

Regler för lagbygge

Tiers

Tier 1: Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Shambling Undead.

Tier2: Amazons, Norse, Orcs, Skaven, Wood Elves.

Tier3: High Elves, Humans, Necromantic Horror, Tomb Kings, Underworld Denizens.

Tier4: Chaos Renegades, Elven Union, Khorne, Old World Alliance, Slann.

Tier5: Black Orcs, Chaos Chosen, Halflings, Imperial Nobility, Snotlings.

Tier6: Goblins, Nurgle, Ogres, Vampires.

Starting Gold and Skill Points (SP)

Tier 1: 1150k & 06 SP

Tier 2: 1160k & 07 SP

Tier 3: 1170k & 08 SP

Tier 4: 1180k & 09 SP

Tier 5: 1190k & 10 SP

Tier 6: 1200k & 11 SP

1st Primary Skill = 1 SP

1st Secondary Skill = 2 SP

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.

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.

0-1 Riotous Rookies for 100k available to teams with the "Low Cost Linemen" special rule.

0-2 Wandering Apothecaries for 100k available to teams that can include an apothecary.

0-1 Biased Referee for 120k available to all teams, 80k for teams with the Bribery & Corruption special rule.

0-1 Master Chef for 300k, for 100k available to teams with the "Halfling Thimble Cup" special rule.

A roster cannot induce bribes as long as 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.

Build Packs (choose ONE of the following)

Basic Pack: Vanilla Roster

The roster is created with all the above rules.

Optional Pack B: Skill Stacking (Cannot benefit from any other Pack)

The roster is created as the Basic Pack PLUS the below benefit.

By losing a Skill Point, you are able to stack skills to players in your roster, limiting the use according to the tier.

1 Skill Stack for Tier 1-2, 2 Skill Stacks for Tier 3-4, 3 Skill Stacks for Tier 5-6.

2nd Primary Skill = 1 SP (Skill Stacking)

2nd Secondary Skill = 2 SP (Skill Stacking)

Optional Pack C: Star Player (Cannot benefit from any other Pack)

The roster is created as the Basic Pack PLUS the below benefit.

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.

For every Star Player acquired additional Skill Points cost as follows:

000-099k then 1 Skill Point

100-199k then 2 Skill Points

200-299k then 3 Skill Points

Banned Star Players: Griff Oberwald, Hakflem Skuttlespike, Morg 'n' Thorg, Bomber Dribblesnot, Cindy Pie whistle, Deeproot Strongbranch, Kreek Rustgouger, Estelle La Veneaux.

The same Star Player cannot play in a game where both coaches have rostered him/her.

Optional Pack D: Extra Skill Point (Cannot benefit from any other Pack)

The roster is created as the Basic Pack PLUS the below benefit.

One extra Skill Point is gained, as long as the usage of the Skill Points from the coach do not exceed in total 3 times that skill in the roster. This extra skill should not exceed in total 3 times that skill in the roster too.

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 3.