

WAR Bowl 24 Rules

WAR Bowl is back for a second year on Sunday, 17th November. Once again, this one day Blood Bowl tournament forms part of the Wargames Association of Reading's excellent, long established "Warfare" Wargames Convention.

Warfare is at the Farnborough International Exhibition and Conference Centre, Farnborough Hampshire. There are numerous traders and parking is free.

The TOs are Farnborough Wargames Club Members Miles Smith and Bill Robinson, doubtless with assistance from other club members. Like last time our aim is to run a straightforward, relaxed and friendly tournament. With this in mind the rules are closely based on the well established set used at last Spring's NAF Championship. We have modified them for WAR Bowl 24, so we are entirely responsible for any errors or omissions.

RULES:

Blood Bowl Second Season Edition (aka Blood Bowl 2020)

Games Workshop Blood Bowl Designer's Commentary and Errata May, 2024

Prayers to Nuffle Table – Exhibition Play Variant on page 103 of Blood Bowl 2020 rulebook

NAF Rules for Tournaments From 1st January 2024

TEAMS:

All teams from Blood Bowl 2020 Book

+ Teams from Spike Magazine Issues 13 – 17

+ Chaos Dwarf, High Elf and Tomb Kings from Teams of Legend PDF (last updated 01/11/2022)

+ Slaan Team from NAF's Rules for Tournaments 01/01/2024

Blood Bowl team races are split into the following 3 tiers:

Tier 1: Amazon, Chaos Dwarf, Dark Elf, Dwarf, Lizardman, Norse, Orc, Shambling Undead, Skaven, Underworld Denizens, Wood Elf, Vampire

Tier 2: Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, High Elf, Human, Imperial Nobility, Khorne, Necromantic Horror, Old World Alliance, Slann, Tomb Kings

Tier 3: Gnome, Goblin, Halfling, Nurgle, Ogre, Snotling

NEW TEAMS:

Should Games Workshop release any more teams between now (08/08/2024) and the tournament date, then they can be considered for inclusion. In this case, please contact the TOs, before submitting a roster.

TEAM BUILDING:

Gold Piece Allowance 1,150,000 for selecting players, star players, re rolls, side line staff and the purchase of permitted inducements.

PERMITTED INDUCEMENTS:

The following inducements are allowed for teams in all tiers:

Bloodweiser Kegs: 0-2
Mortuary Assistant: 0-1
Part-time Assistant Coach: 0-3
Plague Doctor: 0-1
Temp Agency Cheerleader: 0-4
Wandering Apothecary: 0-1

The following inducements are only allowed for Tier 3 teams:

Biased Referee: 0-1
Bribes: 0-3
Halfling Master Chef: 0-1
Riotous Rookies: 0-1

All permitted inducements must be purchased before the tournament, out of the 1,150,000 gold piece allowance.

ADDITIONAL SKILLS:

In addition to the starting skills on your roster all teams will have additional skills that they can add to their roster. Access to skills are split into 2 options and tiered as follows:

Tier 1 Option A: 6 Primary skills
Tier 1 Option B: 3 Primary Skills & 1 Star Player

Tier 2 Option A: 6 Primary skills, 1 Secondary skill
Tier 2 Option B: 3 Primary Skills, 1 Secondary skill & 1 Star Player

Tier 3 Option A: 6 Primary skills, 2 Secondary skills & 0-1 Star Players
Tier 3 Option B: 3 Primary Skills, 1 Secondary Skill and 2 Star Players

These additional skills are all allocated at the start of the tournament so they remain relevant for all 3 matches. The secondary skill(s) can be swapped to a primary skill if you wish. Statistic improvements and random skills cannot be selected.

Characteristic increases are not permitted.

STAR PLAYERS:

All rosters will have access to a reduced selection of star players. If you wish to bring a star player on your rosters select the appropriate option from the skill options listed above. Remember, you will reduce the number of additional skills that are available to you by selecting a star player.

When rostering a Star player the following rules must be followed:

You must first roster 11 regular players before adding a star player to your team.

0-1 star player can be rostered on teams listed in tier 1 or tier 2

0-2 star players can be rostered on teams listed in tier 3

Star players that are selected as a pair (such as the Swift Twins) count as 2 Star players for the purposes of availability.

If 2 coaches are drawn against each other with the same Star player on their roster, both players are permitted to use them.

Star players cannot be allocated additional skills. Teams can obviously only include a star player for which their race is eligible.

The following list of star players are NOT PERMITTED for selection by any team:

Bomber Dribblesnot
Cindy Piewhistle
Deeproot Strongbranch
Dribl and Drull
Estelle La Veneaux
Griff Oberwald
Hakflem Skuttlespike
Ivan 'the Animal' Deathshroud
Kreek 'the Verminator' Rustgouger
Morg 'n' Thorg
Skitter Stab Stab
Varag Ghoulecher
Any star player released by Games Workshop after 8th August, 2024

SCORING:

Games will be organised using the Swiss Style with-

2 Points for a Win
1 Point for a Draw
0 Points for a Loss

TIE BREAKING

1. Fewest Star Players
2. Net Touchdowns
3. Net Casualties

ON THE DAY:

You will need to bring:

A painted team
A printed roster
A board and dug outs
Templates
Dice

SCHEDULE:

Sunday, 17th November

08:30 Registration
09:00 Match 1
11:15 Lunch
11:45 Match 2

14:00 Break
14:15 Match 3
16:15 End of Play
16:30 Awards / Close