

BLACK ORC TEAMS

NOTABLE EXAMPLES: THE THUNDER VALLEY GREENSKINS, THE ORCLAND RAIDERS, THE IRON-ROK BONEBREAKERS

Black Orcs are the biggest and strongest of all Orcs. Many believe they draw their name from their dark green skin, although the title is more likely derived from their dour demeanour and bleak sense of humour! Grim and singularly focused on violence, it's no wonder so many flock to the Blood Bowl pitch! Black Orcs treat other Greenskins as little more than frivolous amateurs, largely because lesser Orcs are likely to squabble amongst themselves and focus too much on beating up the opposition, instead of concentrating on the game. Consequently, many Black Orcs refuse to play alongside other Orcs, choosing instead to form their own teams. Yet Black Orcs aren't stupid – they know the importance of speed and agility. As a result, Black Orc teams make great use of Goblins, many of whom they become quite fond of, treating them as favourite pets and training them to be tough with regular clumps about the noggin!

BLACK ORC TEAMS										
QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-12	Goblin Bruiser Linemen	45,000	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty, Thick Skull	A	GPS
0-6	Black Orcs	90,000	4	4	4+	5+	10+	Brawler, Grab	GS	AP
0-1	Trained Troll	115,000	4	5	5+	5+	10+	Always Hungry, Loner (3+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-mate	S	AGP
0-8 team re-rolls: 60,000 gold pieces each									Tier: 2	
Special Rules: Badlands Brawl, Bribery and Corruption									Apothecary: YES	



THE THUNDER VALLEY GREENSKINS



BLACK ORC



GOBLIN BRUISER LINEMAN



BLACK ORC



GOBLIN BRUISER LINEMAN



BLACK ORC



GOBLIN BRUISER LINEMAN

CHAOS CHOSEN TEAMS

NOTABLE EXAMPLES: THE DOOM LORDS, THE EVERCHOSEN, THE SKULLS OF KATAM

Blood Bowl is arguably even more popular among the followers of the Chaos gods than it is among civilised folk. Maybe it's the cult-like supporters' clubs, the constant violence both on and off the pitch, or just the brightly-coloured strips... Whatever the case, wherever you find a Blood Bowl stadium, you're guaranteed to find at least one team made up of an assortment of thoroughly debased, dedicated followers of Chaos. Most of the teams' players tend to be Beastmen, hideous mutants who have given up their forest lairs for the sporting life, but their numbers are bolstered by the presence of superhuman Chosen, and frenzied and blood-crazed Minotaurs, Ogres and Trolls. Such teams are hardly subtle, often forgetting about the ball entirely as they grind their opponents into the turf, all in veneration of the Ruinous Powers they worship.

CHAOS CHOSEN TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Beastman Runner Linemen	60,000	6	3	3+	4+	9+	Horns	GMS	AP
0-4	Chosen Blockers	100,000	5	4	3+	5+	10+	None	GMS	A
A Chaos Chosen team may include a single Big Guy, chosen from among the following:										
0-1	Chaos Troll	115,000	4	5	5+	5+	10+	Always Hungry, Loner (4+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-mate	MS	AG
0-1	Chaos Ogre	140,000	5	5	4+	5+	10+	Bone Head, Loner (4+), Mighty Blow (+1), Thick Skull, Throw Team-mate	MS	AG
0-1	Minotaur	150,000	5	5	4+	-	9+	Loner (4+), Frenzy, Horns, Mighty Blow (+1), Thick Skull, Unchannelled Fury	MS	AG
0-8 team re-rolls: 60,000 gold pieces each									Tier: 2	
Special Rules: Favoured of... (choose either): Chaos Undivided, Khorne, Nurgle, Slaanesh or Tzeentch									Apothecary: YES	



THE DOOM LORDS



CHOSEN BLOCKER



**BEASTMAN RUNNER
LINEMAN**



CHOSEN BLOCKER

CHAOS RENEGADE TEAMS

NOTABLE EXAMPLES: THE MONGREL HORDE, THE CHAOS ALL-STARS, THE HOWLING-HILLS HELIONS

Chaos Renegade teams represent the real flotsam and jetsam of the Blood Bowl world, players so maladjusted that no coach worth their salt would let them play on their roster. They might be bitter rejects, inveterate cheats or blatant foulers. Many are outcasts expelled from established teams. Inevitably, such players end up rejecting the ways of Nuffle and dedicating themselves to other dark powers, often garnering themselves all manner of dubious mutations as 'rewards' in the process. The most successful team of this type was the Chaos All-Stars, whose eccentrically mixed line-up managed to soar to glory. Also of note is the (in)famous Mongrel Horde, a motley assortment of scumbags in it for the gold. Unfortunately, most of the Horde's players hate each other, often refusing to play nicely or turn up to practices together!

CHAOS RENEGADE TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-12	Renegade Human Linemen	50,000	6	3	3+	4+	9+	None	GM	AS
0-1	Renegade Human Thrower	75,000	6	3	3+	3+	9+	Animosity (all team-mates), Pass, Safe Pair of Hands	GMP	AS
0-1	Renegade Goblin	40,000	6	2	3+	4+	8+	Animosity (all team-mates), Dodge, Right Stuff, Stunty	AM	GP
0-1	Renegade Orc	50,000	5	3	3+	5+	10+	Animosity (all team-mates)	GM	AS
0-1	Renegade Skaven	50,000	7	3	3+	4+	8+	Animosity (all team-mates)	GM	AS
0-1	Renegade Dark Elf	75,000	6	3	2+	3+	9+	Animosity (all team-mates)	AGM	PS
A Chaos Renegade team may include up to three Big Guys, chosen from among the following:										
0-1	Renegade Troll	115,000	4	5	5+	5+	10+	Always Hungry, Loner (4+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-mate	S	AGM
0-1	Renegade Ogre	140,000	5	5	4+	5+	10+	Bone Head, Loner (4+), Mighty Blow (+1), Thick Skull, Throw Team-mate	S	AGM
0-1	Renegade Minotaur	150,000	5	5	4+	-	9+	Loner (4+), Frenzy, Horns, Mighty Blow (+1), Thick Skull, Unchannelled Fury	S	AGM
0-1	Renegade Rat Ogre	150,000	6	5	4+	-	9+	Animal Savagery, Frenzy, Loner (4+), Mighty Blow (+1), Prehensile Tail	S	AGM
0-8 team re-rolls: 70,000 gold pieces each									Tier: 2	
Special Rules: Favoured of... (choose either): Chaos Undivided, Khorne, Nurgle, Slaanesh or Tzeentch									Apothecary: YES	



THE MONGREL HORDE



RENEGADE ORC



RENEGADE HUMAN LINEMAN



RENEGADE HUMAN LINEMAN

DARK ELF TEAMS

NOTABLE EXAMPLES: THE NAGGAROTH NIGHTWINGS, THE DARKSIDE COWBOYS, THE BLACK CORSAIRS

Thousands of years ago, the Dark Elves were little more than a small group within High Elf society who turned their back on traditional Elven ways. They eschewed nobility and grace for power and glory, believing their immortality marked them out as the most powerful of all the world's races. Their thirst for conquest led to a bitter civil war that rocked the Elven kingdoms. Dark Elf teams exhibit similar strengths and weaknesses to their Elven cousins, but are distinctly more aggressive in their game. But sheer spite makes the Dark Elves enjoy the running game, particularly when a team includes a remarkable player like Jeremiah Kool. In fact, it is hard to believe that the Flashing Blade won't be tempted out of retirement – if not by the Darkside Cowboys, then by some other team.

