

Instructions

This is a massive reference sheet for picking inducements under the current rules for Blood Bowl (BB2016 + DZ1 + DZ2 + Teams of Legend pdf + Special Play Cards pdf). Or rather – this is intended to be 26 reference sheets; one for each roster.

A few notes:

- The players referred to as Rookies in the tables are actually Mercenaries with no extra skill option. I just find that distinction between rookies and mercenaries rather useful.
- For the time being, the sheets include the CRP wizard for 150K.
- The Daemons of Khorne team and the Bretonnian team are not official. They're from Cyanide's BB1 and BB2 respectively. Feel free to ignore them.
- For Khorne and Bretonnians I've taken the liberty of increasing their star player pool to 6, as well as adding an (in)famous coaching staffer for each. These unofficial additions are clearly marked in red.

Credits

The original document included excellent drawings of each star player by Samuel Hebert. Unfortunately these could no longer fit. Also thanks to Nestyr for proofreading. If you happen to find a mistake somewhere, please let me know: plasmoid@hotmail.com.

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Amazon Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-1	50K	Kari Coldsteel, Cheerleader	6	2	3	7	Loner, Block, Dauntless, Frenzy May play 1 drive if less than 11 players. Counts as 3 cheerleaders until then.
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
*	80K	Rookie Tribal Linewoman	6	3	3	7	Loner, Dodge
0-2	100K	Wandering Apothecaries	Reroll a casualty roll suffered by one of your players and choose either result. Badly Hurt = Reserves				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	100K	Rookie Eagle Thrower	6	3	3	7	Loner, Dodge, Pass
*	100K	Rookie Piranha Catcher	6	3	3	7	Loner, Dodge, Catch
*	110K	Helmut Wulf	6	3	3	8	Loner, Chainsaw, Stand Firm, Secret Weapon
*	120K	Rookie Koka Kalim Blitzer	6	3	3	7	Loner, Dodge, Block
*	130K	Merc. Tribal Linewoman	6	3	3	7	Loner, Dodge + 1 G-skill of choice
*	150K	Mercenary Eagle Thrower	6	3	3	7	Loner, Dodge, Pass + 1 GP-skill of choice
*	150K	Mercenary Piranha Catcher	6	3	3	7	Loner, Dodge, Catch + 1 GA-skill of choice
*	150K	Willow Rosebark	5	4	3	8	Loner, Dauntless, Step Step, Thick Skull
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	170K	Merc. Koka Kalim Blitzer	6	3	3	7	Loner, Dodge, Block + 1 GS-skill of choice
*	220K	Karla von Kill	6	4	3	8	Loner, Block, Dauntless, Dodge, Jump Up
*	250K	Roxanna Darknail	8	3	5	7	Dodge, Frenzy, Jump Up, Loner, Juggernaut, Leap
*	270K	Zara the Slayer	6	4	3	8	Loner, Block, Dauntless, Dodge, Jump Up, Stab, Stakes
*	290K	Bertha Bigfist	6	5	2	9	Bone-head, Mighty Blow, Thick Skull, TTM, Loner, Break Tackle, Dodge
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

Bretonnian Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-1	50K	Galandriel Silverwater	Choose: +1 or x2 cheerleaders this match. Roll d6 when you get 1 TD, Cas or interception. 6 = gain 1 reroll.				
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
*	70K	Rookie Lineman	6	3	2	7	Loner, Fend
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
0-2	100K	Wandering Apothecaries	Reroll a casualty roll suffered by one of your players and choose either result. Badly Hurt = Reserves				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	100K	Rookie Yeoman	6	3	3	8	Loner, Wrestle
*	120K	Mercenary Lineman	6	3	2	7	Loner, Fend + 1 G-skill of choice
*	150K	Rookie Blitzler	8	3	3	8	Loner, Block, Catch, Dauntless
*	150K	Mercenary Yeoman	6	3	3	8	Loner, Wrestle + 1 GS-skill of choice
*	150K	Dolfar Longstride	7	3	4	7	Loner, Diving Catch, Hail Mary Pass, Kick, Kick-off Return, Pass Block
*	150K	Willow Rosebark	5	4	3	8	Loner, Dauntless, Step Step, Thick Skull
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	200K	Mercenary Blitzler	8	3	3	8	Loner, Block, Catch, Dauntless + 1 GS-skill of choice
*	220K	Karla von Kill	6	4	3	8	Loner, Block, Dauntless, Dodge, Jump Up
*	260K	Mighty Zug	4	5	2	9	Loner, Block, Mighty Blow
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	320K	Griff Oberwald	7	4	4	8	Block, Loner, Dodge, Fend, Sprint, Sure Feet
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

Chaos Chosen Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
0-1	80K	Papa Skullbones, Shaman	Pick 1 (yet unchosen, non-star) player at kick-off. Roll d8: 1=KO'd. 2=nothing. 3=Big Hand + VLL. 4=Tentacles + Prehensile Tail. 5=Dist. P. + Foul App. 6=Extra Arms + 2 Heads. 7=Claw + Horns. 8=Choose 1-7. Skills last 1 drive.				
*	90K	Rookie Beastman Runner	6	3	3	8	Loner, Horns
0-2	100K	Wandering Apothecaries	Reroll a casualty roll suffered by one of your players and choose either result. Badly Hurt = Reserves				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	130K	Max Spleenripper	5	4	3	8	Loner, Chainsaw, Secret Weapon
*	130K	Rookie Chosen Blocker	5	4	3	9	Loner
*	140K	Merc. Beastman Runner	6	3	3	8	Loner, Horns + 1 GSM-skill of choice
*	150K	Lewdgrip Whiparm	6	3	3	9	Loner, Pass, Strong Arm, Sure Hands, Tentacles
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	180K	Mercenary Chosen Blocker	5	4	3	9	Loner + 1 GSM-skill of choice
*	180K	Rookie Minotaur	5	5	2	8	Loner, Horns, Thick Skull, Mighty Blow, Frenzy, Wild Animal
*	230K	Mercenary Minotaur	5	5	2	8	Loner, Horns, Thick Skull, Mighty Blow, Frenzy, Wild Animal + 1 SM-skill of choice
*	290K	Brick Far'th & Grotty	5	5	2	9	Bone-head, Mighty Blow, Thick Skull, TTM, Loner, NOS, Strong Arm
			6	2	4	7	
*	300K	Lord Borak the Despoiler	5	5	3	9	Loner, Block, Dirty Player, Mighty Blow
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	310K	Grashnak Blackhoof	6	6	2	8	Frenzy, Horns, Mighty Blow, Thick Skull, Loner
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

