cash given is also used to buy rerolls, assistant coaches, cheerleaders, apothecary and so on (additional options see below).

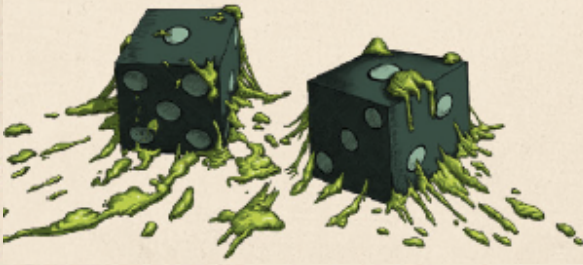
The Tournament is a resurrection tournament, so no SPP are gained, and injuries, casualties or deaths do not carry on from one game to other.

Undead, Necromantic and Nurgle teams are allowed to apply the Masters of Undeath and 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.

The Vampire Lord special rule cannot be used, because "Summon a Thrall" is part of the post-game sequence.

- Teams will consist of a minimum of 11 players and a maximum of 16 players, only Tier 3 Teams have the legal possibility to come over 16 players with inducements.



Tiers and skill sets:

Teams are separated in three different tiers and offered different skill sets to choose from:

Tier 1

Amazon, Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Necromantic Horror, Norse, Orcs, Shambling Undead, Skaven, Underworld Denizens, Wood Elves, Vampires

Skill set:

- A. 6 Primary Skills (with max 3x repeat)
- B. 4 Primary Skills (with max 3x repeat) + 1 Secondary Skill
- A.C. 5 Primary Skills (with max 3x repeat) + 1 Player with stack

Tier 2

Black Orcs, Chaos Chosen, Chaos Renegades, Elven Union, High Elves, Humans, Imperial Nobility, Khorne, Nurgle, Old World Alliance, Slann, Tomb Kings.

Skill set:

- A. 8 Primary Skills (with max 4x repeat)
- B. 6 Primary Skills (with max 4x repeat) + 1 Secondary Skill
- C. 4 Primary Skills (with max 3x repeat) + 2 Secondary Skill
- D. 6 Primary Skills (with max 3x repeat) + 2 Player with stack

Tier 3

Halflings, Gnomes, Goblins, Ogres, Snotlings.

Skill set:

- A. 10 Primary Skills (with max 8x repeat)
- B. 8 Primary Skills (with max 6x repeat) + 1 Secondary Skill
- C. 6 Primary Skills (with max 4x repeat) + 2 Secondary Skill (with max 1x repeat)
- D. 4 Primary Skills (with max 3x repeat) + 3 Secondary Skill (with max 2x repeat)
- E. 2 Primary Skills (with max 1x repeat) + 4 Secondary Skill (with max 2x repeat)
- F. 4 Secondary Skill (with max 2x repeat)
- G. 9 Primary Skills (with max 3x repeat) + 3 Player with stack

Allowed inducements:

You can buy certain inducements with the cash you get to create your team.

Some inducements are restricted to specific teams.

- 0-1 Team Mascot
- 0-2 Bloodweiser Kegs (50.000 GP)
- 0-3 Bribes 100k (Bribery & Corruption teams, 50.000 GP)
- 0-8 Extra Team training (100.000 GP)
- 0-1 Halfling Master Chef (300.000 GP, 100.000 GP for halfling teams)
- 0-4 Temp Agency Cheerleaders (20.000 GP)
- 0-1 Weather Mage (30.000 GP)
- 0-3 Part-timeAssistant coaches (20.000 GP)
- 0-2 Wandering Apothecaries (100.000 GP)
- 0-1 Morgue Assistant (100.000 GP)
- 0-1 Plague Doctor (100.000 GP)
- 0-1 Riotous Rookies (100.000 GP)
- 0-2 (In)Famous Coaching Staff (only Tier 3 Teams):
 - Josef Bugman (100.000GP)
 - Kari Coldsteel (50.000 GP)

Nothing else is allowed, be it a Blood Bowl Rulebook or Death Zone inducement.

