

The first step will be to select your team. Depending on the tier of the team you chose you will receive a gold budget. (please refer to the tables below)

Team selection			
Race	Tier	Gold	
Dark Elf	A	1.100.000	
Chaos Dwarf			
Shambling Undead			
Dwarf			
Wood Elf			
Orc			
Skaven			
Lizardmen			
Tomb Kings	B	1.100.000	
Norse			
Underworld			
Necromantic Horror			
Amazon			
High Elf			
Human			
Vampire			
Khorne	C	1.100.000	
Chaos Renegade			
Black Orc			
Nurgle			
Elf Union			
Slann			
Imperial Nobility			
Old World Alliance			
Chaos Chosen			
Snotling	D	1.150.000	
Goblin			
Ogre			
Halfling			

the second step is to build your roster as per the normal Blood Bowl rules found in the rulebook, the Spike! Magazine supplements, or on Games Workshop's Teams of Legend information (which you can find here: <https://www.warhammer-community.com/wp-content/uploads/2020/11/IFZy1SluNmWvxPj1.pdf>). Please note that the information released in Spike! Magazine supplements supersedes the information on the Teams of Legend web page. For example, the rules for building a Vampire team are those drawn from Spike! edition 16.

Each coach may provide their players a given number of additional skills or may recruit a star player (or a mega star). The table below provides the information coaches will need for the construction of their roster in terms of additional skills and/or star players. Please note that each coach must hire 11 normal players from their team list BEFORE they may add a Star Player or a Mega Star.

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## SKILLS AND STAR PLAYERS

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Skill point		Primary skill	Secondary skills	Stacking two	Star Player	Mega Star			
Tier	Allotment	Cost   1 Skill Point	Cost   2 Skill Points	Cost   1 Skill Point	Cost   2 Skill Points	Cost   4 Skill Points			
Max allowed		Max Allowed	Max Allowed	Max Allowed	Max Allowed	Max Allowed			
A	4	Unlimited	0	1	0	0			
B	6	Unlimited	1	1	0	0			
C	8	Unlimited	2	2	1	0			
D	10	Unlimited	3	3	2	1			

step 3 is to purchase inducement . The cost of the inducements can be found in the Blood Bowl core rule book or the Death Zone supplement. However, please note that selecting some inducements will have a cost that must be deducted from the budget of Skill Points allocated to each team depending on their tier.

INDUCEMENTS									
Additional skill point cost for inducements									
Cost is in addition to gold piece for the inducement									
No skill point cost	1 Skill Point	2 Skill Points	Not Permitted						
Weather Mage	Biased Referee	Wizard	Special Plays						
Bloodweiser Kegs	Riotous Rookies	Giant	Mercenaries						
Bribes	Halfling Hot Pot	(in)famous Coaching Staff							
Wandering Apothecary	Waaargh Drummer	Fabulous Freebooters							
Mortuary Assistant	Bottle Of Heady								
Plague Doctor	Master of Ballistics								
Halfling Master Chef	Medicinal Unguent								
Dwarfen Runesmith	Team Mascot								

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| Cavorting Nurglings | | | |  
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step 4 is to submit your rooster