Chaos Dwarf Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
*	70K	Rookie Hobgoblin Runner	6	3	3	7	Loner
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
*	90K	Zzharg Madeye	4	4	3	9	Tackle, Thick Skull, Loner, Sure Hands, HMP, Pass, Strong Arm, Secret W.
*	100K	Rookie Chaos Dwarf Blocker	4	3	2	9	Loner, Block, Tackle, Thick Skull
0-2	100K	Wandering Apothecaries	Reroll a casualty roll suffered by one of your players and choose either result. Badly Hurt = Reserves				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	120K	Merc. Hobgoblin Runner	6	3	3	7	Loner + 1 G-skill of choice
*	130K	Nobbla Blackwart	6	2	3	7	Chainsaw, Stunty, Secret Weapon, Loner, Dodge, Block
*	150K	Merc. Chaos Dwarf Blocker	4	3	2	9	Loner, Block, Tackle, Thick Skull + 1 GS-skill of choice
*	160K	Rookie Bull Centaur Blitzter	6	4	2	9	Loner, Sprint, Sure Feet, Thick Skull
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	180K	Rookie Enslaved Minotaur	5	5	2	8	Loner, Horns, Thick Skull, Mighty Blow, Frenzy, Wild Animal
*	200K	Rashnak Backstabber	7	3	3	7	Loner, Dodge, Side Step, Sneaky Git, Stab
*	210K	Merc. Bull Centaur Blitzter	6	4	2	9	Loner, Sprint, Sure Feet, Thick Skull + 1 GS-skill of choice
*	230K	Merc. Enslaved Minotaur	5	5	2	8	Loner, Horns, Thick Skull, Mighty Blow, Frenzy, Wild Animal + 1 S-skill of choice
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	310K	Grashnak Blackhoof	6	6	2	8	Frenzy, Horns, Mighty Blow, Thick Skull, Loner
*	330K	Hthark the Unstoppable	6	5	2	9	Sprint, Sure Feet, Thick Skull, Loner, Block, Break Tackle, Juggernaut
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

Chaos Renegade Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
*	60K	Bomber Dribblesnot	6	2	3	7	Dodge, Stunty, Bombardier, Secret Weapon, Loner, Accurate, Right Stuff
*	70K	Rookie Renegade Goblin	6	2	3	7	Loner , Dodge, Stunty, Right Stuff, Animosity
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
0-1	80K	Papa Skullbones, Shaman	Pick 1 (yet unchosen, non-star) player at kick-off. Roll d8: 1=KO'd. 2=nothing. 3=Big Hand + VLL. 4=Tentacles + Prehensile Tail. 5=Dist. P. + Foul App. 6=Extra Arms + 2 Heads. 7=Claw + Horns. 8=Choose 1-7. Skills last 1 drive.				
*	80K	Rookie Marauder	6	3	3	8	Loner
*	80K	Rookie Renegade Orc	5	3	3	9	Loner , Animosity
*	80K	Rookie Renegade Skaven	7	3	3	7	Loner , Animosity
*	90K	Zzharg Madeye	4	4	3	9	Tackle, Thick Skull, Loner , Sure Hands, HMP, Pass, Strong Arm, Secret W.
*	100K	Ugroth Bolgrot	5	3	3	9	Loner, Chainsaw, Secret Weapon
*	100K	Rookie Renegade Dark Elf	6	3	4	8	Loner , Animosity
0-2	100K	Wandering Apothecaries	Reroll a casualty roll suffered by one of your players and choose either result. Badly Hurt = Reserves				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	120K	Crazy Igor (the Thrall)	6	3	3	8	Loner, Dauntless, Regeneration, Thick Skull
*	120K	Mercenary Renegade Goblin	6	2	3	7	Loner , Dodge, Stunty, Right Stuff, Animosity + 1 AM-skill of choice
*	130K	Mercenary Marauder	6	3	3	8	Loner + 1 GSMP-skill of choice
*	130K	Mercenary Renegade Orc	5	3	3	9	Loner , Animosity + 1 G-skill of choice
*	130K	Mercenary Renegade Skaven	7	3	3	7	Loner , Animosity + 1 GM-skill of choice
*	140K	Rookie Chaos Troll	4	5	1	9	Loner, Regeneration, Mighty Blow, TTM, Always Hungry, Really Stupid
*	150K	Lewdgrip Whiparm	6	3	3	9	Loner, Pass, Strong Arm, Sure Hands, Tentacles
*	150K	Merc. Renegade Dark Elf	6	3	4	8	Loner , Animosity + 1 GAM-skill of choice
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	170K	Rookie Chaos Ogre	5	5	2	9	Loner, Thick Skull, Mighty Blow, TTM, Bone-head
*	180K	Rookie Minotaur	5	5	2	8	Loner, Horns, Thick Skull, Mighty Blow, Frenzy, Wild Animal
*	190K	Mercenary Chaos Troll	4	5	1	9	Loner, Regeneration, Mighty Blow, TTM, Always Hungry, Really Stupid + 1 S-skill of choice
*	210K	Guffle Pussmaw	5	3	4	9	Loner, Foul Appearance, Monstrous Mouth, Nurgle's Rot
*	220K	Mercenary Chaos Ogre	5	5	2	9	Loner, Thick Skull, Mighty Blow, TTM, Bone-head + 1 S-skill of choice
*	230K	Mercenary Minotaur	5	5	2	8	Loner, Horns, Thick Skull, Mighty Blow, Frenzy, Wild Animal + 1 S-skill of choice
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

Daemons of Khorne Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
0-1	80K	Papa Skullbones, Shaman	Pick 1 (yet unchosen, non-star) player at kick-off. Roll d8: 1=KO'd. 2=nothing. 3=Big Hand + VLL. 4=Tentacles + Prehensile Tail. 5=Dist. P. + Foul App. 6=Extra Arms + 2 Heads. 7=Claw + Horns. 8=Choose 1-7. Skills last 1 drive.				
*	90K	Rookie Marauder	6	3	3	8	Loner, Frenzy
0-2	100K	Wandering Apothecaries	Reroll a casualty roll suffered by one of your players and choose either result. Badly Hurt = Reserves				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	110K	Helmut Wulf	6	3	3	8	Loner, Chainsaw, Stand Firm, Secret Weapon
*	110K	Rookie Bloodletter	6	3	3	7	Loner, Horns, Juggernaut, Regeneration
*	120K	Rookie Herald	6	3	3	8	Loner, Frenzy, Horns, Juggernaut
*	130K	Max Spleenripper	5	4	3	8	Loner, Chainsaw, Secret Weapon
*	140K	Mercenary Lineman	6	3	3	8	Loner, Frenzy + 1 GP-skill of choice
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	160K	Mercenary Bloodletter	6	3	3	7	Loner, Horns, Juggernaut, Regeneration + 1 GAS-skill of choice
*	170K	Mercenary Herald	6	3	3	8	Loner, Frenzy, Horns, Juggernaut + 1 GS-skill of choice
*	210K	Rookie Bloodthirster	6	5	1	9	Loner, Claw, Frenzy, Horns, Juggernaut, Regeneration, Wild Animal
*	240K	Wilhelm Chaney	8	4	3	8	Claws, Frenzy, Regeneration, Loner, Catch, Wrestle
*	260K	Mercenary Bloodthirster	6	5	1	9	Loner, Claw, Frenzy, Horns, Juggernaut, Regeneration, Wild Animal + 1 S-skill of choice
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	300K	Lord Borak the Despoiler	5	5	3	9	Loner, Block, Dirty Player, Mighty Blow
*	310K	Grashnak Blackhoof	6	6	2	8	Frenzy, Horns, Mighty Blow, Thick Skull, Loner
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

