

COPENHAGEN PARITY RULES 2019

The Copenhagen 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 roster players minimum. Tier 6 teams may buy a star player. Tier 7 may buy two.

Tier Bonus: You get a gold bonus depending on which tier your team belongs to. Part or all of this bonus gold may be used to buy bonus skills for your players, as described in the table below – or it can be used as regular treasury gold.

TIER SUMMARY		
Tier 0	150K bonus gold	Undead, Wood Elf
Tier 1	180K bonus gold	Amazon, Bretonnian, Dark Elf, Lizardmen
Tier 2	210K bonus gold	Chaos Dwarf, Norse, Skaven
Tier 3	240K bonus gold	Dwarf, Elven Union, Necromantic
Tier 4	270K bonus gold	Chaos Renegade, Khemri, Orc
Tier 5	300K bonus gold	Daemons of Khorne, High Elf, Human, Nurgle
Tier 6	330K bonus gold + May buy 1 star	Chaos Chosen, Slann, Underworld
Tier 7	360K bonus gold + May buy 2 stars	Goblin, Halfling, Ogre, Vampire

SKILL SELECTION RULES				
Cost: The base cost of skills is 30K for a normal, 50K for a doubles.				
Gold skills: May only be each player's first pick. Loners pay 70K if taken on doubles.				
General Block Frenzy Strip Ball Wrestle	Strength Guard Mighty Blow	Agility Dodge	Passing Leader	Mutations Claw
Silver skills: May be first or subsequent pick - 10K discount if first pick.				
General Dirty Player Kick Sure Hands Tackle	Strength Break Tackle Juggernaut Stand Firm	Agility Diving Tackle Jump Up Leap Side Step	Passing Accurate Pass	Mutations Extra Arms Horns Two Heads
Bronze skills: May be first or subsequent pick – always at a 10K discount.				
General Dauntless Fend Kick-Off Return Pass Block Pro Shadowing	Strength Grab Multiple Block Piling On (BB2016) Strong Arm Thick Skull	Agility Catch Diving Catch Sneaky Git Sprint Sure Feet	Passing Dump-Off Hail Mary Pass Nerves of Steel Safe Throw	Mutations Big Hand Disturbing P. Foul App. Prehensile Tail Tentacles Very Long Legs

Pricing Examples									
Position	MA	ST	AG	AV	Base skills	1 st pick	2 nd pick	3 rd pick	Cost
Human Blitzer	7	3	3	8	Block	Frenzy	Tackle	-	+60K
Human Blitzer	7	3	3	8	Block	Dodge	Sure Hands	Fend	+100K
Human Blitzer	7	3	3	8	Block	Tackle	Dauntless	-	+40K

THE TEAMS

SHAMBLING UNDEAD TEAMS

In the old world the dead do not rest easy. Undead teams rely on endurance and experience, and have the obvious advantage of being able to hit overtime with a full squad.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Skeleton Linemen	40,000	5	3	2	7	Regenerate, Thick Skull	G
0-16	Zombies	40,000	4	3	2	8	Regenerate	G
0-2	Wight Blitzers	90,000	6	3	3	8	Regenerate, Block	GS
0-4	Ghoul Runners	70,000	7	3	3	7	Dodge	GA
0-2	Mummies	120,000	3	5	1	9	Regenerate, Mighty Blow	S



Re-roll counter: 70,000 gold pieces each. No Apothecary. Free Necromancer: Raise the Dead.

Star Players: Sinnedbad (80K), Hack (120K), J (180K), Nekbekerekh (220K), Ramtut (380K), Luther (390K)

Tier 0: 150K bonus gold

WOOD ELF TEAMS

The epitome of elegance, the wood elves ignore the violence preferred by so many other teams, relying on their natural athletic ability to keep them out of trouble and in the lead.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	70,000	7	3	4	7	None	GA
0-4	Catchers	90,000	8	2	4	7	Dodge, Catch, Sprint	GA
0-2	Throwers	90,000	7	3	4	7	Pass	GAP
0-2	Wardancers	120,000	8	3	4	7	Block, Dodge, Leap	GA
0-1	Treeman	120,000	2	6	1	10	Stand Firm, Thick Skull, Mighty Blow, Strong Arm, Take Root, Loner, TTM	S



Re-roll counter: 50,000 gold pieces each

Stars: Dolfar (150K), Willow (150K), Eldril (200K), Jordell (260K), Zara (270K), The Swifts (390K), Morg (430K)

