

Instructions

This is a massive reference sheet for picking inducements under the current (CRP) rules for Blood Bowl. Or rather – this is intended to be 25 such reference sheets; one for each roster. Simply print out each inducement table on a piece of paper, and then print the 6 corresponding star player cards on the back.

A few notes:

- The players referred to as Rookies in the tables are actually Mercenaries without skills in the rules. I just find that distinction rather useful myself.
- The Bretonnian team is not official. But I highly recommend it. You can read more about it here:
<http://www.plasmoids.dk/bbowl/BBBretonnians.htm>

Credits

The awesome line-drawings were done by Knut Rockie (Samuel Hebert) and used with permission. The layout and endless typing was done by me (Martin Lærkes). Thank you to those that helped proofread the whole thing, catching my mistakes – especially Nestyr, who put in a lot of work.

If you should happen to find a mistake somewhere, please let me know: plasmoid@hotmail.com.

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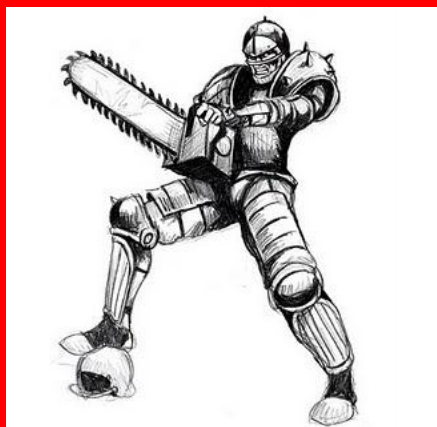
Amazon Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls			
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.			
*	80K	Rookie 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	Team Training	Take a team reroll for this game only.			
*	100K	Rookie Thrower	6	3	3	7 Loner, Dodge, Pass
*	100K	Rookie Catcher	6	3	3	7 Loner, Dodge, Catch
*	110K	Helmut Wulf	6	3	3	8 Loner, Chainsaw, Stand Firm, Secret Weapon
*	120K	Rookie Blitzler	6	3	3	7 Loner, Dodge, Block
*	130K	Mercenary Linewoman	6	3	3	7 Loner, Dodge + 1 G-skill of choice
*	150K	Mercenary Thrower	6	3	3	7 Loner, Dodge, Pass + 1 GP-skill of choice
*	150K	Mercenary 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	Mercenary Blitzler	6	3	3	7 Loner, Dodge, Block + 1 GS-skill of choice
*	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

*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.

★HELMUT WULF★

Human Chainsaw Fanatic (110K)



MA

6

ST

3

AG

3

AV

8

-
Loner, Chainsaw, Stand Firm, Secret Weapon

★ZARA THE SLAYER★

Human Lineman (270K)



MA

6

ST

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AG

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AV

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-
Loner, Stab, Stakes, Block, Dodge, Jump Up, Dauntless

★WILLOW ROSEBARK★

Dryad (150K)



MA

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ST

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AG

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AV

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-
Loner, Dauntless, Side Step, Thick Skull

★BERTHA BIGFIST★

Ogress (290K)



MA

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Loner, Bone-Head, Thick Skull, Mighty Blow, TTM.
Break Tackle, Dodge

★ROXANNA DARKNAIL★

Witch Elf (250K)



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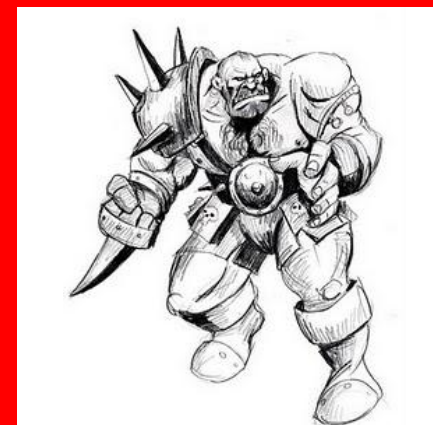
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Dodge, Frenzy, Jump Up.
Loner, Juggernaut, Leap

★MORG 'N' THORG★

Ogre (430K)



MA

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ST

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AG

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AV

10

Mighty Blow, Thick Skull, TTM, Loner.
Block

Bretonnian Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls			
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.			
*	70K	Rookie Lineman	6	3	2	7 Loner, Fend
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	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 Blitzer	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 Blitzer	8	3	3	8 Loner, Block, Catch, Dauntless + 1 GS-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

*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.