Dark Elf Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
*	100K	Rookie Lineman	6	3	4	8	Loner
0-2	100K	Wandering Apothecaries	Reroll a casualty roll suffered by one of your players and choose either result. Badly Hurt = Reserves				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	110K	Rookie Runner	7	3	4	7	Loner, Dump-Off
*	120K	Rookie Assassin	6	3	4	7	Loner, Stab, Shadowing
*	130K	Rookie Blitzer	7	3	4	8	Loner, Block
*	140K	Rookie Witch Elf	7	3	4	7	Loner, Dodge, Frenzy, Jump Up
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	150K	Mercenary Lineman	6	3	4	8	Loner + 1 GA-skill of choice
*	160K	Mercenary Runner	7	3	4	7	Loner, Dump-Off + 1 GAP-skill of choice
*	170K	Mercenary Assassin	6	3	4	7	Loner, Stab, Shadowing + 1 GA-skill of choice
*	180K	Mercenary Blitzer	7	3	4	8	Loner, Block + 1 GA-skill of choice
*	190K	Mercenary Witch Elf	7	3	4	7	Loner, Dodge, Frenzy, Jump Up + 1 GA-skill of choice
*	200K	Eldril Sidewinder	8	3	4	7	Catch, Nerves of Steel, Loner, Dodge, Hypnotic Gaze, Pass Block
*	210K	Horkon Heartripper	7	3	4	7	Shadowing, Stab, Loner, Dodge, Leap, Multiple Block
*	220K	Ithaca Benoin	7	3	3	7	Pass, Regeneration, Sure Hands, Loner, Accurate, Dump Off, Nerves of Steel
*	250K	Roxanna Darknail	8	3	5	7	Dodge, Frenzy, Jump Up, Loner, Juggernaut, Leap
*	260K	Hubris Rakarth	7	4	4	8	Block, Loner, Dirty Player, Mighty Blow, Strip Ball, Jump Up
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

Dwarf Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-1	50K	Kari Coldsteel, Cheerleader	6	2	3	7	Loner , Block, Dauntless, Frenzy May play 1 drive if less than 11 players. Counts as 3 cheerleaders until then.
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
*	60K	Barik Farblast	6	3	3	8	Sure Hands, Thick Skull, Loner, Pass, HMP, Secret Weapon, Strong Arm
*	60K	Boomer Eziasson	4	3	2	9	Block, Thick Skull, Loner, Accurate, Secret Weapon, Bombardier
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
*	100K	Rookie Blocker	4	3	2	9	Loner , Block, Tackle, Thick Skull
0-2	100K	Wandering Apothecaries	Reroll a casualty roll suffered by one of your players and choose either result. Badly Hurt = Reserves				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	110K	Rookie Runner	6	3	3	8	Loner , Sure Hands, Thick Skull
*	110K	Rookie Blitzer	5	3	3	9	Loner , Block, Thick Skull
*	120K	Rookie Slayer	5	3	2	8	Loner , Block, Thick Skull, Frenzy, Dauntless
*	130K	Flint Churnblade	5	3	2	8	Block, Thick Skull, Loner, Chainsaw, Secret Weapon
*	150K	Mercenary Blocker	4	3	2	9	Loner , Block, Tackle, Thick Skull + 1 GS-skill of choice
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	160K	Mercenary Runner	6	3	3	8	Loner , Sure Hands, Thick Skull + 1 GP-skill of choice
*	160K	Mercenary Blitzer	5	3	3	9	Loner , Block, Thick Skull + 1 GS-skill of choice
*	170K	Mercenary Slayer	5	3	2	8	Loner , Block, Thick Skull, Frenzy, Dauntless + 1 GS-skill of choice
*	190K	Rookie Deathroller	4	7	1	10	Loner , Break Tackle, Dirty Player, Juggernaut, Stand Firm, Mighty Blow, No Hands, SW
*	220K	Grim Ironjaw	5	4	3	8	Block, Dauntless, Frenzy, Thick Skull, Loner, Multiple Block
*	240K	Mercenary Deathroller	4	7	1	10	Loner , Break Tackle, Dirty Player, Juggernaut, Stand Firm, Mighty Blow, No Hands, Secret Weapon + 1 S-skill of choice
*	270K	Zara the Slayer	6	4	3	8	Loner, Block, Dauntless, Dodge, Jump Up, Stab, Stakes
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

Elven Union Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-1	50K	Galandriel Silverwater	Choose: +1 or x2 cheerleaders this match. Roll d6 when you get 1 TD, Cas or interception. 6 = gain 1 reroll.				
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
*	90K	Rookie Lineman	6	3	4	7	Loner
0-2	100K	Wandering Apothecaries	Reroll a casualty roll suffered by one of your players and choose either result. Badly Hurt = Reserves				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	100K	Rookie Thrower	6	3	4	7	Loner, Pass
*	130K	Rookie Catcher	8	3	4	7	Loner, Catch, Nerves of Steel
*	140K	Rookie Blitzler	7	3	4	8	Loner, Block, Side Step
*	140K	Mercenary Lineman	6	3	4	7	Loner + 1 GA-skill of choice
*	150K	Dolfar Longstride	7	3	4	7	Loner, Diving Catch, Hail Mary Pass, Kick, Kick-off Return, Pass Block
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	150K	Mercenary Thrower	6	3	4	7	Loner, Pass + 1 GAP-skill of choice
*	180K	Mercenary Catcher	8	3	4	7	Loner, Catch, Nerves of Steel + 1 GA-skill of choice
*	190K	Mercenary Blitzler	7	3	4	8	Loner, Block, Side Step + 1 GA-skill of choice
*	200K	Eldril Sidewinder	8	3	4	7	Catch, Nerves of Steel, Loner, Dodge, Hypnotic Gaze, Pass Block
*	230K	Prince Moranion	7	4	4	8	Block, Loner, Dauntless, Tackle, Wrestle
*	260K	Hubris Rakarth	7	4	4	8	Block, Loner, Dirty Player, Mighty Blow, Strip Ball, Jump Up
*	260K	Jordell Freshbreeze	8	3	5	7	Block, Dodge, Leap, Loner, Diving Catch, Side Step
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	390K	Lucien Swift	7	3	4	8	Block, Loner, Mighty Blow, Tackle
		Valen Swift	7	3	5	7	Pass, Loner, Accurate, Nerves of Steel, Safe Throw, Sure Hands
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