Tier 0: 150K bonus gold

AMAZON TEAMS

The amazon lend a certain femininity to Blood Bowl. As graceful as they are dangerous, they do not shun the brutality that is otherwise associated with the men-folk.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Tribal Linewomen	50,000	6	3	3	7	Dodge	G
0-2	Piranha Warrior Catchers	70,000	6	3	3	7	Dodge, Catch	GA
0-2	Eagle Warrior Throwers	70,000	6	3	3	7	Dodge, Pass	GP
0-4	Koka Kalim Blitzers	90,000	6	3	3	7	Dodge, Block	GS



Re-roll counter: 50,000 gold pieces each

Stars: Helmut (110K), Willow (150K), Karla (220K), Roxanna (250K), Zara (270K), Bertha (290K), Morg (430K)

Tier 1: 180K bonus gold

BRETONNIAN TEAMS

In the fair land of Bretonnia arrogant Bretonnian nobles and their yeomen are questing for an alternative grail - the Bloodweiser trophy. Convinced of their own skill, the young knights fill out their team with lineman levy, drafted from the many local (and incompetent) all-peasant teams.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	40,000	6	3	2	7	Fend	G
0-4	Blitzers	110,000	7	3	3	8	Block, Catch, Dauntless	GAP
0-4	Yeomen	70,000	6	3	3	8	Wrestle	GS



Re-roll counter: 70,000 gold pieces each

Star Players: Dolfar (150K), Willow (150K), Karla (220K), Zug (260K), Zara (270K), Griff (320K), Morg (430K)

Tier 1: 180K bonus gold

DARK ELF TEAMS

Evil incarnate, the dark elves enjoy nothing more than humiliating the opposition - and they are both agile and vicious enough to do so. Few teams escape the dark elves with just their pride in bandages.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	70,000	6	3	4	8	None	GA
0-2	Runners	80,000	7	3	4	7	Dump-Off	GAP
0-2	Assassins	90,000	6	3	4	7	Shadowing, Stab	GA
0-4	Blitzers	100,000	7	3	4	8	Block	GA
0-2	Witch Elfs	110,000	7	3	4	7	Dodge, Frenzy, Jump Up	GA

Re-roll counter: 50,000 gold pieces each

Stars: Asperon (160K), Kiroth (170K), Elijah (190K), Eldril (200K), Horkon (210K), Mordrix (230K), Roxanna (250K), Hubris (260K), Jeremiah (390K), Morg (430K)

Tier 1: 180K bonus gold



LIZARDMAN TEAMS

Millenia after the exodus of the old ones, the loyal lizardmen still try to implement their great plan, and one of their means of worship is blood bowl. Deep in the lustrian jungles, beyond the reach of 'civilisation', blood bowl is still played the way it was meant to be.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Skink Runners	60,000	8	2	3	7	Dodge, Stunty	A
0-6	Saurus Blockers	80,000	6	4	1	9	None	GS
0-1	Kroxigor	140,000	6	5	1	9	Prehensile Tail, Mighty Blow, Thick Skull, Bonehead, Loner	S

Re-roll counter: 60,000 gold pieces each

Star Players: Helmut (110K), Hemlock (170K), Lottabottol (220K), Queztal (250K), Slibli (250K), Morg (430K)

Tier 1: 180K bonus gold



CHAOS DWARF TEAMS

The twisted followers of Hashut are hard hitting and tough. The chaos dwarves make up for their lack of speed by employing "loyal" hobgoblin slaves to steal the necessary touchdowns.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Hobgoblin Runners	40,000	6	3	3	7	None	G
0-6	Chaos Dwarf Blockers	70,000	4	3	2	9	Block, Tackle, Thick Skull	GSM*
0-2	Bull Centaur Blitzers	130,000	6	4	2	9	Sprint, Sure Feet, Thick Skull	GS
0-1	Enslaved Minotaur	150,000	5	5	2	8	Horns, Mighty Blow, Frenzy, Loner, Thick Skull, Wild Animal	SM*

Re-roll counter: 70,000 gold pieces each.

*Minotaurs and chaos dwarf blockers require a doubles roll to take a mutation.

Star Players: Zzharg (90K), Nobbla (130K), Rashnak (200K), Grashnak (310K), Hthark (330K), Morg (430K)

Tier 2: 210K bonus gold



NORSE TEAMS

In the frozen land of Norsca, it's not just the crowd that goes berserk! When the ball is lost in the snow, games in Norsca go straight to "sudden death".