★DOLFAR LONGSTRIDE★

Wood Elf Lineman (150K)



MA

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ST

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AG

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-
Loner, Kick, Hail Mary Pass, Pass Block,
Kick-Off Return, Diving Catch

★ZARA THE SLAYER★

Human Lineman (270K)



MA

6

ST

4

AG

3

AV

8

-
Loner, Stab, Stakes, Block, Dodge, Jump Up,
Dauntless

★WILLOW ROSEBARK★

Dryad (150K)



MA

5

ST

4

AG

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AV

8

-
Loner, Dauntless, Side Step, Thick Skull

★GRIFF OBERWALD★

Human Blitzter (320K)



MA

7

ST

4

AG

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AV

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Block
Loner, Dodge, Fend, Sprint, Sure Feet

★MIGHTY ZUG★

Human Blocker (260K)



MA

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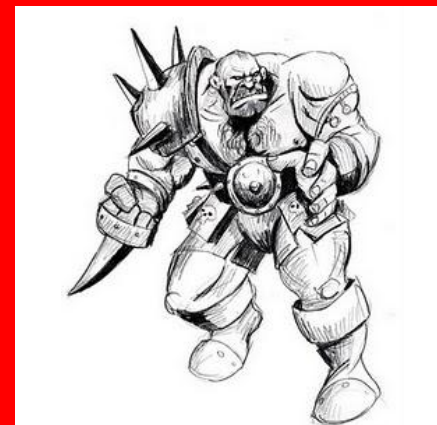
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-
Loner, Block, Mighty Blow

★MORG 'N' THORG★

Ogre (430K)



MA

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ST

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Mighty Blow, Thick Skull, TTM, Loner.
Block

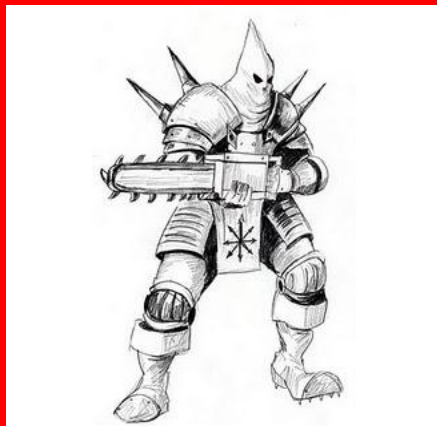
Chaos Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls			
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.			
*	90K	Rookie Beastman	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	Team Training	Take a team reroll for this game only.			
*	130K	Max Spleenripper	5	4	3	8 Loner, Chainsaw, Secret Weapon
*	130K	Rookie Chaos Warrior	5	4	3	9 Loner
*	140K	Mercenary Beastman	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 Chaos Warrior	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 Dodge, Right Stuff, Stunty, Loner
*	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

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★MAX SPLEENRIPPER★

Chaos Warrior Chainsaw Lunatic (130K)



MA

5

ST

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AG

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AV

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-
Loner, Chainsaw, Secret Weapon

★LORD BORAK THE DESPOILER★

Chaos Warrior (300K)



MA

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ST

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AG

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AV

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-
Loner, Block, Mighty Blow, Dirty Player

★LEWDGRIP WHIPARM★

Marauder (150K)



MA

6

ST

3

AG

3

AV

9

-
Loner, Pass, Strong Arm, Sure Hands, Tentacles

★GRASHNAK BLACKHOOF★

Minotaur (310K)



MA

6

ST

6

AG

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AV

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Loner, Frenzy, Horns, Mighty Blow, Thick Skull.
-

★BRICK FAR'TH & GROTTY★

Ogre & Goblin Duo (290K)



MA

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2 | 4

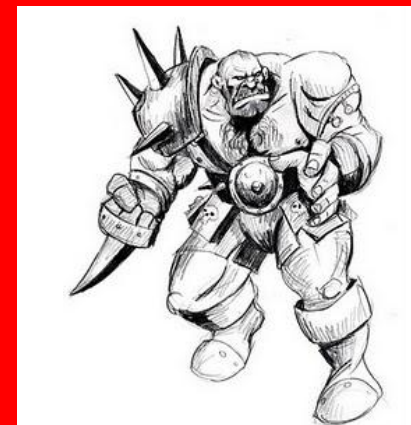
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Brick: Loner, Bone-Head, Thick Skull, TTM,
Mighty Blow + Nerves of Steel, Strong Arm
Grotty: Dodge, Stunty, Right Stuff + Loner.