Goblin Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-3	50K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-1	50K	Fink Da Fixer, Assistant	Counts as 3 assistant coaches, may reroll your bribe rolls and +1 to argue the call – until head coach is sent off				
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
*	60K	Bomber Dribblesnot	6	2	3	7	Dodge, Stunty, Bombardier, Secret Weapon, Loner, Accurate, Right Stuff
*	70K	Rookie Goblin	6	2	3	7	Loner , Dodge, Stunty, Right Stuff
*	70K	Rookie Bomma	6	2	3	7	Loner , Dodge, Stunty, Bombardier, Secret Weapon
*	70K	Rookie Looney	6	2	3	7	Loner , Stunty, Chainsaw, Secret Weapon
*	80K	Fungus the Loon	4	7	3	7	Ball & Chain, No Hands, Secret Weapon, Stunty, Loner, Mighty Blow
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
*	90K	Rookie Doom Diver	6	2	3	7	Loner , Stunty, Right Stuff, Swoop
*	100K	Rookie Ooligan	6	2	3	7	Loner , Dodge, Stunty, Right Stuff, Disturbing Presence, Fan Favourite
*	100K	Rookie Pogoer	7	2	3	7	Loner , Dodge, Stunty, Leap, Very Long Legs
*	100K	Rookie Fanatic	3	7	3	7	Loner , Stunty, Ball & Chain, No Hands, Secret Weapon
0-2	100K	Wandering Apothecaries	Reroll a casualty roll suffered by one of your players and choose either result. Badly Hurt = Reserves				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	120K	Mercenary Goblin	6	2	3	7	Loner , Dodge, Stunty, Right Stuff + 1 A-skill of choice
*	120K	Mercenary Bomma	6	2	3	7	Loner , Dodge, Stunty, Bombardier, Secret Weapon + 1 A-skill of choice
*	120K	Mercenary Looney	6	2	3	7	Loner , Stunty, Chainsaw, Secret Weapon + 1 A-skill of choice
*	130K	Nobbla Blackwart	6	2	3	7	Chainsaw, Stunty, Secret Weapon, Loner, Dodge, Block
*	140K	Mercenary Doom Diver	6	2	3	7	Loner , Stunty, Right Stuff, Swoop + 1 A-skill of choice
*	140K	Rookie Troll	4	5	1	9	Loner, Regeneration, Mighty Blow, TTM, Always Hungry, Really Stupid
*	150K	Mercenary Ooligan	6	2	3	7	Loner , Dodge, Stunty, Right Stuff, Disturbing Presence, Fan Favourite + 1 A-skill of choice
*	150K	Mercenary Pogoer	7	2	3	7	Loner , Dodge, Stunty, Leap, Very Long Legs + 1 A-skill of choice
*	150K	Mercenary Fanatic	3	7	3	7	Loner , Stunty, Ball & Chain, No Hands, Secret Weapon + 1 S-skill of choice
*	150K	Scrappa Sorehead	7	2	3	7	Dodge, Leap, VVL, Stunty, Loner, Sure Feet, Dirty Player, Sprint, Right Stuff
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	170K	Madcap Miggz	6	4	3	8	Loner, Break Tackle, Claw, Leap, Very Long Legs, No Hands, Wild Animal
*	190K	Mercenary Troll	4	5	1	9	Loner, Regeneration, Mighty Blow, TTM, Always Hungry, Really Stupid + 1 S-skill of choice
*	270K	Ripper	4	6	1	9	Mighty Blow, Regeneration, TTM, Loner, Grab
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

Halfling Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
*	60K	Rookie Halfling Hopeful	5	2	3	6	Loner, Dodge, Stunty, Right Stuff
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
0-1	100K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
0-2	100K	Wandering Apothecaries	Reroll a casualty roll suffered by one of your players and choose either result. Badly Hurt = Reserves				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	110K	Mercenary Halfling Hopeful	5	2	3	6	Loner, Dodge, Stunty, Right Stuff + 1 A-skill of choice
*	140K	Puggy Baconbreath	5	3	3	6	Dodge, Stunty, Right Stuff, Loner, Block, Nerves of Steel
*	150K	Rookie Treeman	2	6	1	10	Loner, Thick Skull, Mighty Blow, Strong Arm, Stand Firm, TTM, Take Root, Timm-ber!
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	150K	Willow Rosebark	5	4	3	8	Loner, Dauntless, Step Step, Thick Skull
*	200K	Mercenary Treeman	2	6	1	10	Loner, Thick Skull, Mighty Blow, Strong Arm, Stand Firm, TTM, Take Root, Timm-ber! +1 S-skill of choice
*	220K	Karla von Kill	6	4	3	8	Loner, Block, Dauntless, Dodge, Jump Up
*	270K	Zara the Slayer	6	4	3	8	Loner, Block, Dauntless, Dodge, Jump Up, Stab, Stakes
*	290K	Bertha Bigfist	6	5	2	9	Bone-head, Mighty Blow, Thick Skull, TTM, Loner, Break Tackle, Dodge
*	300K	Deeproot Strongbranch	2	7	1	10	Mighty Blow, Stand Firm, Strong Arm, Thick Skull, TTM, Loner, Block
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

High Elf Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-1	50K	Galandriel Silverwater	Choose: +1 or x2 cheerleaders this match. Roll d6 when you get 1 TD, Cas or interception. 6 = gain 1 reroll.				
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
*	100K	Rookie Lineman	6	3	4	8	Loner
0-2	100K	Wandering Apothecaries	Reroll a casualty roll suffered by one of your players and choose either result. Badly Hurt = Reserves				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	120K	Rookie Thrower	6	3	4	8	Loner, Pass, Safe Throw
*	120K	Rookie Catcher	8	3	4	7	Loner, Catch
*	130K	Rookie Blitzler	7	3	4	8	Loner, Block
*	150K	Dolfar Longstride	7	3	4	7	Loner, Diving Catch, Hail Mary Pass, Kick, Kick-off Return, Pass Block
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	150K	Mercenary Lineman	6	3	4	8	Loner + 1 GA-skill of choice
*	160K	Bo Gallante	8	3	4	7	Loner, Dodge, Side Step, Sprint, Sure Feet
*	170K	Mercenary Thrower	6	3	4	8	Loner, Pass, Safe Throw + 1 GAP-skill of choice
*	170K	Mercenary Catcher	8	3	4	7	Loner, Catch + 1 GA-skill of choice
*	180K	Mercenary Blitzler	7	3	4	8	Loner, Block + 1 GA-skill of choice
*	180K	Soaren Hightower	6	3	4	8	Pass, Safe Throw, Loner, Fend, Kick-off Return, Sure Hands, Strong Arm
*	200K	Eldril Sidewinder	8	3	4	7	Catch, Nerves of Steel, Loner, Dodge, Hypnotic Gaze, Pass Block
*	230K	Prince Moranion	7	4	4	8	Block, Loner, Dauntless, Tackle, Wrestle
*	270K	Zara the Slayer	6	4	3	8	Loner, Block, Dauntless, Dodge, Jump Up, Stab, Stakes
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	390K	Lucien Swift	7	3	4	8	Block, Loner, Mighty Blow, Tackle
		Valen Swift	7	3	5	7	Pass, Loner, Accurate, Nerves of Steel, Safe Throw, Sure Hands
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

Human Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-1	50K	Kari Coldsteel, Cheerleader	6	2	3	7	Loner, Block, Dauntless, Frenzy May play 1 drive if less than 11 players. Counts as 3 cheerleaders until then.
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
*	80K	Rookie Lineman	6	3	3	8	Loner
*	90K	Rookie Catcher	8	2	3	7	Loner, Dodge, Catch
*	100K	Rookie Thrower	6	3	3	8	Loner, Sure Hands, Pass
0-2	100K	Wandering Apothecaries	Reroll a casualty roll suffered by one of your players and choose either result. Badly Hurt = Reserves				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	110K	Helmut Wulf	6	3	3	8	Loner, Chainsaw, Stand Firm, Secret Weapon
*	120K	Rookie Blitzer	7	3	3	8	Loner, Block
*	140K	Puggy Baconbreath	5	3	3	6	Dodge, Stunty, Right Stuff, Loner, Block, Nerves of Steel
*	130K	Mercenary Lineman	6	3	3	8	Loner + 1 G-skill of choice
*	140K	Mercenary Catcher	8	2	3	7	Loner, Dodge, Catch + 1 GA-skill of choice
*	150K	Mercenary Thrower	6	3	3	8	Loner, Sure Hands, Pass + 1 GP-skill of choice
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	170K	Rookie Ogre	5	5	2	9	Loner, Thick Skull, Mighty Blow, TTM, Bone-head
*	170K	Mercenary Blitzer	7	3	3	8	Loner, Block + 1 GS-skill of choice
*	220K	Karla von Kill	6	4	3	8	Loner, Block, Dauntless, Dodge, Jump Up
*	220K	Mercenary Ogre	5	5	2	9	Loner, Thick Skull, Mighty Blow, TTM, Bone-head + 1 S-skill of choice
*	260K	Mighty Zug	4	5	2	9	Loner, Block, Mighty Blow
*	270K	Zara the Slayer	6	4	3	8	Loner, Block, Dauntless, Dodge, Jump Up, Stab, Stakes
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	320K	Griff Oberwald	7	4	4	8	Block, Loner, Dodge, Fend, Sprint, Sure Feet
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