DARK ELF TEAMS											
QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY	
0-12	Dark Elf Linemen	70,000	6	3	2+	4+	9+	None	AG	S	
0-2	Runners	80,000	7	3	2+	3+	8+	Dump-off	AGP	S	
0-4	Blitzers	100,000	7	3	2+	4+	9+	Block	AG	PS	
0-2	Assassins	85,000	7	3	2+	5+	8+	Shadowing, Stab	AG	PS	
0-2	Witch Elves	110,000	7	3	2+	5+	8+	Dodge, Frenzy, Jump Up	AG	PS	
0-8 team re-rolls: 50,000 gold pieces each									Tier: 1		
Special Rules: Elven Kingdoms League									Apothecary: YES		



THE NAGGAROTH NIGHTWINGS



DARK ELF LINEMAN



DARK ELF LINEMAN



BLITZER



WITCH ELF



RUNNER



DARK ELF LINEMAN

DWARF TEAMS

NOTABLE EXAMPLES: THE DWARF GIANTS, THE WARHAMMERERS, THE GRUDGE-BEARERS

Dwarfs were one of the very first races to play Blood Bowl and many Dwarf teams can trace their history to the early years of the game. Dwarfs tend to use a running game, grinding their opponents into the ground as they go and working on the principle of high casualty rates opening up the field. There are so many Dwarf teams around that it is possible to find one to champion almost any style of play. It is, however, the Dwarfs' reputation for flamboyant illegality that makes them such a big hit with the fans. Since it was a Dwarf, now immortalised by the name Roze-EI, who first translated Nuffle's sacred laws and brought the game into being, most Dwarf teams believe they have a lasting right to alter the laws as they choose.

DWARF TEAMS											
QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY	
0-12	Dwarf Blocker Linemen	70,000	4	3	4+	5+	10+	Block, Tackle, Thick Skull	GS	A	
0-2	Runners	85,000	6	3	3+	4+	9+	Sure Hands, Thick Skull	GP	AS	
0-2	Blitzers	80,000	5	3	3+	4+	10+	Block, Thick Skull	GS	AP	
0-2	Troll Slayers	95,000	5	3	4+	-	9+	Block, Dauntless, Frenzy, Thick Skull	GS	A	
0-1	Deathroller	170,000	4	7	5+	-	11+	Break Tackle, Dirty Player (+2), Juggernaut, Loner (5+), Mighty Blow (+1), No Hands, Secret Weapon, Stand Firm	S	AG	
0-8 team re-rolls: 50,000 gold pieces each									Tier: 1		
Special Rules: Old World Classic, Worlds Edge Superleague									Apothecary: YES		



THE DWARF GIANTS



TROLL SLAYER



DWARF BLOCKER
LINEMAN



RUNNER



DWARF BLOCKER
LINEMAN



DWARF BLOCKER
LINEMAN



BLITZER

ELVEN UNION TEAMS

NOTABLE EXAMPLES: THE ELFHEIM EAGLES, THE CELESTIAL COMETS, THE CODILLIAN CLARIONS

Following the collapse of the NAF, many Elven teams found themselves indebted to noble backers from the Elven kingdoms, who – thanks to a lot of small print – began to make their way onto the pitch, shunting established players to the sidelines. Outrage abounded among players and fans alike, and it was only a matter of time before something was done about it. When that something finally happened, the formation of the Elven Union came as a surprise to no one. A loose federation of Elven teams, made up primarily of High Elf players but including the odd Wood Elf and even Dark Elf, the Union seeks to repair the damaged reputation of Elven teams and show that they can take Blood Bowl seriously. What the teams lack in funding, they make up for with experience and stubborn determination.

ELVEN UNION TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-12	Linemen	60,000	6	3	2+	4+	8+	None	AG	S
0-2	Throwers	75,000	6	3	2+	2+	8+	Pass	AGP	S
0-4	Catchers	100,000	8	3	2+	4+	8+	Catch, Nerves of Steel	AG	S
0-2	Blitzers	115,000	7	3	2+	3+	9+	Block, Side Step	AG	PS
0-8 team re-rolls: 50,000 gold pieces each									Tier: 2	
Special Rules: Elven Kingdoms League									Apothecary: YES	



THE ELFHEIM EAGLES



BLITZER



THROWER



LINEMAN



LINEMAN



LINEMAN



CATCHER

GOBLIN TEAMS

NOTABLE EXAMPLES: THE SCARCRAG SNIVELLERS, THE LOWDOWN RATS, THE GREENBOYZ

Goblins are cruel and uncouth, with a juvenile sense of humour and a wicked imagination dedicated to discovering new ways of hurting others without getting hurt themselves. This tends to make them better Blood Bowl fans than players, and indeed Goblin fans have a solid reputation throughout the Old World for turning up hours before the game, getting drunk, starting fights, singing lewd and insulting songs, and generally causing trouble wherever they go. Unsurprisingly, Goblin teams don't tend to do amazingly well on the pitch, but by Nuffle are they entertaining! Their play style revolves around a seemingly endless arsenal of 'secret' weapons which the Gobbos sneak onto the pitch at every opportunity, and the assistance of lumbering Trolls who alternate between flinging their smaller team-mates up the pitch and absent-mindedly chewing on them instead!

GOBLIN TEAMS											
QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY	
0-16	Goblin Linemen	40,000	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty	A	GPS	
0-1	Bomma	45,000	6	2	3+	4+	8+	Bombardier, Dodge, Secret Weapon, Stunty	A	GPS	
0-1	Looney	40,000	6	2	3+	-	8+	Chainsaw, Secret Weapon, Stunty	A	GS	
0-1	Fanatic	70,000	3	7	3+	-	8+	Ball & Chain, No Hands, Secret Weapon, Stunty	S	AG	
0-1	Pogoer	75,000	7	2	3+	5+	8+	Dodge, Pogo Stick, Stunty	A	GPS	
0-1	'Ooligan	65,000	6	2	3+	6+	8+	Dirty Player (+1), Disturbing Presence, Dodge, Right Stuff, Stunty	A	GPS	
0-1	Doom Diver	60,000	6	2	3+	6+	8+	Right Stuff, Stunty, Swoop	A	GS	
0-2	Trained Trolls	115,000	4	5	5+	5+	10+	Always Hungry, Loner (3+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-mate	S	AGP	

0-8 team re-rolls: 60,000 gold pieces each **Tier:** 3

Special Rules: Badlands Brawl, Bribery and Corruption, Underworld Challenge **Apothecary:** YES



THE SCARCRAG SNIVELLERS



GOBLIN LINEMAN



GOBLIN LINEMAN



GOBLIN LINEMAN



GOBLIN LINEMAN



GOBLIN LINEMAN

HALFLING TEAMS

NOTABLE EXAMPLES: THE GREENFIELD GRASSHUGGERS, THE BLUEBAY CRAMMERS, THE TALLOW CANDLES

The technical deficiency of Halfling teams is legendary. They're too short to throw or catch, they run at half pace, and it goes without saying that their blocking game leaves something to be desired. Most Halfling coaches, aware of the material that they have to work with, make up for quality with quantity. After all, if you can get half a dozen players in the opposing team's End Zone and, by some miracle, manage to end up with the ball, then there is a small chance that one or two of them won't be jelly by the time you throw the thing! Probably the only real point in the Halflings' favour is their long-held alliance with the Treemen who guard the forests of their realm, and a team that can tempt one (or two!) of them along to a game suddenly doesn't look so pathetic!