★MORG 'N' THORG★

Ogre (430K)



MA

6

ST

6

AG

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AV

10

Mighty Blow, Thick Skull, TTM, Loner.
Block

Chaos Dwarf Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls			
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.			
*	70K	Rookie Hobgoblin	6	3	3	7 Loner
*	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	Team Training	Take a team reroll for this game only.			
*	120K	Mercenary Hobgoblin	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	Mercenary Chaos Dwarf Blocker	4	3	2	9 Loner, Block, Tackle, Thick Skull + 1 GS-skill of choice
*	160K	Rookie Bull Centaur	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 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	Mercenary Bull Centaur	6	4	2	9 Loner, Sprint, Sure Feet, Thick Skull + 1 GS-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.			
*	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

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★ZZHARG MADEYE★

Chaos Dwarf Blocker (90K)



MA

4

ST

4

AG

3

AV

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Tackle, Thick Skull.
Loner, Sure Hands, Pass, Strong Arm,
Hail Mary Pass, Secret Weapon

★GRASHNAK BLACKHOOF★

Minotaur (310K)



MA

6

ST

6

AG

2

AV

8

Loner, Frenzy, Horns, Mighty Blow, Thick Skull.
-

★NOBBLA BLACKWART★

Goblin Looney (130K)



MA

6

ST

2

AG

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AV

7

Chainsaw, Secret Weapon, Stunty.
Loner, Block, Dodge

★HTHARK THE UNSTOPPABLE★

Bull Centaur (330K)



MA

6

ST

5

AG

2

AV

9

Thick Skull, Sprint, Sure Feet.
Loner, Block, Break Tackle, Juggernaut

★RASHNAK BACKSTABBER★

Hobgoblin (200K)



MA

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ST

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AG

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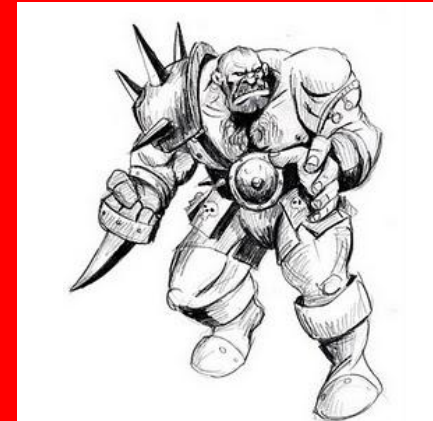
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Loner, Stab, Dodge, Side Step, Sneaky Git

★MORG 'N' THORG★

Ogre (430K)



MA

6

ST

6

AG

3

AV

10

Mighty Blow, Thick Skull, TTM, Loner.
Block

Chaos Pact Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls			
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.			
*	60K	Bomber Dribblesnot	6	2	3	7 Dodge, Stunty, Bombardier, Secret Weapon, Loner, Accurate, Right Stuff
*	70K	Rookie Goblin Renegade	6	2	3	7 Loner , Dodge, Stunty, Right Stuff, Animosity
*	80K	Rookie Marauder	6	3	3	8 Loner
*	80K	Rookie Skaven Renegade	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 Dark Elf Renegade	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	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 Goblin Renegade	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 Skaven Renegade	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	Mercenary Dark Elf Renegade	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
*	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

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★BOMBER DRIBBLESNOT★

Goblin Bombardier (60K)



MA

6

ST

2

AG

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AV

7

Dodge, Stunty, Bombardier, Secret Weapon.
Loner, Accurate, Right Stuff

★CRAZY IGOR★

Thrall (120K)



MA

6

ST

3

AG

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AV

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-
Loner, Thick Skull, Dauntless, Regeneration

★ZZHARG MADEYE★

Chaos Dwarf Blocker (90K)



MA

4

ST

4

AG

3

AV

9

Tackle, Thick Skull.
Loner, Sure Hands, Pass, Strong Arm,
Hail Mary Pass, Secret Weapon

★LEWDGRIP WHIPARM★

Marauder (150K)



MA

6

ST

3

AG

3

AV

9

-
Loner, Pass, Strong Arm, Sure Hands, Tentacles

★UGROTH BOLGROT★

Orc Chainsaw Lunatic (100K)