Khemri Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
*	70K	Rookie Skeleton Lineman	5	3	2	7	Loner , Regeneration, Thick Skull
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
*	80K	Sinnedbad	6	3	2	7	Regen., Loner, Stab, Secret Weapon, Block, Jump Up, Pass Block, Side Step
*	100K	Rookie Anointed Thrower	6	3	2	7	Loner , Regeneration, Sure Hands, Pass
0-1	100K	Igor	Reroll a failed Regeneration roll.				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	120K	Rookie Anointed Blitzter	6	3	2	8	Loner , Block, Regeneration
*	120K	Mercenary Skeleton Lineman	5	3	2	7	Loner , Regeneration, Thick Skull +1 G-skill of choice
*	120K	Hack Enslash	6	3	2	7	Regeneration, Loner, Chainsaw, Secret Weapon, Side Step
*	130K	Rookie Tomb Guardian	4	5	1	9	Loner , Regeneration, Decay
*	130K	Humerus Carpal	7	2	3	7	Catch, Regeneration, Nerves of Steel, Loner, Dodge
*	150K	Mercenary Anointed Thrower	6	3	2	7	Loner , Regeneration, Sure Hands, Pass +1 GP-skill of choice
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	170K	Mercenary Anointed Blitzter	6	3	2	8	Loner , Block, Regeneration +1 GS-skill of choice
*	180K	Mercenary Tomb Guardian	4	5	1	9	Loner , Regeneration, Decay +1 S-skill of choice
*	220K	Ithaca Benoin	7	3	3	7	Pass, Regeneration, Sure Hands, Loner, Accurate, Dump Off, Nerves of Steel
*	220K	Nekbrekerekh	6	4	2	8	Block, Regeneration, Loner, Break Tackle, Juggernaut, Strip Ball
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	380K	Ramtut III	5	6	1	9	Regeneration, Mighty Blow, Loner, Wrestle, Break Tackle

Lizardman Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
*	90K	Rookie Skink Runner	8	2	3	7	Loner, Dodge, Stunty
0-2	100K	Wandering Apothecaries	Reroll a casualty roll suffered by one of your players and choose either result. Badly Hurt = Reserves				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	110K	Rookie Saurus Blocker	6	4	1	9	Loner
*	110K	Helmut Wulf	6	3	3	8	Loner, Chainsaw, Stand Firm, Secret Weapon
*	140K	Mercenary Skink Runner	8	2	3	7	Loner, Dodge, Stunty +1 A-skill of choice
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	160K	Mercenary Saurus Blocker	6	4	1	9	Loner +1 GS-skill of choice
*	170K	Rookie Kroxigor	6	5	1	9	Loner, Mighty Blow, Prehensile Tail, Thick Skull, Bone-head
*	170K	Hemlock	8	2	3	7	Dodge, Stunty, Loner, Block, Side Step, Jump Up, Stab
*	220K	Mercenary Kroxigor	6	5	1	9	Loner, Mighty Blow, Prehensile Tail, Thick Skull, Bone-head +1 S-skill of choice
*	220K	Lottabottol	8	3	3	8	Diving Tackle, Jump Up, Leap, VLL, Loner, Pass Block, Shadowing, Catch
*	250K	Quetzal Leap	8	2	4	7	Diving Catch, Leap, VLL, Loner, Catch, Fend, Kick-off Return, Nerves of Steel
*	250K	Slibli	7	4	1	9	Loner, Block, Grab, Guard, Stand Firm
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

Necromantic Horror Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
*	70K	Rookie Zombie	4	3	2	8	Loner, Regeneration
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
*	100K	Rookie Ghoul Runner	7	3	3	7	Loner, Dodge
0-1	100K	Igor	Reroll a failed Regeneration roll.				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	120K	Rookie Wight Blitzter	6	3	3	8	Loner, Block, Regeneration
*	120K	Hack Enslash	6	3	2	7	Regeneration, Loner, Chainsaw, Secret Weapon, Side Step
*	120K	Mercenary Zombie	4	3	2	8	Loner, Regeneration + 1 G-skill of choice
*	140K	Rookie Flesh Golem	4	4	2	9	Loner, Regeneration, Thick Skull, Stand Firm
*	150K	Mercenary Ghoul Runner	7	3	3	7	Loner, Dodge + 1 GA-skill of choice
*	150K	Rookie Werewolf	8	3	3	8	Loner, Claws, Frenzy, Regeneration
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	170K	Mercenary Wight Blitzter	6	3	3	8	Loner, Block, Regeneration + 1 GS-skill of choice
*	180K	J Earlice	8	3	3	7	Dodge, Loner, Catch, Diving Catch, Sprint
*	190K	Mercenary Flesh Golem	4	4	2	9	Loner, Regeneration, Thick Skull, Stand Firm + 1 GS-skill of choice
*	200K	Mercenary Werewolf	8	3	3	8	Loner, Claws, Frenzy, Regeneration + 1 GA-skill of choice
*	220K	Nekbrekerekh	6	4	2	8	Block, Regeneration, Loner, Break Tackle, Juggernaut, Strip Ball
*	240K	Wilhelm Chaney	8	4	3	8	Claws, Frenzy, Regeneration, Loner, Catch, Wrestle
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	380K	Ramtut III	5	6	1	9	Regeneration, Mighty Blow, Loner, Wrestle, Break Tackle
*	390K	Count Luthor	6	5	4	9	Hypnotic Gaze, Regeneration, Loner, Block, Side Step

*No induced player may take the active roster above 16 players. No more than 2 Star Players may be induced. Rookies and Mercenaries may not take the active roster above the number of positional normally allowed.