HALFLING TEAMS											
QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY	
0-16	Halfling Hopeful Linemen	30,000	5	2	3+	4+	7+	Dodge, Right Stuff, Stunty	A	GS	
0-2	Halfling Heftys	50,000	5	2	3+	3+	8+	Dodge, Fend, Stunty	AP	GS	
0-2	Halfling Catchers	55,000	5	2	3+	5+	7+	Catch, Dodge, Right Stuff, Sprint, Stunty	A	GS	
0-2	Altern Forest Treemen	120,000	2	6	5+	5+	11+	Mighty Blow (+1), Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-mate, Timmm-ber!	S	AGP	
0-8 team re-rolls: 60,000 gold pieces each									Tier: 3		
Special Rules: Halfling Thimble Cup, Old World Classic									Apothecary: YES		



THE GREENFIELD GRASSHUGGERS



HALFLING HEFTY



HALFLING HOPEFUL LINEMAN



HALFLING CATCHER



HALFLING HOPEFUL LINEMAN



HALFLING HOPEFUL LINEMAN



HALFLING HOPEFUL LINEMAN

HUMAN TEAMS

NOTABLE EXAMPLES: THE REIKLAND REAVERS, THE BRIGHT CRUSADERS, THE ALTDORF ACOLYTES

Professional Human players are widely considered to be the best all-round Blood Bowl players in the Old World. What they may lack in the sheer strength of the Orcs, the agility of the High Elves, the toughness of the Dwarfs, the frenzy of the Dark Elves, or the speed of the Skaven, they make up for in sheer grit and determination! More importantly, they do not suffer the weaknesses commonly associated with any of these players. For example, where Dwarfs are tough, they are also slow, Humans by contrast are hardy and relatively quick, and whilst Skaven are very quick, they are not as brave as Humans. It is hardly surprising then that Humans account for over half of all Blood Bowl players – counting Skeletons, Ghouls and Vampires playing for Undead teams, and mutants playing for Chaos teams!

HUMAN TEAMS											
QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY	
0-16	Human Linemen	50,000	6	3	3+	4+	9+	None	G	AS	
0-2	Throwers	80,000	6	3	3+	2+	9+	Pass, Sure Hands	GP	AS	
0-4	Catchers	65,000	8	2	3+	5+	8+	Catch, Dodge	AG	SP	
0-4	Blitzers	85,000	7	3	3+	4+	9+	Block	GS	AP	
0-3	Halfling Hopefuls	30,000	5	2	3+	4+	7+	Dodge, Right Stuff, Stunty	A	GS	
0-1	Ogre	140,000	5	5	4+	5+	10+	Bone Head, Loner (4+), Mighty Blow (+1), Thick Skull, Throw Team-mate	S	AG	
0-8 team re-rolls: 50,000 gold pieces each									Tier: 1		
Special Rules: Old World Classic									Apothecary: YES		



THE REIKLAND REAVERS



HUMAN LINEMAN



THROWER



BLITZERS



CATCHER



HUMAN LINEMAN



HUMAN LINEMAN

IMPERIAL NOBILITY TEAMS

NOTABLE EXAMPLES: THE BOGENHAFEN BARONS, THE OSTERMARK DUKES, THE AVERLAND EARLS

It is quite the norm that Blood Bowl teams are privately owned, but where the majority of teams are owned by proprietors and coaches who run their teams as professional outfits, there are plenty of other teams that exist for other reasons. Rich nobles, eager entrepreneurs, crime lords with large sums of cash to hide from treasury men who ask bothersome questions, all these and more are drawn to the sport. Some are lured by the presence of vast wealth and long to liberate it from its current owners and keep it safe with their existing fortunes. Others are eager fans to whom the idea of owning a famous Blood Bowl team is a fantasy they can afford to pursue. Some such fortunate fans take it a step further and build teams to live out their dreams of becoming famous players themselves!

IMPERIAL NOBILITY TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-12	Imperial Retainer Linemen	45,000	6	3	4+	4+	8+	Fend	G	AS
0-2	Imperial Throwers	75,000	6	3	3+	3+	9+	Pass, Running Pass	GP	AS
0-2	Noble Blitzers	105,000	7	3	3+	4+	9+	Block, Catch	AG	PS
0-4	Bodyguards	90,000	6	3	3+	5+	9+	Stand Firm, Wrestle	GS	A
0-1	Ogre	140,000	5	5	4+	5+	10+	Bone Head, Loner (4+), Mighty Blow (+1), Thick Skull, Throw Team-mate	S	AG
0-8 team re-rolls: 70,000 gold pieces each									Tier: 2	
Special Rules: Old World Classic									Apothecary: YES	



THE BOGENHAFEN BARONS



IMPERIAL RETAINER
LINEMAN



BODYGUARD



IMPERIAL RETAINER
LINEMAN



IMPERIAL THROWER



BODYGUARD

LIZARDMEN TEAMS

NOTABLE EXAMPLES: THE GWAKAMOLI CRATER GATORS, THE SOTEK VIPERS, THE LUSTRIA CROAKERS

If Blood Bowl historians are to be believed, Lizardmen have been playing the sport for over 8,000 years. This does seem a little unlikely but when questioned, Blood Bowl historians just nod smugly, peer over their spectacles and say that this just goes to show how prescient Lizardmen are. Whatever the story behind their involvement in the sport, they've definitely made an impact! On the field, Lizardmen epitomise teamwork, with up to four different species working together on the pitch at a time. Skinks are the most numerous players, highly agile and as quick as lightning. They are balanced out by Saurus, fewer in number and not as fast, but capable of dishing out some serious punishment. Then there are the Kroxigor, reptilian monstrosities capable of felling an Ogre with a single blow!

