

NARROW-TIER BLOOD BOWL (FOR BB2016)

Variety is the spice of life!

These house rules are intended for coaches and leagues that - like myself - would like to narrow the gap between the best BB teams and the worst. The ambition is *not* to make all teams equal, but to make all teams *viable*, hopefully diversifying your and your opponent's team choices.

Back in the days of the CRP, the Narrow Tier rules came with 10 house rules nicknamed CRP+, but with the switch to BB2016 just two of these house rules remain: Sneaky Gits that are sent off recover on a 4+ and Right Stuff players ignore Tackle when blocked. But the heart of the NTBB rules are the small but significant changes to one position on 11 of the 26 NAF legal teams. These changes are intended to rein in the teams at the very top of tier 1, to promote tier 1.5 teams to tier 1 proper, and to make the challenge offered by tier 2 and 3 a touch more manageable. Which teams got nerfed and buffed was decided by data derived from FUMBBLs Black Box and NAF tournaments – while the actual tweaks were shaped in discussion with coaches trying out these rules.

The NTBB rules were stable for 4 years, but the release of team tweaks in Spike! Magazines have caused the NTBB rules to change one last time.

NERF: ABOVE TIER 1	
AMAZON	Amazon start out very strong and finish decent. +10K on the Linegirls to stymie the starting roster and make the positionals more appealing.
UNDEAD	The spectacular Mummies trade Mighty Blow for Grab.
WOOD ELF	Wardancers trade Block for Fend – making Strip Ball a less broken first choice. They also get a 10K price cut to reflect just how big this nerf is.
NO CHANGE	
BRETONNIAN, CHAOS DWARF, DARK ELF, DWARF, ELF, KHEMRI, HUMAN, LIZARDMEN, NECRO, NORSE, OLD WORLD ALLIANCE, ORC, NURGLE, PACT, SKAVEN, UNDERWORLD	
SMALL BUFF: NARROWING TIER 1/IMPROVING TIER 1.5 AND 2	
CHAOS	Weak starters (and, with CPOMB nerfed, not as strong finishers) Chaos have gained Leader on their Minotaur.
DAEMONS OF KHORNE	Bloodletters get a 10K price break – the team spends insane amounts of cash/TV on skills that can only be used once per turn between all the players.
HIGH ELF	The signature Thrower gains Accurate for free in order to make the High Elf team a slightly better starter.
SLANN	10K off the Blitzers to make them a tad more viable.
VAMPIRE	Thick Skull on the thralls for free.
BIGGER BUFF: IMPROVING TIER 3	
GOBLIN	The Trolls become River Trolls losing Loner and gaining Thick Skull and Foul Appearance for free.
HALFLING	Halflings Hefties gain G-access for free
OGRE	Gnoblars gain +1MA and +1AV or free – 6136 is still a horrible statline.

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	60,000	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 (110), Willow (150), Karla (220), Roxanna (250), Zolcath (280), Glotl (360), Bob (380), Morg (430)



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. **May induce Galandriel (50K)**

Star: Joseph (110), Willow (150), Bo (160), Willem (160), Karla (220), Zug (260), Jaqueline (280), Leo (290), Griff (320), Jules (320), Bob (380), Morg (430) – see plasmoids.dk/lepic.pdf for details.



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 are 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 Lord	150,000	5	5	2	8	Horns, Mighty Blow, Frenzy, Leader, Loner, Thick Skull, Wild Animal	SM

Re-roll counter: 60,000 gold pieces each

Stars: Max (130), Lewdgrip (160), Withergrasp (170), Bilerot (180), Guffle (210), Gobbler (230), Scyla (250), Borak (300), Grashnak (310), Bob (380), Morg (430)



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.

Stars: Zzharg (90), Nobbla (130), Rashnak (200), Grashnak (310), Hthark (330), Bob (380), Morg (430)



CHAOS RENEGADE TEAMS

Among all species and nations, there are those unable to resist the lure of chaos. Shun by their own, 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 Linemen	50,000	6	3	3	8	None	GP/SM
0-1	Renegade Skaven Lineman	50,000	7	3	3	7	Animosity	GM
0-1	Renegade Dark Elf Lineman	70,000	6	3	4	8	Animosity	GAM
0-1	Renegade Orc Lineman	50,000	5	3	3	9	Animosity	GM
0-1	Renegade Goblins	40,000	6	2	3	7	Dodge, Stunty, Right Stuff, Animosity	AM
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 (60), Zzharg (90), Ugroth (100), Helmut (110), Lewdgrip (160), Withergrasp (170), Guffle (210), Bulla (230), Gobbler (230), Bob (380), Morg (430)