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Norse Linemen	50,000	6	3	3	7	Block	G
0-2	Norse Throwers	70,000	6	3	3	7	Block, Pass	GP
0-2	Norse Runners	90,000	7	3	3	7	Block, Dauntless	GA
0-2	Norse Berserkers	90,000	6	3	3	7	Block, Frenzy, Jump Up	GS
0-2	Ulfwerenars	110,000	6	4	2	8	Frenzy	GS
0-1	Yhetea	140,000	5	5	1	8	Disturbing Presence, Claws, Frenzy, Wild Animal, Loner	S

Re-roll counter: 60,000 gold pieces each

Star Players: Boomer (60K), Helmut (110K), Karla (220K), Wilhelm (240K), Scyla (250K), Zara (270K), Icepelt (330K), Morg (430K)

Tier 2: 210K bonus gold



SKAVEN TEAMS

Speed is the essence of the skaven team - both when scoring their lightning fast touchdowns, and when fleeing their many lethal opponents.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	50,000	7	3	3	7	None	GM*
0-4	Gutter Runners	80,000	9	2	4	7	Dodge, Weeping Dagger	GAM*
0-2	Blitzers	90,000	7	3	3	8	Block	GSM*
0-2	Throwers	70,000	7	3	3	7	Sure Hands, Pass	GPM*
0-1	Rat Ogre	150,000	6	5	2	8	Prehensile Tail, Mighty Blow, Frenzy, Loner, Wild Animal	SM*



Re-roll counter: 60,000 gold pieces each.

*All players require a doubles roll to take a mutation.

Star Players: Fezglitch (100K), Kreek (130K), Skitter (160K), Glart (190K), Hakflem (200K), Glart Jr. (210K), Headsplitter (340K), Morg (430K)

Tier 2: 210K bonus gold

DWARF TEAMS

Short, tough, and well-armoured, the dwarfs prefer a vicious smashing game, and completely disregard the rules in their attempt to clear the pitch of the opposing team's potential scorers.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Blockers	70,000	4	3	2	9	Thick Skull, Block, Tackle	GS
0-2	Blitzers	80,000	5	3	3	9	Thick Skull, Block	GS
0-2	Slayers	90,000	5	3	2	8	Thick Skull, Block, Frenzy, Dauntless	GS
0-2	Runners	80,000	6	3	3	8	Thick Skull, Sure Hands	GP
0-1	Deathroller	160,000	4	7	1	10	Mighty Blow, Break Tackle, Stand Firm, Dirty Player, Juggernaut, Secret Weapon, No Hands, Loner	S



Re-roll counter: 50,000 gold pieces each

Star Players: Barik (60K), Boomer (60K), Flint (130K), Grim (220K), Zara (270K), Morg (430K)

Tier 3: 240K bonus gold

ELVEN UNION TEAMS

Not all elves fled to Ulthuan or hid in fair Loren. Some elves stayed behind in the world of men, and these elves engage in whatever adventure they can find – such as Blood Bowl.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	60,000	6	3	4	7	None	GA
0-4	Catchers	100,000	8	3	4	7	Catch, Nerves of Steel	GA
0-2	Blitzers	110,000	7	3	4	8	Block, Side Step	GA
0-2	Throwers	70,000	6	3	4	7	Pass	GAP



Re-roll counter: 50,000 gold pieces each

Stars: Dolfar (150K), Asperon (160K), Kiroth (170K), Elijah (190K), Eldril (200K), Moranion (230K), Hubris (260K), Jordell (260K), The Swifts (390K), Morg (430K)

Tier 3: 240K bonus gold

NECROMANTIC HORROR TEAMS

Under the ruthless leadership of deranged necromancers Blood Bowl players who died long ago return to the scene of their former glory.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Zombies	40,000	4	3	2	8	Regenerate	G
0-2	Werewolves	120,000	8	3	3	8	Regenerate, Claw, Frenzy	GA
0-2	Wight Blitzers	90,000	6	3	3	8	Regenerate, Block	GS
0-2	Ghoul Runners	70,000	7	3	3	7	Dodge	GA
0-2	Flesh Golems	110,000	4	4	2	9	Stand Firm, Thick Skull, Regenerate	GS



Re-roll counter: 70,000 gold pieces each. No Apothecary. Free Necromancer: Raise the Dead.