LIZARDMEN TEAMS											
QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY	
0-12	Skink Runner Linemen	60,000	8	2	3+	4+	8+	Dodge, Stunty	A	GPS	
0-2	Chameleon Skinks	70,000	7	2	3+	3+	8+	Dodge, On the Ball, Shadowing, Stunty	A	GPS	
0-6	Saurus Blockers	85,000	6	4	5+	6+	10+	None	GS	A	
0-1	Kroxigor	140,000	6	5	5+	-	10+	Bone Head, Loner (4+), Mighty Blow (+1), Prehensile Tail, Thick Skull	S	AG	
0-8 team re-rolls: 70,000 gold pieces each									Tier: 1		
Special Rules: Lustrian Superleague									Apothecary: YES		



THE GWAKAMOLI CRATER GATORS



SKINK RUNNER
LINEMAN



SAURUS BLOCKER



SKINK RUNNER
LINEMAN



SAURUS BLOCKER



CHAMELEON SKINK



SAURUS BLOCKER

NECROMANTIC HORROR TEAMS

NOTABLE EXAMPLES: THE WOLFENBURG CRYPT-STEALERS, THE BRUENDAR GRIMJACKS, THE PUMPKIN-PATCH PETRIFIERS

The dead do not rest easy. From haunted castles to sinister forests, Undead creatures prowl the night, snatching unwary villagers from their beds. Well, some of them do. For the rest, there's Blood Bowl! Many Necromancers, proficient at corpse-raising and flesh-crafting but lacking a real plan of how to use their skills, realise that warm dugouts are a lovely alternative to musty tombs and dank barrows, and therefore decide to assemble a team of players (quite literally!). Interestingly, a schism of sorts seems to have occurred, leading to two competing philosophies when it comes to coaching an Undead team. Some Necromancers put their trust in the ancient dead. Other Necromancers prefer a little more life in their team, buying the services of Werewolves with promises of fresh meat and stitching together hulking Flesh Golems from an assortment of cadavers.

NECROMANTIC HORROR TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Zombie Linemen	40,000	4	3	4+	-	9+	Regeneration	G	AS
0-2	Ghoul Runners	75,000	7	3	3+	4+	8+	Dodge	AG	PS
0-2	Wraiths	95,000	6	3	3+	-	9+	Block, Foul Appearance, No Hands, Regeneration, Side Step	GS	A
0-2	Werewolves	125,000	8	3	3+	4+	9+	Claws, Frenzy, Regeneration	AG	PS
0-2	Flesh Golems	115,000	4	4	4+	-	10+	Regeneration, Stand Firm, Thick Skull	GS	A

0-8 team re-rolls: 70,000 gold pieces each **Tier:** 2

Special Rules: Masters of Undeath, Sylvanian Spotlight **Apothecary:** NO



THE WOLFENBURG CRYPT-STEALERS



WEREWOLF



ZOMBIE LINEMAN



ZOMBIE LINEMAN



FLESH GOLEM



GHOUL RUNNER



ZOMBIE LINEMAN

NURGLE TEAMS

NOTABLE EXAMPLES: THE NURGLE'S ROTTERS, THE BILE-CITY BLIGHTKINGS, THE DISEASED DESTROYERS

The followers of Chaos have been involved in Blood Bowl since the earliest days of the sport. Although most teams started as a conglomerate of followers of all of the Chaos gods, it didn't take long for teams to be more selective in their choice of deity. On the field, Nurgle teams are a terrifying prospect to face. What they lack in agility and coordination, they more than make up for with brute strength, a natural resilience to harm and a whole playbook of stomach-churning tactics devised to bring the other team to its knees. Nurgle teams defy conventional definition, being made up of Rotters, players who have contracted one or more of Nurgle's many blessings; Bloaters, players swollen with disease; Pestigors, Beastmen attracted to the smell; and Rotspawn, players so blessed by the Plague God that they have devolved into hideously mutated beasts.

NURGLE TEAMS											
QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY	
0-12	Rotter Linemen	35,000	5	3	4+	6+	9+	Decay, Plague Ridden	GM	AS	
0-4	Pestigors	75,000	6	3	3+	4+	9+	Horns, Plague Ridden, Regeneration	GMS	AP	
0-4	Bloaters	115,000	4	4	4+	6+	10+	Disturbing Presence, Foul Appearance, Plague Ridden, Regeneration	GMS	A	
0-1	Rotspawn	140,000	4	5	5+	-	10+	Disturbing Presence, Foul Appearance, Loner (4+), Mighty Blow (+1), Plague Ridden, Really Stupid, Regeneration, Tentacles	S	AGM	
0-8 team re-rolls: 70,000 gold pieces each									Tier: 2		
Special Rules: Favoured of Nurgle									Apothecary: NO		



THE NURGLE'S ROTTERS



ROTTER LINEMAN



ROTTER LINEMAN



ROTTER LINEMAN



PESTIGOR



BLOATER

OGRE TEAMS

NOTABLE EXAMPLES: THE FIRE MOUNTAIN GUT-BUSTERS, THE OLDHEIM OGRES, THE GNOBLAR GOBLARS

At face value, the thought of an Ogre Blood Bowl team is enough to fill most players with dread. Thankfully, the reality never quite lives up to their worst fears. For starters, most Ogres are incredibly dense. Just getting them to all turn up at the same time is a mammoth task. Not to mention that very few coaches can afford to field more than a few Ogres at a time, meaning that most Ogre teams are bulked out with Gnoblar. Then there's the fact that, no matter how much you train them, the moment the whistle goes, most Ogres forget everything and try to pound their opponents into a bloody mess. Coaches who know what they're doing can turn this to their advantage, but it's a rare sight to see an Ogre team performing consistently.

OGRE TEAMS											
QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY	
0-16	Gnoblar Linemen	15,000	5	1	3+	5+	6+	Dodge, Right Stuff, Side Step, Stunty, Titchy	A	G	
0-1	Ogre Runt Punter	145,000	5	5	4+	4+	10+	Bone Head, Kick Team-mate, Mighty Blow (+1), Thick Skull	PS	AG	
0-5	Ogre Blockers	140,000	5	5	4+	5+	10+	Bone Head, Mighty Blow (+1), Thick Skull, Throw Team-mate	S	AGP	
0-8 team re-rolls: 70,000 gold pieces each									Tier: 3		
Special Rules: Badlands Brawl, Low Cost Linemen, Old World Classic									Apothecary: YES		



THE FIRE MOUNTAIN GUT-BUSTERS



OGRE BLOCKER



OGRE RUNT PUNTER



GNOBLAR LINEMAN



GNOBLAR LINEMAN



GNOBLAR LINEMAN



GNOBLAR LINEMAN

OLD WORLD ALLIANCE TEAMS

NOTABLE EXAMPLES: THE MIDDENHEIM MAULERS, THE CHAMPIONS OF LAW, THE BLUCHHEIM BERSERKERS

The cities of the Old World are bustling metropolises, populated by all manner of different races. From Kislev in the cold north, to Estalia in the sweltering south, Humans build their homes, and to these flock Dwarfs, Halflings and more. Many Dwarfs come to build the tall towers and maintain the high walls of these great cities, whilst Halflings come to cook, eat and steal any small items they happen upon. Indeed, in these more enlightened times when warfare is considered a thing of the past, ever more varied races flock to these urban centres, so that today even Ogres are an increasingly common sight. Old World Alliance teams, though relatively uncommon, tend to form in the largest of cities, where cosmopolitan players of various races are drawn together to enjoy Nuffle's great game.