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	Chaos Human Linemen	60,000	6	3	3	8	Frenzy	GP
0-4	Bloodletters	70,000	6	3	3	7	Horns, Regenerate, Juggernaut	GAS
0-2	Beastmen of Khorne	90,000	6	3	3	8	Horns, Frenzy, Juggernaut	GS
0-1	Bloodthirster	180,000	6	5	1	9	Claw, Horns, Frenzy, Juggernaut, Loner, Regenerate, Wild Animal	S



Re-roll counter: 70,000 gold pieces each. **May induce Papa Skullbones (80K)**

Star Players: Max (130), Withergrasp (170), Scyla (250), Borak (300), Grashnak (310), Bob (380), Morg (430)

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 (160), Kiroth (170), Elijah (190), Eldril (200), Horkon (210), Mordrix (230), Roxanna (250), Hubris (260), Bob (380), Jeremiah (390), Morg (430)

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 (60), Boomer (60), Flint (130), Grim (220), Bob (380), Morg (430)

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: Asperon (160), Kiroth (170), Elijah (190), Eldril (200), Moranion (230), Hubris (260), Jordell (260), Bob (380), Swifts (390), Morg (430)

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	Disturbing Presence, Dodge, Fan Favourite, Right Stuff, Stunty	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	River Trolls	110,000	4	5	1	9	Throw Team Mate, Loner , Regenerate, Mighty Blow, Foul Appearance, Thick Skull, Really Stupid, Always Hungry	S



Re-roll counter: 60,000 gold pieces each. Goblins induce Bribes for just 50K.

Stars: Bomber (60), Fungus (80), Nobbla (130), Scrappa (150), Miggz (170), Ripper (270), Bob (380), Morg (430)

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	Halfling Catchers	50,000	5	2	3	6	Catch, Dodge, Right Stuff, Sprint, Stunty	A
0-2	Halfling Hefties	50,000	5	2	3	7	Dodge, Fend, Stunty	GAP
0-2	Treemen	120,000	2	6	1	10	Throw Team Mate, Stand Firm, Thick Skull, Mighty Blow, Strong Arm, Take Root, Timm-ber!	S



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

Star Players: Cindy (50), Neddley (70), Colander (100), Jobo (120), Puggy (140), Willow (150), Rumbelow (170), Karla (220), Deeptoot (300), Bob (380), Morg (430)

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, Accurate	GAP



Re-roll counter: 50,000 gold pieces each

Star Players: Asperon (160), Bo (160), Eldril (200), Moranion (230), Bob (380), Swifts (390), Morg (430)

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, Throw Team Mate, Loner, Bonehead	S



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

Stars: Helmut (110), Puggy (140), Karla (220), Zug (260), Frank (270), Griff (320), Bob (380), Morg (430)

KHEMRI TOMB KING TEAMS

In the hot land of Khemri, the dead walk again. Animated by Nagash's awful spell, teams of undead have risen from the halls of fame deep within the ancient necropoli. These ancient players 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: Bryce (130), Skrull (190), Ivan (230), Ramtut (360), Bob (380)

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
0-2	Chameleon Skink	70,000	7	2	3	7	Dodge, Stunty, Pass Block, Shadowing	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 (110), D&D (190), Anqi (210), Zolcath (280), Glotl (360), Bob (380), Morg (430)



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.

Stars: Throttlesnot (100), Rick (110), G'ral (160), Ivan (230), Wilhelm (240), Frank (270), Gretchen (280), Ramtut (360), Bob (380), Luthor (390)



NORSE TEAMS

In the frozen land of Norsca, it's not just the crowd that goes berserk! The crazed norsemen work themselves into a frenzy and tackle polar bears for the sheer heck of it. It is not uncommon for the ball to get lost in the snow, in which case games tend to get rather violent. In fact, this is where "sudden death" overtime got its name.

