

Danish PARITY RULES 2024

The Danish Parity Rules sort teams into tiers in an attempt to make all teams viable for tournament play. Teams are intended to be roughly equal in power, except Gobbos, Halflings and Ogres, who are still supposed to be weaker – though arguably less so. Rules also encourage a more diverse skill selection than most tournaments.

Treasury: You get 1100K + a **Tier Bonus** to buy your team as per the standard league play rules. 11 rostered players minimum.

Any **Tier Bonus** gold not spent in this way may be used to purchase **Extra Skills**.

Extra skills: **Tier Bonus** gold not spent in this way may be used to purchase **Extra Skills**.

Any regular player may be given either a single skill at any price, or a combination of **two skills** costing no more than 50K in total – following these rules:

*Gold skills cost 30K each, Silver skills cost 20K each and Bronze skills cost 10K each.

*A secondary skill costs an additional +20K

*Players that have **ST5+ and Loner skill** and/or **Secret Weapon** skill pay +10K for each skill.

Allowed Inducements:

0-1 Weather Mage: 30,000 (any team)

0-3 Bribes: 100,000 (any team), 50,000 (any team with the 'Bribery and Corruption' Special Rule.) **CANNOT** be bought by a team that has the Sneaky Git skill.

0-1 Halfling Master Chef: 300,000 (any team), 100,000 (Halflings only)

0-1 Riotous Rookies: 100,000 (any team with the 'Low Cost Linemen' Special Rule)

TIER SUMMARY		
Tier 1	180K bonus gold	Underworld Denizens, Wood Elf, Dark Elf, Lizardmen, Undead
Tier 2	200K bonus gold	Chaos Dwarf, Dwarf, Necromantic Horror, Norse, Skaven, Amazon, Orc
Tier 3	220K bonus gold	Elven Union, Humans, High Elf, Vampire,
Tier 4	240K bonus gold	Tomb Kings, Slann, Imperial Nobility, Gnomes
Tier 5	260K bonus gold	Chaos Renegade, Black Orc, Old World Alliance,
Tier 6	280K bonus gold	Khome, Nurgle, Chaos Chosen, Snotlings
Tier 7	300K bonus gold	Goblin, Halfling, Ogre,

SKILL CHART				
Gold skills				
General Block Wrestle Dirty Player	Strength Guard Mighty Blow	Agility Dodge Sneaky Git	Passing Leader	Mutations Claw
Silver skills				
General Kick Pro Sure Hands Tackle Frenzy	Strength Brawler Grab Juggernaut Stand Firm Break Tackle	Agility Diving Tackle Jump Up Leap Side Step Sure Feet Sprint	Passing Accurate Cannoneer Pass Hail Mary Pass	Mutations Extra Arms Horns Two Heads
Bronze skills				
General Dauntless Fend Shadowing Strip Ball	Strength Arm Bar Multiple Block Pile Driver Strong Arm Thick Skull	Agility Catch Defensive Diving Catch Safe Pair of Hands	Passing Cloud Burster Dump-Off Fumblerooskie Nerves of Steel On the Ball Running Pass Safe Pass	Mutations Big Hand Disturbing Pres. Foul Appearance. Iron Hard Skin Monstrous Mouth Prehensile Tail Tentacles Very Long Legs