OLD WORLD ALLIANCE TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-12	Old World Human Linemen	50,000	6	3	3+	4+	9+	None	G	AS
0-1	Old World Human Thrower	80,000	6	3	3+	3+	9+	Animosity (all Dwarf and Halfling team-mates), Pass, Sure Hands	GP	AS
0-1	Old World Human Catcher	65,000	8	2	3+	5+	8+	Animosity (all Dwarf and Halfling team-mates), Catch, Dodge	AG	S
0-1	Old World Human Blitzler	90,000	7	3	3+	4+	9+	Animosity (all Dwarf and Halfling team-mates), Block	GS	A
0-2	Old World Dwarf Blockers	75,000	4	3	4+	5+	10+	Arm Bar, Brawler, Loner (3+), Thick Skull	GS	A
0-1	Old World Dwarf Runner	85,000	6	3	3+	4+	9+	Loner (3+), Sure Hands, Thick Skull	GP	AS
0-1	Old World Dwarf Blitzler	80,000	5	3	3+	4+	10+	Block, Loner (3+), Thick Skull	GS	A
0-1	Old World Dwarf Troll Slayer	95,000	5	3	4+	-	9+	Block, Dauntless, Frenzy, Loner (3+), Thick Skull	GS	A
0-2	Old World Halfling Hopeful	30,000	5	2	3+	4+	7+	Animosity (all Dwarf and Human team-mates), Dodge, Right Stuff, Stunty	A	GS
An Old World Alliance team may include a single Big Guy, chosen from among the following:										
0-1	Ogre	140,000	5	5	4+	5+	10+	Bone Head, Loner (4+), Mighty Blow (+1), Thick Skull, Throw Team-mate	S	AG
0-1	Altern Forest Treeman	120,000	2	6	5+	5+	11+	Loner (4+), Mighty Blow (+1), Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-mate, Timmm-ber!	S	AGP
0-8 team re-rolls: 70,000 gold pieces each									Tier: 1	
Special Rules: Old World Classic									Apothecary: YES	



THE MIDDENHEIM MAULERS



HALFLING HOPEFUL



DWARF BLOCKER



DWARF RUNNER

ORC TEAMS

NOTABLE EXAMPLES: THE GOUGED EYE, DA DEFF SKWAD, THE GREEN DESTROYERS

Orcs have been playing Blood Bowl since the game was discovered – in fact it was an Orc who found the shrine where the sacred *Tome of Nuffle* was hidden. Orc teams are very hard-hitting, concentrating on pounding the opposition into the turf to create gaps through which Orc Blitzers can run. Indeed, if any fault can be found with Orc teams, it is that if they aren't fighting amongst themselves, they're spending too much time beating up the other team! Orcs have always respected brawn over intelligence, so their line of scrimmage is often overloaded with Big Uns and Troll players, adding even more weight to the front line. The Orc race also has close ties with other Greenskin races such as Goblins, and it is common to find such players in Orc teams.

ORC TEAMS											
QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY	
0-16	Orc Linemen	50,000	5	3	3+	4+	10+	Animosity (Orc Linemen)	G	AS	
0-2	Throwers	65,000	5	3	3+	3+	9+	Animosity (all team-mates), Pass, Sure Hands	GP	AS	
0-4	Blitzers	80,000	6	3	3+	4+	10+	Animosity (all team-mates), Block	GS	AP	
0-4	Big Un Blockers	90,000	5	4	4+	-	10+	Animosity (Big Un Blockers)	GS	A	
0-4	Goblins	40,000	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty	A	GS	
0-1	Untrained Troll	115,000	4	5	5+	5+	10+	Always Hungry, Loner (4+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-mate	S	AGP	
0-8 team re-rolls: 60,000 gold pieces each									Tier: 1		
Special Rules: Badlands Brawl									Apothecary: YES		



THE GOUGED EYE



GOBLIN



GOBLIN



GOBLIN



THROWER



ORC LINEMAN



ORC LINEMAN

SHAMBLING UNDEAD TEAMS

NOTABLE EXAMPLES: THE CHAMPIONS OF DEATH, THE FORLORN PHANTOMS, THE HEL-FENN HELIONS

The first Shambling Undead teams took to the gridiron a mere half century ago, and it has taken much of that time for the Undead to become accepted by the establishment. Today, they are a popular sight on the pitch. Fans love to see the reanimated dead shambling about, oblivious to all but the most debilitating of injuries, even as they dish out punishment to the opposition! Be it dry as dust Skeletons, their marionette movements mocking the living, or fresh Zombies, their moans and groans echoing around the pitch, accompanied by the fans' laughter at their awkward and stilted movements. Or from enraged Mummies, their unearthly roars of anger setting pulses racing, to sinister Ghouls stalking the wide zones, eyeing the crowds hungrily, Undead teams are a feast of sensations for eager fans!

SHAMBLING UNDEAD TEAMS											
QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY	
0-12	Skeleton Linemen	40,000	5	3	4+	6+	8+	Regeneration, Thick Skull	G	AS	
0-12	Zombie Linemen	40,000	4	3	4+	-	9+	Regeneration	G	AS	
0-4	Ghoul Runners	75,000	7	3	3+	4+	8+	Dodge	AG	PS	
0-2	Wight Blitzers	90,000	6	3	3+	5+	9+	Block, Regeneration	GS	AP	
0-2	Mummies	125,000	3	5	5+	-	10+	Mighty Blow (+1), Regeneration	S	AG	
0-8 team re-rolls: 70,000 gold pieces each									Tier: 1		
Special Rules: Masters of Undeath, Sylvanian Spotlight									Apothecary: NO		



THE CHAMPIONS OF DEATH



WIGHT BLITZER



SKELETON LINEMAN



SKELETON LINEMAN



ZOMBIE LINEMAN



MUMMY



GHOUL RUNNER

SKAVEN TEAMS

NOTABLE EXAMPLES: THE SKAVENBLIGHT SCRAMBLERS, THE WARP-LIGHTNING BOLTS, THE WARPFIRE WANDERERS

The game of Blood Bowl has become very popular in all walks of Skaven life. True to their warped nature, the Skaven have adapted the game in their own special ways. A new clan has been formed to govern and control the game – Clan Rigens – which consists of over 20 teams. The most famous are the Skavenblight Scramblers, twice winners of the Blood Bowl trophy. Several other teams have achieved successes in other, lesser leagues and competitions too, and there are mixed teams with a large proportion of Skaven competing at various levels. Of course, their close association with warpstone and the resulting mutations have helped with this success, but even the basic Skaven player has a lot going for them. It's only a matter of time before a Skaven team makes it to the top again!