Norse Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-1	50K	Kari Coldsteel, Cheerleader	6	2	3	7	Loner, Block, Dauntless, Frenzy May play 1 drive if less than 11 players. Counts as 3 cheerleaders until then.
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
*	60K	Boomer Eziasson	4	3	2	9	Block, Thick Skull, Loner, Accurate, Secret Weapon, Bombardier
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
0-1	80K	Papa Skullbones, Shaman	Pick 1 (yet unchosen) player at kick-off. Roll d8: 1=KO'd. 2=nothing. 3=Big Hand + VLL. 4=Tentacles + Prehensile Tail. 5=Dist. P. + Foul App. 6=Extra Arms + 2 Heads. 7=Claw + Horns. 8=Choose 1-7. Skills gained last 1 drive.				
*	80K	Rookie Norse Lineman	6	3	3	7	Loner, Block
0-2	100K	Wandering Apothecaries	Reroll a casualty roll suffered by one of your players and choose either result. Badly Hurt = Reserves				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	100K	Rookie Norse Thrower	6	3	3	7	Loner, Block, Pass
*	110K	Helmut Wulf	6	3	3	8	Loner, Chainsaw, Stand Firm, Secret Weapon
*	120K	Rookie Norse Runner	7	3	3	7	Loner, Block, Dauntless
*	120K	Rookie Norse Berserker	6	3	3	7	Loner, Block, Frenzy, Jump Up
*	130K	Mercenary Norse Lineman	6	3	3	7	Loner, Block + 1 G-skill of choice
*	140K	Rookie Ulfwerenar	6	4	2	8	Loner, Frenzy
*	150K	Mercenary Norse Thrower	6	3	3	7	Loner, Block, Pass + 1 GP-skill of choice
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	170K	Mercenary Norse Runner	7	3	3	7	Loner, Block, Dauntless + 1 GA-skill of choice
*	170K	Mercenary Norse Berserker	6	3	3	7	Loner, Block, Frenzy, Jump Up + 1 GS-skill of choice
*	170K	Rookie Yhete	5	5	1	8	Loner, Claws, Frenzy, Disturbing Presence, Wild Animal
*	190K	Mercenary Ulfwerenar	6	4	2	8	Loner, Frenzy + 1 GS-skill of choice
*	220K	Karla von Kill	6	4	3	8	Loner, Block, Dauntless, Dodge, Jump Up
*	220K	Mercenary Yhete	5	5	1	8	Loner, Claws, Frenzy, Disturbing Presence, Wild Animal + 1 S-skill of choice
*	240K	Wilhelm Chaney	8	4	3	8	Claws, Frenzy, Regeneration, Loner, Catch, Wrestle
*	270K	Zara the Slayer	6	4	3	8	Loner, Block, Dauntless, Dodge, Jump Up, Stab, Stakes
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	330K	Icepelt Hammerblow	5	6	1	8	Claws, Disturbing Presence, Frenzy, Loner, Regeneration, Thick Skull
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

Nurgle Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
*	70K	Rookie Rotter	5	3	3	8	Loner, Decay, Nurgle's Rot
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
0-1	80K	Papa Skullbones, Shaman	Pick 1 (yet unchosen, non-star) player at kick-off. Roll d8: 1=KO'd. 2=nothing. 3=Big Hand + VLL. 4=Tentacles + Prehensile Tail. 5=Dist. P. + Foul App. 6=Extra Arms + 2 Heads. 7=Claw + Horns. 8=Choose 1-7. Skills last 1 drive.				
0-1	100K	Igor	Reroll a failed Regeneration roll.				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	110K	Rookie Pestigor	6	3	3	8	Loner, Horns, Nurgle's Rot, Regeneration
*	120K	Mercenary Rotter	5	3	3	8	Loner, Decay, Nurgle's Rot + 1 GM-skill of choice
*	130K	Max Spleenripper	5	4	3	8	Loner, Chainsaw, Secret Weapon
*	140K	Rookie Bloater	4	4	2	9	Loner, Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration
*	150K	Lewdgrip Whiparm	6	3	3	9	Loner, Pass, Strong Arm, Sure Hands, Tentacles
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	160K	Mercenary Pestigor	6	3	3	8	Loner, Horns, Nurgle's Rot, Regeneration + 1 GSM-skill of choice
*	170K	Rookie Rotspawn	4	5	1	9	Loner, Dist. Pres., Foul App., Nurgle's Rot, Regeneration, Mighty Blow, Tentacles, Really Stupid
*	190K	Mercenary Bloater	4	4	2	9	Loner, Dist. Pres., Foul App., Nurgle's Rot, Regeneration + 1 GSM-skill of choice
*	220K	Mercenary Rotspawn	4	5	1	9	Loner, Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration, Mighty Blow, Tentacles, Really Stupid + 1 S-skill of choice
*	290K	Brick Far'th & Grotty	5	5	2	9	Bone-head, Mighty Blow, Thick Skull, TTM, Loner, NOS, Strong Arm
*	300K	Lord Borak t. Despoiler	6	2	4	7	Dodge, Right Stuff, Stunty, Loner
*	300K	Lord Borak t. Despoiler	5	5	3	9	Loner, Block, Dirty Player, Mighty Blow
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	310K	Grashnak Blackhoof	6	6	2	8	Frenzy, Horns, Mighty Blow, Thick Skull, Loner
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

Ogre Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-1	50K	Fink Da Fixer, Assistant	Counts as 3 assistant coaches, may reroll your bribe rolls and +1 to argue the call – until head coach is sent off				
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
*	50K	Rookie Runt	5	1	3	5	Loner, Dodge, Stunty, Right Stuff, Titchy, Side Step
*	60K	Bomber Dribblesnot	6	2	3	7	Dodge, Stunty, Bombardier, Secret Weapon, Loner, Accurate, Right Stuff
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-2	100K	Wandering Apothecaries	Reroll a casualty roll suffered by one of your players and choose either result. Badly Hurt = Reserves				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	100K	Mercenary Runt	5	1	3	5	Loner, Dodge, Stunty, Right Stuff, Titchy, Side Step + 1 A-skill of choice
*	130K	Nobbla Blackwart	6	2	3	7	Chainsaw, Stunty, Secret Weapon, Loner, Dodge, Block
*	150K	Scrappa Sorehead	7	2	3	7	Dodge, Leap, VVL, Stunty, Loner, Sure Feet, Dirty Player, Sprint, Right Stuff
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	170K	Rookie Ogre	5	5	2	9	Loner, Thick Skull, Mighty Blow, TTM, Bone-head
*	220K	Mercenary Ogre	5	5	2	9	Loner, Thick Skull, Mighty Blow, TTM, Bone-head + 1 S-skill of choice
*	290K	Brick Far'th & Grotty	5	5	2	9	Bone-head, Mighty Blow, Thick Skull, TTM, Loner, NOS, Strong Arm
			6	2	4	7	Dodge, Right Stuff, Stunty, Loner
*	290K	Bertha Bigfist	6	5	2	9	Bone-head, Mighty Blow, Thick Skull, TTM, Loner, Break Tackle, Dodge
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

Orc Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-1	50K	Fink Da Fixer, Assistant	Counts as 3 assistant coaches, may reroll your bribe rolls and +1 to argue the call – until head coach is sent off				
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
*	60K	Bomber Dribblesnot	6	2	3	7	Dodge, Stunty, Bombardier, Secret Weapon, Loner, Accurate, Right Stuff
*	70K	Rookie Goblin	6	2	3	7	Loner, Dodge, Stunty, Right Stuff
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
*	80K	Rookie Lineman	5	3	3	9	Loner
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-2	100K	Wandering Apothecaries	Reroll a casualty roll suffered by one of your players and choose either result. Badly Hurt = Reserves				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	100K	Rookie Thrower	5	3	3	8	Loner, Pass, Sure Hands
*	100K	Ugroth Bolgrot	5	3	3	9	Loner, Chainsaw, Secret Weapon
*	110K	Rookie Blitzer	6	3	3	9	Loner, Block
*	110K	Rookie Black Orc	4	4	2	9	Loner
*	120K	Mercenary Goblin	6	2	3	7	Loner, Dodge, Stunty, Right Stuff + 1 A-skill of choice
*	130K	Mercenary Lineman	5	3	3	9	Loner + 1 G-skill of choice
*	140K	Rookie Troll	4	5	1	9	Loner, Regeneration, Mighty Blow, TTM, Always Hungry, Really Stupid
*	150K	Scrappa Sorehead	7	2	3	7	Dodge, Leap, VVL, Stunty, Loner, Sure Feet, Dirty Player, Sprint, Right Stuff
*	150K	Mercenary Thrower	5	3	3	8	Loner, Pass, Sure Hands + 1 GP-skill of choice
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	160K	Mercenary Blitzer	6	3	3	9	Loner, Block + 1 GS-skill of choice
*	160K	Mercenary Black Orc	4	4	2	9	Loner + 1 GS-skill of choice
*	190K	Mercenary Troll	4	5	1	9	Loner, Regeneration, Mighty Blow, TTM, Always Hungry, Really Stupid + 1 S-skill of choice
*	270K	Ripper	4	6	1	9	Mighty Blow, Regeneration, TTM, Loner, Grab
*	290K	Varag Ghou-Chewer	6	4	3	9	Block, Loner, Jump Up, Mighty Blow, Thick Skull
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