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	Yhetee	140,000	5	5	1	8	Disturbing Presence, Claws, Frenzy, Wild Animal, Loner	S

Re-roll counter: 60,000 gold pieces each

Stars: Boomer (60), Helmut (110), Karla (220), Wilhelm (240), Scyla (250), Bob (380), Morg (430)



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: Tolly (110), Max (130), Lewdgrip (160), Withergrasp (170), Bilerot (180), Guffle (210), Bulla (230), Borak (300), Grashnak (310), Bob (380), Morg (430)



OLD WORLD ALLIANCE TEAMS

The men of the Old World occasionally form strong alliances with Dwarfs and Halflings – and their players are as suspicious of each other as they are of the opponents they are facing.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	50,000	6	3	3	8	Animosity	G
0-1	Catcher	60,000	8	2	3	7	Animosity, Catch, Dodge	GP
0-1	Thrower	70,000	6	3	3	8	Animosity, Sure Hands, Pass	GP
0-1	Blitzer	90,000	7	3	3	8	Animosity, Block	GS
0-2	Halflings	30,000	5	2	3	6	Loner, Dodge, Right Stuff, Stunty	A
0-2	Dwarf Blocker	70,000	4	3	2	9	Loner, Block, Tackle, Thick Skull	GS
0-1	Dwarf Blitzer	80,000	5	3	3	9	Loner, Block, Thick Skull	GS
0-1	Dwarf Runner	80,000	6	3	3	8	Loner, Sure Hands, Thick Skull	GP
0-1	Dwarf Troll Slayer	90,000	5	3	2	8	Loner, Block, Dauntless, Frenzy, Thick Skull	GS
0-1	Ogre	140,000	5	5	2	9	Thick Skull, Mighty Blow, TTM, Loner, Bonehead	S

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

Stars: Barik (60), Helmut (110), Flint (130), Puggy (140), Karla (220), Grim (220), Zug (260), Griff (320), Bob (380), Morg (430)



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	Gnoblar	20,000	6	1	3	6	Dodge, Stunty, Right Stuff, Titchy, Side Step, Disposable	A
0-5	Ogres	140,000	5	5	2	9	Thick Skull, Mighty Blow, Throw Team Mate, Bonehead	S
0-1	Runt Punter	150,000	5	5	2	9	Thick Skull, Mighty Blow, Kick Team Mate, Bonehead	PS

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

Star Players: Bomber (60), Jobo (120), Nobbla (130), Scrappa (150), Bob (380), Morg (430)



ORC TEAMS

The orcs viciousness and instinctual brutality make them terrifying 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.

Stars: Bomber (60), Ugroth (100), Scrappa (150), Ripper (270), Varag (290), Bob (380), Morg (430)



SHAMBLING UNDEAD TEAMS

In the Warhammer 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, which is likely more than can be said for their opponents.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Skeleton Linemen	40,000	5	3	2	7	Regenerate, Thick Skull	G
0-16	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, Grab	S

Re-roll counter: 70,000 gold pieces each. No Apothecary. Free Necromancer: Raise the Dead.
Stars: Throttlesnot (100), Rick (110), Bryce (130), G'Ral (160), Skrull (190), Ivan (230), Frank (270), Gretchen (280), Ramtut (360), Bob (380), Luthor (390)



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.

Stars: Rasta (120), Kreek (130), Skitter (160), Glart (190), Hakflem (200), Headsplitter (340), Bob (380), Morg (430)



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, millenia 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	100,000	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: Helmut (110), Gobbler (230), Zolcath (280), Bob (380), Morg (430)



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 guaranteed to be spectacular. Add Blood Bowl on top of that and you've got a big entertaining mess.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Goblins	40,000	6	2	3	7	Dodge, Stunty, Right Stuff	AM
0-3	Skaven Linemen	50,000	7	3	3	7	Animosity	GM
0-1	Skaven Thrower	70,000	7	3	3	7	Animosity, Sure Hands, Pass	GPM
0-1	Gutter Runner	80,000	9	2	4	7	Animosity, Dodge	GAM*
0-1	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. Gutter Runner requires a doubles roll to take a mutation

Stars: Bomber (60), Nobbla (130), Kreek (130), Skitter (160), Miggz (170), Glart (190), Hakflem (200), Gobbler (230), Bob (380), Morg (430)



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 have taken up blood bowl.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Thrall Linemen	40,000	6	3	3	7	Thick Skull	G
0-6	Vampire Blitzers	110,000	6	4	4	8	Regenerate, Bloodlust, Hypnotic Gaze	GAS

Re-roll counter: 70,000 gold pieces each

Stars: Helmut (110), G'ral (160), Wilhelm (240), Gretchen (280), Bob (380), Luthor (390), Morg (430)



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	110,000	8	3	4	7	Dodge, Leap, Fend	GA
0-1	Treeman	120,000	2	6	1	10	Stand Firm, Thick Skull, Mighty Blow, Strong Arm, Take Root, Loner, Throw Team Mate,	S

Re-roll counter: 50,000 gold pieces each

Stars: Swiftvine (130), Willow (150), Gloriel (160), Eldril (200), Curnoth (240), Jordell (260), Zolcath (280), Maple (300), Bob (380), Swifts (390), Morg (430)