SKAVEN TEAMS											
QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY	
0-16	Skaven Clanrat Linemen	50,000	7	3	3+	4+	8+	None	G	AMS	
0-2	Throwers	85,000	7	3	3+	2+	8+	Pass, Sure Hands	GP	AMS	
0-4	Gutter Runners	85,000	9	2	2+	4+	8+	Dodge	AG	MPS	
0-2	Blitzers	90,000	7	3	3+	5+	9+	Block	GS	AMP	
0-1	Rat Ogre	150,000	6	5	4+	-	9+	Animal Savagery, Frenzy, Loner (4+), Mighty Blow (+1), Prehensile Tail	S	AGM	
0-8 team re-rolls: 50,000 gold pieces each									Tier: 1		
Special Rules: Underworld Challenge									Apothecary: YES		



THE SKAVENBLIGHT SCRAMBLERS



GUTTER RUNNER



SKAVEN CLANRAT LINEMAN



SKAVEN CLANRAT LINEMAN



THROWER



BLITZER



SKAVEN CLANRAT LINEMAN

SNOTLING TEAMS

NOTABLE EXAMPLES: THE MIGHTY CRUD-CREEK NOSEPICKERS, THE DEVASTATING DOOMSPIRE DEATH-DEALERS THE FABULOUS PHEIFHOLM FUNGUS FARMERS

Snotlings are the smallest, and perhaps the most numerous, type of Greenskin in the world. Tiny in stature and severely lacking any sense of self-preservation, they are enthusiastic followers and players of Blood Bowl. They sometimes appear in Ogre teams, but Snotlings are often unwilling to take to the field alongside other races, believing as they so often do in self-perpetuating myths of their own superiority. Such Snotlings swarm together around a visionary coach in great numbers and take to the pitch in a frenzy of enthusiasm. Officials hate to see Snotling teams, for various reasons, chief amongst which is that Snotlings can't (or, more correctly, won't) count and their ridiculously tiny stature makes them nigh impossible to manage as they flood onto the pitch!

SNOTLING TEAMS										
QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Snotling Linemen	15,000	5	1	3+	5+	6+	Dodge, Right Stuff, Side Step, Stunty, Swarming, Titchy	A	G
0-2	Fungus Flingas	30,000	5	1	3+	4+	6+	Bombardier, Dodge, Right Stuff, Secret Weapon, Side Step, Stunty	AP	G
0-2	Fun-hoppas	20,000	6	1	3+	5+	6+	Dodge, Pogo Stick, Right Stuff, Side Step, Stunty	A	G
0-2	Stilty Runnas	20,000	6	1	3+	5+	6+	Dodge, Right Stuff, Side Step, Sprint, Stunty	A	G
0-2	Pump Wagons	105,000	4	5	5+	-	9+	Dirty Player (+1), Juggernaut, Mighty Blow (+1), Really Stupid, Secret Weapon, Stand Firm	S	AG
0-2	Trained Trolls	115,000	4	5	5+	5+	10+	Always Hungry, Loner (3+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-mate	S	AGP
0-8 team re-rolls: 60,000 gold pieces each									Tier: 3	
Special Rules: Bribery and Corruption, Low Cost Linemen, Underworld Challenge									Apothecary: YES	



THE MIGHTY CRUD-CREEK NOSEPICKERS



SNOTLING LINEMAN



FUN-HOPPA



SNOTLING LINEMAN



SNOTLING LINEMAN



PUMP WAGON

UNDERWORLD DENIZENS TEAMS

NOTABLE EXAMPLES: THE UNDERWORLD CREEPERS, THE CRAGMERE CRITTERS, THE DRAGON-CRAG DIRTBAGS

Ask any Goblinoid and they'll tell you that it's not easy being a low-down sneaky git! Similarly, if you managed to corner a Skaven long enough to get an answer out of them, they'd probably tell you that living in the sewers is less fun than it looks. It's not entirely clear when these very different races first joined forces, but there's a good chance that the Underworld Creepers were the first such team to take to the pitch. Fuelled by a heady elixir of warpstone-infused mushrooms, Underworld Denizens teams combine the sneakiness of Snotlings and Goblins with the speed of Skaven; most are despised, but some of them have garnered a cult following! The most popular tend to be those who field a Troll or Rat Ogre, hideous and pallid mountains of slab-like muscle that serve as enforcers for their smaller team-mates.

UNDERWORLD DENIZENS TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-12	Underworld Goblin Linemen	40,000	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty	AM	GS
0-6	Underworld Snotlings	15,000	5	1	3+	5+	6+	Dodge, Right Stuff, Side Step, Stunty, Swarming, Titchy	AM	G
0-3	Skaven Clanrat	50,000	7	3	3+	4+	8+	Animosity (Underworld Goblin Linemen)	GM	AS
0-1	Skaven Thrower	85,000	7	3	3+	2+	8+	Animosity (Underworld Goblin Linemen), Pass, Sure Hands	GMP	AS
0-1	Gutter Runner	85,000	9	2	2+	4+	8+	Animosity (Underworld Goblin Linemen), Dodge	AGM	PS
0-1	Skaven Blitzler	90,000	7	3	3+	5+	9+	Animosity (Underworld Goblin Linemen), Block	GMS	AP
An Underworld Denizens team may include a single Big Guy, chosen from among the following:										
0-1	Underworld Troll	115,000	4	5	5+	5+	10+	Always Hungry, Loner (4+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-mate	MS	AGP
0-1	Mutant Rat Ogre	150,000	6	5	4+	-	9+	Animal Savagery, Frenzy, Loner (4+), Mighty Blow (+1), Prehensile Tail	MS	AG
0-8 team re-rolls: 70,000 gold pieces each									Tier: 2	
Special Rules: Bribery and Corruption, Underworld Challenge									Apothecary: YES	



THE UNDERWORLD CREEPERS



UNDERWORLD GOBLIN LINEMAN



SKAVEN CLANRAT



UNDERWORLD GOBLIN LINEMAN

WOOD ELF TEAMS

NOTABLE EXAMPLES: THE ATHELORN AVENGERS, THE BIL BALI ARCHERS, THE PINE CRAG PIONEERS

Wood Elves make natural Blood Bowl players, although their refusal to wear heavy armour does leave them vulnerable to some of the more hard hitting teams. Generally, the Wood Elves' natural athletic ability is enough to keep them out of trouble – it takes a fast or cunning foe to catch a Wood Elf player. In any case, no decent Wood Elf wants to wear bulky, shapeless armour, let alone be seen in it! For Wood Elves the long pass is everything, even more so than for their High Elf cousins, and all of their effort goes into becoming experts at throwing or receiving. The one exception to this is the Wood Elf Wardancers. These athletic warriors are trained in the deadly arts of hand-to-hand combat and are a match for almost any foe.

WOOD ELF TEAMS											
QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY	
0-12	Wood Elf Linemen	70,000	7	3	2+	4+	8+	None	AG	S	
0-2	Throwers	95,000	7	3	2+	2+	8+	Pass	AGP	S	
0-4	Catchers	90,000	8	2	2+	4+	8+	Catch, Dodge	AG	PS	
0-2	Wardancers	125,000	8	3	2+	4+	8+	Block, Dodge, Leap	AG	PS	
0-1	Loren Forest Treeman	120,000	2	6	5+	5+	11+	Loner (4+), Mighty Blow (+1), Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate	S	AG	
0-8 team re-rolls: 50,000 gold pieces each									Tier: 1		
Special Rules: Elven Kingdoms League									Apothecary: YES		



THE ATHELORN AVENGERS



WOOD ELF LINEMAN



THROWER



CATCHER



WOOD ELF LINEMAN



WARDANCER

AMAZON TEAMS

The Amazons of Lustria are an enigma and several contradictory stories of their origins exist. One tells that long ago, driven by a desire for adventure, a group of Norse Valkyries set sail for distant shores. After a journey worthy of a saga in its own right, they founded a colony deep within the basin of a great river that wound its way through a massive rainforest. Cut off from the outside world, a new warrior society sprung up, borrowing customs from the native Lizardmen. Another legend claims that the Amazons were created by ancient, god-like beings to serve as the handmaidens of the gods. Perhaps both legends contain something of the truth, but either way, Amazons are natural athletes, and many possess the combination of agility and violence that marks them out as potential legends of the sport.