Shambling Undead Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
*	70K	Rookie Zombie	4	3	2	8	Loner, Regeneration
*	70K	Rookie Skeleton Lineman	5	3	2	7	Loner, Regeneration, Thick Skull
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
*	80K	Sinnedbad	6	3	2	7	Regen., Loner, Stab, Secret Weapon, Block, Jump Up, Pass Block, Side Step
*	100K	Rookie Ghoul Runner	7	3	3	7	Loner, Dodge
0-1	100K	Igor	Reroll a failed Regeneration roll.				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	120K	Rookie Wight Blitzer	6	3	3	8	Loner, Block, Regeneration
*	120K	Hack Enslash	6	3	2	7	Regeneration, Loner, Chainsaw, Secret Weapon, Side Step
*	120K	Mercenary Zombie	4	3	2	8	Loner, Regeneration + 1 G-skill of choice
*	120K	Mercenary Skeleton Lineman	5	3	2	7	Loner, Regeneration, Thick Skull + 1 G-skill of choice
*	150K	Mercenary Ghoul Runner	7	3	3	7	Loner, Dodge + 1 GA-skill of choice
*	150K	Rookie Mummy	3	5	1	9	Loner, Mighty Blow, Regeneration
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	170K	Mercenary Wight Blitzer	6	3	3	8	Loner, Block, Regeneration + 1 GS-skill of choice
*	180K	J Earlice	8	3	3	7	Dodge, Loner, Catch, Diving Catch, Sprint
*	200K	Mercenary Mummy	3	5	1	9	Loner, Mighty Blow, Regeneration + 1 S-skill of choice
*	220K	Nekbrekerekh	6	4	2	8	Block, Regeneration, Loner, Break Tackle, Juggernaut, Strip Ball
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	380K	Ramtut III	5	6	1	9	Regeneration, Mighty Blow, Loner, Wrestle, Break Tackle
*	390K	Count Luthor	6	5	4	9	Hypnotic Gaze, Regeneration, Loner, Block, Side Step

Skaven Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
0-1	80K	Krot, Skaven Engineer	Before each drive, roll d6 for 1 friendly BH/MNG non-star: 1=suffer cas-roll. 2-3=nothing. 4-5=player can be set up for <i>this</i> drive, but with Very Stupid (at -1 if he had Very Stupid). 6=player can be set up for <i>this</i> drive.				
*	80K	Rookie Lineman	7	3	3	7	Loner
*	100K	Rookie Thrower	7	3	3	7	Loner, Sure Hands, Pass
0-2	100K	Wandering Apothecaries	Reroll a casualty roll suffered by one of your players and choose either result. Badly Hurt = Reserves				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	100K	Fezglitch	4	7	3	7	Loner, Ball & Chain, Disturbing Presence, Foul App., No Hands, Secret Weapon
*	110K	Rookie Gutter Runner	9	2	4	7	Loner, Dodge, Weeping Dagger
*	120K	Rookie Blitzter	7	3	3	8	Loner, Block
*	130K	Kreek Rustgouger	5	7	2	9	Loner, Ball & Chain, Mighty Blow, No Hands, Prehensile Tail, Secret Weapon
*	130K	Mercenary Lineman	7	3	3	7	Loner + 1 G-skill of choice
*	150K	Mercenary Thrower	7	3	3	7	Loner, Sure Hands, Pass + 1 GP-skill of choice
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	160K	Mercenary Gutter Runner	9	2	4	7	Loner, Dodge, Weeping Dagger + 1 GA-skill of choice
*	160K	Skitter Stab-Stab	9	2	4	7	Dodge, Loner, Prehensile Tail, Shadowing, Stab
*	180K	Rookie Rat Ogre	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal
*	170K	Mercenary Blitzter	7	3	3	8	Loner, Block + 1 GS-skill of choice
*	190K	Glart Smashrip	5	4	2	8	Loner, Block, Claw, Grab, Juggernaut, Stand Firm
*	200K	Hakflem Skuttlespike	9	3	4	7	Dodge, Loner, Extra Arms, Prehensile Tail, Two Heads
*	210K	Glart Smashrip Jr.	7	4	3	8	Block, Loner, Claw, Juggernaut
*	230K	Mercenary Rat Ogre	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal + 1 S-skill of choice
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	340K	Headsplitter	6	6	3	8	Mighty Blow, Frenzy, Prehensile Tail, Loner
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

Slann Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
*	90K	Rookie Lineman	6	3	3	8	Loner, Leap, Very Long Legs
0-2	100K	Wandering Apothecaries	Reroll a casualty roll suffered by one of your players and choose either result. Badly Hurt = Reserves				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	110K	Rookie Catcher	7	2	4	7	Loner, Leap, Very Long Legs, Diving Catch
*	110K	Helmut Wulf	6	3	3	8	Loner, Chainsaw, Stand Firm, Secret Weapon
*	140K	Rookie Blitzler	7	3	3	8	Loner, Leap, Very Long Legs, Diving Tackle, Jump Up
*	140K	Mercenary Lineman	6	3	3	8	Loner, Leap, Very Long Legs + 1 G-skill of choice
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	160K	Mercenary Catcher	7	2	4	7	Loner, Leap, Very Long Legs, Diving Catch + 1 GA-skill of choice
*	170K	Rookie Kroxigor	6	5	1	9	Loner, Mighty Blow, Prehensile Tail, Thick Skull, Bone-head
*	170K	Hemlock	8	2	3	7	Dodge, Stunty, Loner, Block, Side Step, Jump Up, Stab
*	190K	Mercenary Blitzler	7	3	3	8	Loner, Leap, Very Long Legs, Diving Tackle, Jump Up + 1 GAS-skill of choice
*	220K	Mercenary Kroxigor	6	5	1	9	Loner, Mighty Blow, Prehensile Tail, Thick Skull, Bone-head + 1 S-skill of choice
*	220K	Lottabottol	8	3	3	8	Diving Tackle, Jump Up, Leap, VLL, Loner, Pass Block, Shadowing, Catch
*	250K	Quetzal Leap	8	2	4	7	Diving Catch, Leap, VLL, Loner, Catch, Fend, Kick-off Return, Nerves of Steel
*	250K	Slibli	7	4	1	9	Loner, Block, Grab, Guard, Stand Firm
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