Star Players: Hack (120K), J (180K), Nekbekerekh (220K), Wilhelm (240K), Ramtut (380K), Luthor (390K)

Tier 3: 240K bonus gold

CHAOS RENEGADE TEAMS

Among all species and nations there are those unable to resist the lure of chaos. Shun by their race, these outcasts will often band together, seeking to serve their dark lords while having a bit of old fashioned fun and bloodshed.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Renegade Human	50,000	6	3	3	8	None	GP/SM
0-1	Renegade Goblin	40,000	6	2	3	7	Dodge, Stunty, Right Stuff, Animosity	AM
0-1	Renegade Orc	50,000	5	3	3	9	Animosity	GM
0-1	Renegade Skaven	50,000	7	3	3	7	Animosity	GM
0-1	Renegade Dark Elf	70,000	6	3	4	8	Animosity	GAM
0-1	Troll	110,000	4	5	1	9	Regenerate, Mighty Blow, Throw Team Mate, Loner, Really Stupid, Always Hungry	SM*
0-1	Ogre	140,000	5	5	2	9	Thick Skull, Mighty Blow, Throw Team Mate, Loner, Bonehead	SM*
0-1	Minotaur	150,000	5	5	2	8	Horns, Mighty Blow, Frenzy, Thick Skull, Wild Animal, Loner	SM*



Re-roll counter: 70,000 gold pieces each.

*Troll, Ogre and Minotaur require a doubles roll to take a mutation.

Stars: Bomber (60K), Zzharg (90K), Ugroth (100K), Helmut (110K), Igor (120K), Lewdgrip (160K), Withergrasp (170K), Guffle (210K), Gobbler (230K), Morg (430K)

Tier 4: 270K bonus gold

KHEMRI TOMB KING TEAMS

In the hot land of Khemri, the dead walk again. Animated by dark magic, teams of ancient players have risen from their tomb and wander the world in search of new opponents.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Skeleton Linemen	40,000	5	3	2	7	Regenerate, Thick Skull	G
0-2	Anointed Blitzers	90,000	6	3	2	8	Regenerate, Block	GS
0-2	Anointed Throwers	70,000	6	3	2	7	Regenerate, Pass, Sure Hands	GP
0-4	Tomb Guardians	100,000	4	5	1	9	Regenerate, Decay	S



Re-roll counter: 70,000 gold pieces each. No Apothecary

Star Players: Sinnedbad (80K), Hack (120K), Humerus (130K), Ithica (220K), Nekbrekorekh (220K), Ramtut (380K)

Tier 4: 270K bonus gold

ORC TEAMS

The orcs instinctual brutality make them great blood bowl players - seemingly mindless force coupled with the deceptively effective running plays of their blitzers, is a winning combination.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	50,000	5	3	3	9	None	G
0-2	Throwers	70,000	5	3	3	8	Sure Hands, Pass	GP
0-4	Black Orcs	80,000	4	4	2	9	None	GS
0-4	Blitzers	80,000	6	3	3	9	Block	GS
0-4	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, Stunty	A
0-1	Troll	110,000	4	5	1	9	Regenerate, Mighty Blow, Throw Team Mate, Loner, Really Stupid, Always Hungry	S



Re-roll counter: 60,000 gold pieces each.

Star Players: Bomber (60K), Ugroth (100K), Scrappa (150K), Ripper (270K), Varag (290K), Morg (430K)

Tier 4: 270K bonus gold

DAEMONS OF KHORNE TEAMS

Blood for the Blood God! This is the chant of the frenzied fans of the Khorne team demanding blood for Khorne, and the players are happy to give it to them often by launching opponents off the pitch for sacrificial mayhem.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Marauders	60,000	6	3	3	8	Frenzy	GP
0-4	Bloodletters	80,000	6	3	3	7	Horns, Regenerate Juggernaut	GAS
0-2	Heralds	90,000	6	3	3	8	Horns, Frenzy, Juggernaut	GS
0-1	Bloodthirster	180,000	6	5	1	9	Claw, Horns, Frenzy, Juggernaut, Regenerate, Loner, Wild Animal	S



Re-roll counter: 70,000 gold pieces each

Star Players: Max (130K), Withergrasp (170K), Scyla (250K), Borak (300K), Grashnak (310K), Morg (430K)