AMAZON TEAMS											
QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY	
0-16	Tribal Linewomen	50,000	6	3	3+	4+	8+	Dodge	G	AS	
0-2	Eagle Warrior Throwers	75,000	6	3	3+	3+	8+	Dodge, Pass	GP	AS	
0-2	Piranha Warrior Catchers	75,000	6	3	3+	5+	8+	Catch, Dodge	AG	S	
0-4	Koka Kalim Blitzers	90,000	6	3	3+	5+	8+	Block, Dodge	GS	A	
0-8 team re-rolls: 50,000 gold pieces each									Tier: 1		
Special Rules: Lustrian Superleague									Apothecary: YES		



CHAOS DWARF TEAMS

Chaos Dwarfs are evil creatures, famed weaponsmiths whose creations are as twisted and as cruel as they are. They are the sworn enemies of their distant kin, but if there's one thing the two races agree on, it is Blood Bowl. Chaos Dwarf teams have long been a fixture of the sport, even though they were excluded from official play by the NAF until its collapse. Most Chaos Dwarf coaches realise that their chief weakness is their race's inherent ponderousness, so Hobgoblin slaves fulfil a vital role as Runners and Throwers. A few lucky teams can even boast the presence of Bull Centaurs, mighty warriors who have been blessed with the gift of mutation. Chaos Dwarf teams might not be quick, but you'd be a fool to stand in their way!

CHAOS DWARF TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Hobgoblin Linemen	40,000	6	3	3+	4+	8+	None	G	AS
0-6	Chaos Dwarf Blockers	70,000	4	3	4+	6+	10+	Block, Tackle, Thick Skull	GS	AM
0-2	Bull Centaur Blitzers	130,000	6	4	4+	6+	10+	Sprint, Sure Feet, Thick Skull	GS	A
0-1	Enslaved Minotaur	150,000	5	5	4+	-	9+	Animal Savagery, Frenzy, Horns, Loner (4+), Mighty Blow (+1), Thick Skull	S	AGM
0-8 team re-rolls: 70,000 gold pieces each									Tier: 1	
Special Rules: Badlands Brawl, Favoured of..., Worlds Edge Superleague									Apothecary: YES	



HIGH ELF TEAMS

When Blood Bowl was first played, High Elves disdained the game. They believed there was no more to Blood Bowl than two teams of uncivilised yobs pummelling each other senseless in a display of mindless violence. It didn't take them long, however, to realise that there was far more to it than that. High Elf teams are renowned for their passing game. They have many advantages when it comes to winning (as opposed to slaughtering the opposition, which isn't always the same thing...), and their fine players are the epitome of the more graceful side of the game. The only real problem with High Elf teams is that they can be very picky about who, when or where they play, so we must be thankful they deign to play lesser races at all!

HIGH ELF TEAMS										
QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Linemen	70,000	6	3	2+	4+	9+	None	AG	PS
0-2	Throwers	100,000	6	3	2+	2+	9+	Cloud Burster, Pass, Safe Pass	AGP	S
0-4	Catchers	90,000	8	3	2+	5+	8+	Catch	AG	S
0-2	Blitzers	100,000	7	3	2+	4+	9+	Block	AG	PS
0-8 team re-rolls: 50,000 gold pieces each									Tier: 2	
Special Rules: Elven Kingdoms League									Apothecary: YES	



TOMB KINGS TEAMS

Once upon a time, Undead teams were few and far between, but that's not the case these days. Relative newcomers to the sport, Tomb Kings teams hail from the scorching deserts far to the south, and travel from game to game on great barges that are bedecked with all the finery of their ancient kingdoms. Each team is led by a lich priest, an ancient wizard who holds the team together, quite literally, as well as fulfilling all the normal roles you'd expect from a head coach. The team itself is mostly made up of the Skeletons of long-dead players who were sealed into the tombs alongside their deceased sponsors in millennia past, fulfilling the terms of their eternal contracts, rounded out with mighty Tomb Guardians, dauntless revenants who are an utter terror in the midfield.

TOMB KINGS TEAMS

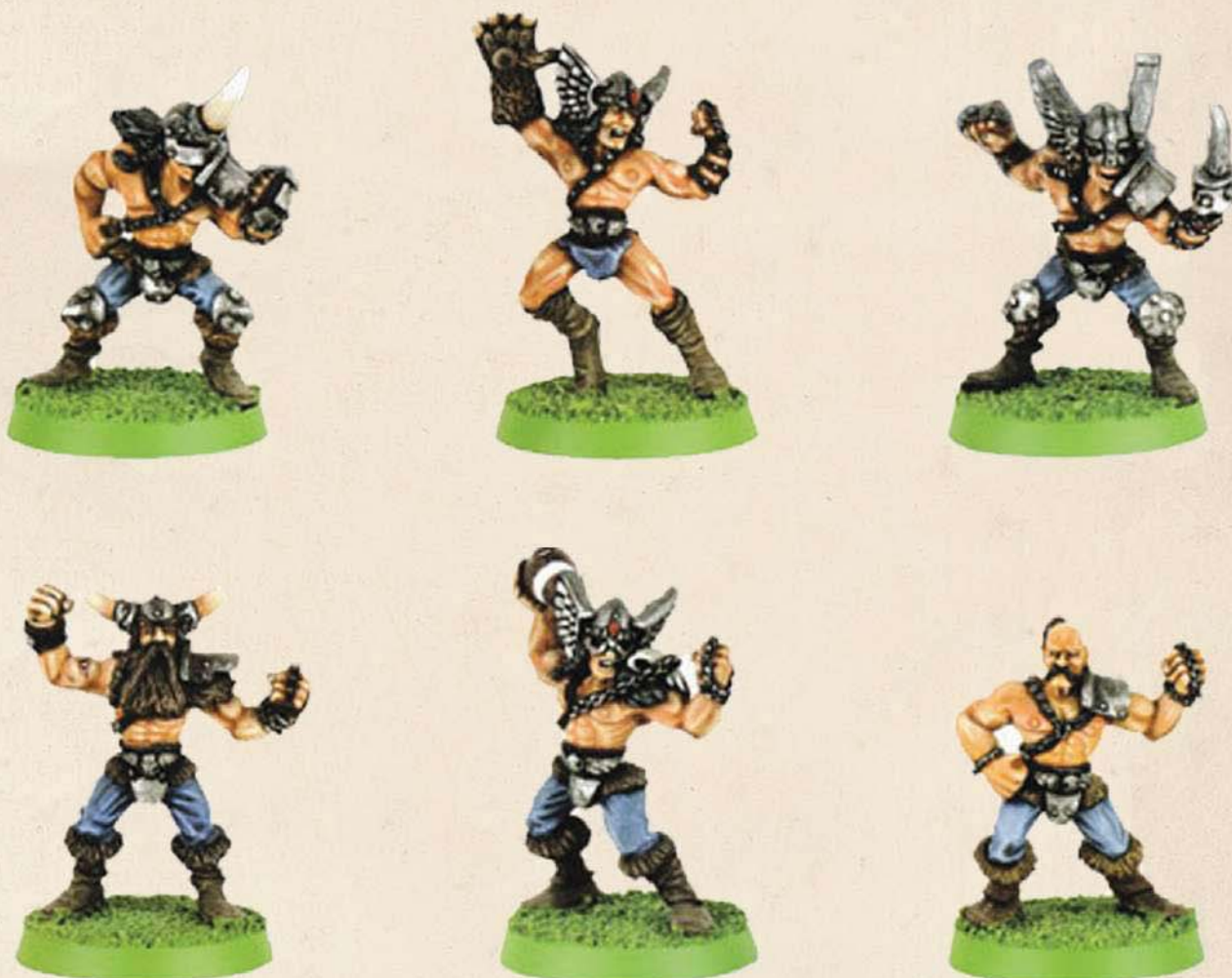
QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Skeleton Linemen	40,000	5	3	4+	6+	8+	Regeneration, Thick Skull	G	AS
0-2	Anointed Throwers	70,000	6	3	4+	3+	8+	Pass, Regeneration, Sure Hands, Thick Skull	GP	A
0-2	Anointed Blitzers	90,000	6	3	4+	6+	9+	Block, Regeneration, Thick Skull	AS	AP
0-4	Tomb Guardians	100,000	4	5	5+	-	10+	Decay, Regeneration	S	AG
0-8 team re-rolls: 70,000 gold pieces each									Tier: 2	
Special Rules: Sylvanian Spotlight									Apothecary: NO	



