## Eurobowl Greece 2024 Ruleset

Each coach must choose a race to represent him in the Clash of Titans called Eurobowl and Europen. Each race champions a God from the Pantheon of Olympus! Champions of Zeus * (Tier1): Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Shambling Undead,

* 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.

* God and king 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.

A coach must take the appropriate Gifts of Apollo * (Starting Gold and Skill Points), according to their Godly
affiliation / Tier.

These gifts can be spent as follows:

One skill per player at a cost of Primary Skill =1 SP, Secondary Skill $=2 \mathrm{SP}$ 0-8 Re-Rolls, at cost depending on race. 0-6 Assistant coaches for 10k. 0-12 Cheerleaders for 10k.


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

| n | addition, | coac |  |  | use |  |  | to |  | urchase |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Gifts | of |  | Hephaestus |  |  | * |  |  |  | ments): |
| 0-1 | Team | Mascot | for | 30k, |  |  |  |  | all | teams. |
| 0-1 | Weather | Mage | for | 30k, |  |  |  |  | all | teams. |

0-2 Bloodweiser Kegs for 50k each, available to all teams.
0-3 Bribes for 100k each, or 50k each for "Bribery and Corruption" teams.
0-1 Josef Bugman for 100k, available to all teams.
0-1 Mortuary Assistant for 100k, available to teams with the
"Sylvanian 0-1 Plague Doctor for 100k, available to teams with the "Favored Nurgle" special rule. 0-2 Wandering Apothecaries for 100k each, available to teams that can include an apothecary. 0-1 Master Chef for 300k, or 100k for teams with the "Halfling Thimble Cup" special rule.

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

Coaches should note Gifts of Dionysus *:
A coach cannot induce bribes if there is a player with the Sneaky Git skill AND/OR the Secret Weapon skill on the roster. Goblin and Snotling teams have pleased the God and received special permission to induce bribes even if 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 consists of 8 coaches, each coach playing a different race. Each Squad can spend up to 8 Squad Points on Blessings, each Blessing can be used maximum 2 times
in

A coach can only use 1 Blessing for their team. Squad point costs are:

Blessing of
Blessing of

Hermes: 1
1
1

Squad
Squad

Point Point

| Blessing | of | Ares: | 2 | Squad | Points |
| :--- | :---: | :---: | :---: | :---: | :---: |
| Blessing | of | Athena: | 2 | Squad | Points |


| Spartan |  |
| :--- | :--- |
| No | Roster |

No
The
*
roster is created

Spartans,known

Roster
created with
for
the above
their
*:
blessings. rules.

## Blessing of

 (ExtraHermes
*:
One or more Skill Points can be exchanged for gold at a ratio of 30k per 1SP. Gold earned this way 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.
Blessing of Artemis

Artemis
By sacrificing ONE Skill Point from their Gift of Apollo total, the coach can add a second skill to players on their roster. The number of players with stacked skills is limited as follows:

| 1 | Skill | Stack | for | Zeus/Hera | (Tier | 1-2), |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: |
| 2 | Skill | Stacks | for | Poseidon/Demeter | (Tier | $3-4$ ) |
| 3 | Skill | Stacks | for | Hades/Hestia | (Tier | 5-6) |

A Primary Skill costs 1 SP , a Secondary Skill 2 SP.
Example: A High Elf team (Poseidon/Tier 3) would lose 1 skill point to put 2 skill stacks on the roster, and would now have 7 SP to spend on skills. If the coach gives two of their catchers both the block and dodge skill (both Primary skills costing 1 SP each), this would leave 3 SP to spend on the rest of the
team.

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

| Bless (Star |  |  | O |  |  | Ares |  |  | Players) |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| ne | Star | can | rostered | Ter | s, up to tw | (2) | Players |  | rostered |
|  |  |  | Tier |  | 5-6 |  |  |  | eams. |
| Star | Players | in | couples c | count as | two Star | Play | rs for |  | roster. |
| Every | Star | Player | acquired | costs | additional | Skill | Points | as | ollows: |
| Star | player |  | cost: | 000-099k, | lose | 1 | Skill |  | int. |
| $a r$ | player |  | cost: | 100-199k, | lose | 2 | Skill |  | ints. |
| Star | player |  | cos | 200-299k, | lose | 3 | Skill |  | points |
| Star | player |  | cost: | 300k-399k, | lose | 4 | skill |  | points. |

Exiled
in
Tartarus:
Star
Players)
(Banned
iewhistle,
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.
God

## Blessing

The coach may spend 1 Skill Point more than their Gifts of Apollo total, 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).

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

* Goddess of wisdom, warfare, and handicraft.


## Draconian Laws

The Tournament uses the Bloodbowl 2020 edition Exhibition play rules. The English version will be used to settle any discrepancies in the rules or rulespack between versions in different languages.

Vampires are the latest addition to the game and have been included fully. We retain the right to use or discard any and all rules published after 6th of November 2023.