Underworld Denizen Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
*	60K	Bomber Dribblesnot	6	2	3	7	Dodge, Stunty, Bombardier, Secret Weapon, Loner, Accurate, Right Stuff
*	70K	Rookie Goblin	6	2	3	7	Loner , Dodge, Stunty, Right Stuff
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
0-1	80K	Krot, Skaven Engineer	Before each drive, roll d6 for 1 friendly BH/MNG non-star: 1=suffer cas-roll. 2-3=nothing. 4-5=player can be set up for <i>this</i> drive, but with Very Stupid (at -1 if he had Very Stupid). 6=player can be set up for <i>this</i> drive.				
*	80K	Rookie Skaven Lineman	7	3	3	7	Loner , Animosity
*	100K	Rookie Skaven Thrower	7	3	3	7	Loner , Sure Hands, Pass, Animosity
0-2	100K	Wandering Apothecaries	Reroll a casualty roll suffered by one of your players and choose either result. Badly Hurt = Reserves				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	100K	Fezglitch	4	7	3	7	Loner, Ball & Chain, Disturbing Presence, Foul App., No Hands, Secret Weapon
*	120K	Mercenary Goblin	6	2	3	7	Loner , Dodge, Stunty, Right Stuff + 1 AM-skill of choice
*	120K	Rookie Skaven Blitzter	7	3	3	8	Loner , Block, Animosity
*	130K	Kreek Rustgouger	5	7	2	9	Loner, Ball & Chain, Mighty Blow, No Hands, Prehensile Tail, Secret Weapon
*	130K	Mercenary Skaven Lineman	7	3	3	7	Loner , Animosity + 1 GM-skill of choice
*	130K	Nobbla Blackwart	6	2	3	7	Chainsaw, Stunty, Secret Weapon, Loner, Dodge, Block
*	140K	Rookie Warpstone Troll	4	5	1	9	Loner, Regeneration, Mighty Blow, TTM, Always Hungry, Really Stupid
*	150K	Mercenary Skaven Thrower	7	3	3	7	Loner , Sure Hands, Pass, Animosity + 1 GPM-skill of choice
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	160K	Skitter Stab-Stab	9	2	4	7	Dodge, Loner, Prehensile Tail, Shadowing, Stab
*	170K	Madcap Miggz	6	4	3	8	Loner, Break Tackle, Claw, Leap, Very Long Legs, No Hands, Wild Animal
*	170K	Mercenary Skaven Blitzter	7	3	3	8	Loner , Block, Animosity + 1 GSM-skill of choice
*	190K	Mercenary Warpstone Troll	4	5	1	9	Loner, Regeneration, Mighty Blow, TTM, Always Hungry, Really Stupid + 1 SM-skill of choice
*	190K	Glart Smashrip	5	4	2	8	Loner, Block, Claw, Grab, Juggernaut, Stand Firm
*	210K	Glart Smashrip Jr.	7	4	3	8	Block, Loner, Claw, Juggernaut
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

Vampire Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
*	70K	Rookie Thrall Lineman	6	3	3	7	Loner
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-2	100K	Wandering Apothecaries	Reroll a casualty roll suffered by one of your players and choose either result. Badly Hurt = Reserves				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	110K	Helmut Wulf	6	3	3	8	Loner, Chainsaw, Stand Firm, Secret Weapon
*	120K	Mercenary Thrall Lineman	6	3	3	7	Loner + 1 G-skill of choice
*	120K	Crazy Igor (the Thrall)	6	3	3	8	Loner, Dauntless, Regeneration, Thick Skull
*	140K	Rookie Vampire Blitzler	6	4	4	8	Loner, Blood Lust, Hypnotic Gaze, Regeneration
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	180K	J Earlice	8	3	3	7	Dodge, Loner, Catch, Diving Catch, Sprint
*	190K	Mercenary Vampire Blitzler	6	4	4	8	Loner, Blood Lust, Hypnotic Gaze, Regeneration + 1 GAS-skill of choice
*	240K	Wilhelm Chaney	8	4	3	8	Claws, Frenzy, Regeneration, Loner, Catch, Wrestle
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	390K	Count Luthor	6	5	4	9	Hypnotic Gaze, Regeneration, Loner, Block, Side Step
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

Wood Elf Inducements

0-2	50K	Bloodweiser Kegs	Each Keg adds +1 to your KO recovery rolls				
0-1	50K	Galandriel Silverwater	Choose: +1 or x2 cheerleaders this match. Roll d6 when you get 1 TD, Cas or interception. 6 = gain 1 reroll.				
0-5	50-200K	1 Special Play Card	DTs/Random Events (50K); Magical Memorabilia/Heroic Feats/Benefits of Training (100K), M. Mayhem (200K)				
0-1	80K	Horatio X, Master Mage	Use Fireball once each half: Pick target, scatter in 1 direction, d3 squares. Fireball rules under Wizard below.				
*	100K	Rookie Lineman	7	3	4	7	Loner
0-2	100K	Wandering Apothecaries	Reroll a casualty roll suffered by one of your players and choose either result. Badly Hurt = Reserves				
0-3	100K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.				
0-4	100K	Extra Team Training	Take a team reroll for this game only.				
*	120K	Rookie Thrower	7	3	4	7	Loner, Pass
*	120K	Rookie Catcher	8	2	4	7	Loner, Catch, Dodge, Sprint
*	150K	Rookie Wardancer	8	3	4	7	Loner, Block, Dodge, Leap
*	150K	Rookie Treeman	2	6	1	10	Loner, Thick Skull, Mighty Blow, Strong Arm, Stand Firm, TTM, Take Root
*	150K	Dolfar Longstride	7	3	4	7	Loner, Diving Catch, Hail Mary Pass, Kick, Kick-off Return, Pass Block
*	150K	Willow Rosebark	5	4	3	8	Loner, Dauntless, Step Step, Thick Skull
0-1	150K	Wizard	1 Spell to start or end your turn: Lightning: 1 player (2+) or Fireball: 3x3 squares (4+ each). Hit has Mighty Blow				
*	150K	Mercenary Lineman	7	3	4	7	Loner + 1 GA-skill of choice
*	170K	Mercenary Thrower	7	3	4	7	Loner, Pass + 1 GAP-skill of choice
*	170K	Mercenary Catcher	8	2	4	7	Loner, Catch, Dodge, Sprint + 1 GA-skill of choice
*	200K	Mercenary Wardancer	8	3	4	7	Loner, Block, Dodge, Leap + 1 GA-skill of choice
*	200K	Mercenary Treeman	2	6	1	10	Loner, T. Skull, Mighty Blow, Strong Arm, Stand Firm, TTM, Take Root + 1 S-skill of choice
*	200K	Eldril Sidewinder	8	3	4	7	Catch, Nerves of Steel, Loner, Dodge, Hypnotic Gaze, Pass Block
*	260K	Jordell Freshbreeze	8	3	5	7	Block, Dodge, Leap, Loner, Diving Catch, Side Step
*	270K	Zara the Slayer	6	4	3	8	Loner, Block, Dauntless, Dodge, Jump Up, Stab, Stakes
0-1	300K	Halfling Master Chef	Roll 3d6 before each half: For each 4+ opponent loses 1 Reroll (if Possible) and you gain 1 Reroll.				
*	390K	Lucien Swift	7	3	4	8	Block, Loner, Mighty Blow, Tackle
		Valen Swift	7	3	5	7	Pass, Loner, Accurate, Nerves of Steel, Safe Throw, Sure Hands
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block