NORSE TEAMS

Hailing from the frozen north, the Norse are a hardy folk. Their life is one of blood, sweat and toil, with only the occasional raid to break the monotony. At least that was the case until they found out about Blood Bowl. Since then, the frost-rimed hills have rung with the sound of cheering fans and the resounding crunch of breaking bones. In many ways, they are ideal Blood Bowl players; they're brutal, very tough and always ready for a beer and a brawl. Norse teams are already a daunting prospect, but to make matters worse, they often bring along monstrous allies from their homeland. Ferocious Ulfwerenar with fur as white as snow give blood-curdling howls as they wait for the whistle, while gangle-limbed Yhetees prowl the field in search of fresh meat.

NORSE TEAMS											
QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY	
0-12	Norse Linemen	50,000	6	3	3+	4+	8+	Block	G	AS	
0-2	Norse Throwers	70,000	6	3	3+	3+	8+	Block, Pass	GP	AS	
0-2	Norse Catchers	90,000	7	3	3+	5+	8+	Block, Dauntless	AG	S	
0-2	Norse Berserkers	90,000	6	3	3+	5+	8+	Block, Frenzy, Jump Up	GS	A	
0-2	Ulfwerenars	105,000	6	4	4+	-	9+	Frenzy	GS	A	
0-1	Yhetee	140,000	5	5	5+	-	9+	Claws, Disturbing Presence, Frenzy, Loner (4+), Unchannelled Fury	S	AG	
0-8 team re-rolls: 60,000 gold pieces each									Tier: 1		
Special Rules: Lustrian Superleague, Old World Classic									Apothecary: YES		



VAMPIRE TEAMS

Vampires are just one of the many Undead nightmares that stalk the shadows on moonless nights, but never let it be said that they aren't the most civilised. Unlike the Skeletons, Zombies and Wights that are held together by necromancy, Vampires are noble creatures, capable of existing among human society with little fear of discovery. Since Blood Bowl took the world by storm, a great number have stepped out of the shadows to involve themselves in the sport – the most famous being star commentator Jim Johnson – whilst many others make use of modern sun protection fetishes to allow them to play in daylight. Teams made up exclusively of Vampires are almost unheard of, and most pad out their numbers with Thralls, who gladly give up free will in exchange for the life of a Blood Bowl player!

VAMPIRE TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-12	Thrall Linemen	40,000	6	3	3+	5+	8+	None	G	AS
0-6	Vampire Blitzers	110,000	6	4	2+	3+	9+	Animal Savagery, Hypnotic Gaze, Regeneration	AGS	P
0-8 team re-rolls: 70,000 gold pieces each									Tier: 2	
Special Rules: Sylvanian Spotlight									Apothecary: YES	



DAEMONS OF KHORNE TEAMS

Blood for the Blood God! The frenzied fans of Khorne demand blood for their dark lord - and the players are happy to give it to them, often by launching opponents off the pitch to be sacrificed by the crowd. Uncontrollable rage turns Khornate players into virtually unstoppable blitzers, making the sidelines very dangerous indeed. The Lord of Rage blesses the team with his daemons, including the most feared monstrosity in Blood Bowl: the Bloodthirster. Khorne demands carnage, and if a few touchdowns should perchance be scored, all the better!

DAEMONS OF KHORNE TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Pit Fighters	60,000	6	3	3+	4+	9+	Frenzy	G	AS
0-4	Bloodletter Daemons	80,000	6	3	3+	4+	8+	Horns, Juggernaut, Regeneration	GAS	P
0-2	Khorne Heralds	90,000	6	3	3+	5+	9+	Frenzy, Horns, Juggernaut	GS	AP
0-1	Bloodthirster	180,000	6	5	5+	-	10+	Claw, Frenzy, Horns, Juggernaut, Loner (4+), Unchanneled Fury, Regeneration	S	GA
0-8 Re-roll counters: 70,000 gold pieces each									Tier: 2	
Special Rules: Favoured of Khorne									Apothecary: Yes	



SLANN TEAMS

The Slann are ancient race of space travellers stranded on our planet many ages ago. After realising that rescue was never coming, they settled down in Lustria and enslaved their Lizardman neighbours. While most Slann prefer to become fat and lazy while reptilian thralls do their bidding, a few of the younger generation still enjoy a bit of Blood Bowl. The Slann have no passing game to speak of, but their ability to leap, dive and intercept are second to none.

SLANN TEAMS											
QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY	
0-16	Linemen	60,000	6	3	3+	4+	9+	Pogo Stick, Very Long Legs	G	AS	
0-4	Catchers	80,000	7	2	2+	4+	8+	Diving Catch, Pogo Stick, Very Long Legs	GA	SP	
0-4	Blitzers	110,000	7	3	3+	4+	9+	Diving Tackle, Jump Up, Pogo Stick, Very Long Legs	GAS	P	
0-1	Kroxigor	140,000	6	5	5+	-	10+	Bonehead, Loner (4+), Mighty Blow (+1), Prehensile Tail, Thick Skull	S	GA	
0-8 Re-roll counters: 50,000 gold pieces each									Tier: 2		
Special Rules: Lustria Superleague									Apothecary: Yes		