Tier 5: 300K bonus gold

HIGH ELF TEAMS

The high elves prefer the passing game and their skill at it is unparalleled. Haughty and proud as they are, they expect to win no matter who they're facing.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	70,000	6	3	4	8	None	GA
0-2	Blitzers	100,000	7	3	4	8	Block	GA
0-4	Catchers	90,000	8	3	4	7	Catch	GA
0-2	Throwers	90,000	6	3	4	8	Pass, Safe Throw	GAP



Re-roll counter: 50,000 gold pieces each

Star Players: Delfar (150K), Asperon (160K), Be (160K), Soaren (180K), Eldril (200K), Moranion (230K), Zara (270K), The Swifts (390K), Morg (430K)

Tier 5: 300K bonus gold

HUMAN TEAMS

Jack of all trades, master of none - the imperial team is made up of humans from the empire, and is arguably the best all round team there is.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	50,000	6	3	3	8	None	G
0-4	Catchers	60,000	8	2	3	7	Dodge, Catch	GA
0-4	Blitzers	90,000	7	3	3	8	Block	GS
0-2	Throwers	70,000	6	3	3	8	Sure Hands, Pass	GP
0-1	Ogre	140,000	5	5	2	9	Thick Skull, Mighty Blow, TTM, Loner, Bonehead	S



Re-roll counter: 50,000 gold pieces each.

Star Players: Helmut (110K), Puggy (140K), Karla (220K), Zug (260K), Zara (270K), Griff (320K), Morg (430K)

Tier 5: 300K bonus gold

NURGLE TEAMS

The fact that these worshippers of the foul god Nurgle smell awful is assumed rather than proven. People simply tend to die before they get close enough to get an accurate whiff.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Rotters	40,000	5	3	3	8	Decay, Nurgle's Rot	GM
0-4	Pestigors	80,000	6	3	3	8	Horns, Nurgle's Rot, Regenerate	GSM
0-4	Bloaters	110,000	4	4	2	9	Disturbing Presence, Nurgle's Rot, Regenerate, Foul Appearance	GSM
0-1	Rotspawn	140,000	4	5	1	9	Foul Appearance, Regenerate, Disturbing Presence, Mighty Blow, Really Stupid, Tentacles, Loner, Nurgle's Rot	SM*



Re-roll counter: 70,000 gold pieces each, No apothecary.

*The Beast of Nurgle requires a doubles roll to take a mutation..

Stars: Max (130K), Lowdrip (160K), Withergrasp (170K), Bilerot (180K), Guffie (210K), Brick (290K), Borak (300K), Grashnak (310K), Morg (430K)

Tier 5: 300K bonus gold

CHAOS CHOSEN TEAMS

The chaos worshippers pay tribute to their foul gods in many ways - one being blood bowl, and there is no doubt that they're all about the 'Blood' in Blood Bowl.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Beastman Runners	60,000	6	3	3	8	Horns	GSM
0-4	Chosen Blockers	100,000	5	4	3	9	None	GSM
0-1	Minotaur	150,000	5	5	2	8	Horns, Mighty Blow, Frenzy, Loner, Thick Skull, Wild Animal	SM



Re-roll counter: 60,000 gold pieces each

Stars: Max (130K), Lewdgrip (160K), Withergrasp (170K), Bilerot (180K), Guffle (210K), Gobbler (230K), Scyla (250K), Borak (300K), Grashnak (310K), Morg (430K)

Tier 6: 330K bonus gold + May buy 1 star player

SLANN TEAMS

In the dawn of the world, before the collapse of the warpgates the slann and the lizardmen celebrated their old one masters, by playing a mysterious ritual game. Now, millennia later, that game is known to the world as blood bowl - and the slann are still excellent at it!

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	60,000	6	3	3	8	Leap, Very Long Legs	G
0-4	Catchers	80,000	7	2	4	7	Very Long Legs, Diving Catch, Leap	GA
0-4	Blitzers	110,000	7	3	3	8	Very Long Legs, Jump Up, Leap, Diving Tackle	GAS
0-1	Kroxigor	140,000	6	5	1	9	Prehensile Tail, Mighty Blow, Thick Skull, Bonehead, Loner	S



Re-roll counter: 50,000 gold pieces each

Star Players: Helmut (110K), Hemlock (170K), Lottabottol (220K), Gobbler (230K), Queztal (250K), Slibli (250K) Morg (430K)

Tier 6: 330K bonus gold + May buy 1 star player

UNDERWORLD DENIZEN TEAMS

Decades of warring against the surface races has forged a special bond between the sneaky goblins and the industrious skaven. Add some warpstone to the mix and the result is spectacular.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Goblins	40,000	6	2	3	7	Dodge, Stunty, Right Stuff	AM
0-2	Skaven Lineman	50,000	7	3	3	7	Animosity	GM
0-2	Skaven Thrower	70,000	7	3	3	7	Animosity, Sure Hands, Pass	GPM
0-2	Skaven Blitzer	90,000	7	3	3	8	Animosity, Block	GSM
0-1	Troll	110,000	4	5	1	9	Regenerate, Mighty Blow, Throw Team Mate, Loner, Really Stupid, Always Hungry	SM



Re-roll counter: 70,000 gold pieces each.

Star: Bomber (60K), Fezglitch (100K), Kreek (130K), Nobbli (130K), Skitter (160K), Miggz (170K), Glart (190K), Glart Jr. (210K), Gobbler (230K), Morg (430K)

Tier 6: 330K bonus gold + May buy 1 star player

GOBLIN TEAMS

With the art of throwing sadly lost to them, the agile goblins have turned their diminutive size to their advantage. Moving through the opponents legs, they can leave the best drilled defense dumbfounded.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, Stunty	A
0-1	Bomma	40,000	6	2	3	7	Dodge, Stunty, Bombardier, Secret Weapon	A
0-1	Looney	40,000	6	2	3	7	Stunty, Chainsaw, Secret Weapon	A
0-1	Doom Diver	60,000	6	2	3	7	Right Stuff, Stunty, Swoop	A
0-1	Ooligan	70,000	6	2	3	7	Dodge, Right Stuff, Stunty Fan Favourite, Disturbing Presence	A
0-1	Pogoer	70,000	7	2	3	7	Dodge, Very Long Legs, Stunty, Leap	A
0-1	Fanatic	70,000	3	7	3	7	Ball & Chain, No Hands, Stunty, Secret Weapon	S
0-2	Trolls	110,000	4	5	1	9	Throw Team Mate, Loner, Regenerate, Mighty Blow, Really Stupid, Always Hungry	S



Re-roll counter: 60,000 gold pieces each. May buy 0-3 Bribes for 50K each.

Stars: Bomber (60K), Fungus (80K), Nobbla (130K), Scrappa (150K), Miggz (170K), Ripper (270K), Morg (430K)

Tier 7: 360K bonus gold + May buy 2 star players

HALFLING TEAMS

Halflings enjoy the good things in life, including a fabulous post-match celebration gourmet dinner, and as big food corporations found their way into Blood Bowl, the halflings turned to their ancient allies for assistance.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Halfling Hopefuls	30,000	5	2	3	6	Dodge, Right Stuff, Stunty	A
0-2	Treemen	120,000	2	6	1	10	Take Root, Stand Firm, Timm-ber! Thick Skull, Mighty Blow, Strong Arm, Throw Team Mate	S



Re-roll counter: 60,000 gold pieces each. May buy a Master Chef for 100K

Star Players: Puggy (140K), Willow (150K), Karla (220K), Zara (270K), Bertha (290K), Deeproot (300K), Morg (430K)

Tier 7: 360K bonus gold + May buy 2 star player

OGRE TEAMS

Ogre teams aren't renowned for the finesse of their game plan, but their crude tactics have made ogre teams popular with the fans, if slightly less so with the opposing teams.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Runts	20,000	5	1	3	5	Dodge, Stunty, Right Stuff, Titchy, Side Step	A
0-6	Ogres	140,000	5	5	2	9	Thick Skull, Mighty Blow, Throw Team Mate, Bonehead	S



Re-roll counter: 70,000 gold pieces each.

Star Players: Bomber (60K), Nobbla (130K), Scrappa (150K), Bertha (290K), Brick (290K), Morg (430K)

Tier 7: 360K bonus gold + May buy 2 star players

VAMPIRE TEAMS

Hidden from the eyes of the world live the lords of the night - the vampires. Eternal unlife leaves them with a lot of spare time, so some of the unrulier ones have taken up blood bowl.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Thrall Linemen	40,000	6	3	3	7	None	G
0-6	Vampire Blitzers	110,000	6	4	4	8	Regenerate, Bloodlust, Hypnotic Gaze	GAS



Re-roll counter: 70,000 gold pieces each

Star Players: Helmut (110K), Igor (120K), J (180K), Wilhelm (240K), Luthor (390K) Morg (430K)

Tier 7: 360K bonus gold + May buy 2 star player