MA

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ST

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AG

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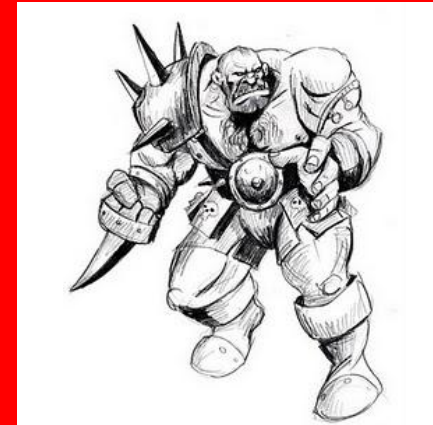
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Loner, Chainsaw, Secret Weapon

★MORG 'N' THORG★

Ogre (430K)



MA

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ST

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AG

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AV

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Mighty Blow, Thick Skull, TTM, Loner.
Block

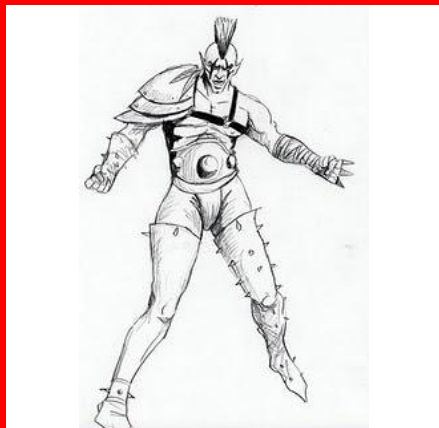
Dark Elf Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls				
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.				
*	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	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 Blitzter	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 Blitzter	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

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★ELDRIL SIDEWINDER★

Elf Catcher (200K)



MA

8

ST

3

AG

4

AV

7

Catch, Nerves of Steel.
Loner, Hypnotic Gaze, Dodge, Pass Block

★ROXANNA DARKNAIL★

Witch Elf (250K)



MA

8

ST

3

AG

5

AV

7

Dodge, Frenzy, Jump Up.
Loner, Juggernaut, Leap

★HORKON HEARTTRIPPER★

Assassin (210K)



MA

7

ST

3

AG

4

AV

7

Stab, Shadowing.
Loner, Multiple Block, Dodge, Leap

★HUBRIS RAKARTH★

Dark Elf Blitzzer (260K)



MA

7

ST

4

AG

4

AV

8

Block.
Loner, Mighty Blow, Dirty Player, Jump Up,
Strip Ball

★ITHACA BENION★

Dark Elf Thro-Ra (220K)



MA

7

ST

3

AG

3

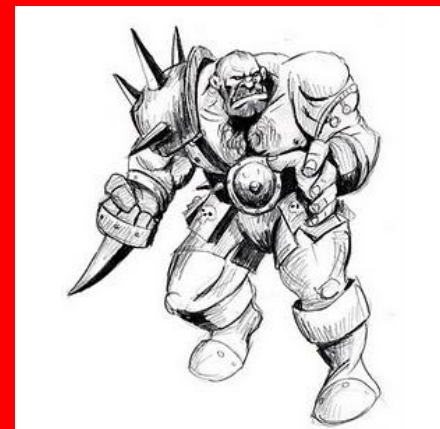
AV

7

Pass, Sure Hands, Regeneration.
Loner, Accurate, Dump-Off, Nerves of Steel

★MORG 'N' THORG★

Ogre (430K)



MA

6

ST

6

AG

3

AV

10

Mighty Blow, Thick Skull, TTM, Loner.
Block

Dwarf Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls			
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.			
*	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
*	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	Team Training	Take a team reroll for this game only.			
*	110K	Rookie Runner	6	3	3	8 Loner , Sure Hands, Thick Skull
*	110K	Rookie Blitzler	5	3	3	9 Loner , Block, Thick Skull
*	120K	Rookie Troll 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 Blitzler	5	3	3	9 Loner , Block, Thick Skull + 1 GS-skill of choice
*	170K	Mercenary Troll 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, Secret Weapon
*	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

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★BARIK FARBLAST★

Dwarf Runner (60K)



MA

6

ST

3

AG

3

AV

8

Sure Hands, Thick Skull.
Loner, Pass, Strong Arm, Hail Mary Pass,
Secret Weapon

★GRIM IRONJAW★

Dwarf Troll Slayer (220K)



MA

5

ST

4

AG

3

AV

8

Block, Dauntless, Frenzy, Thick Skull
Loner, Multiple Block

★BOOMER EZIASSON★

Dwarf Bombardier (60K)



MA

4

ST

3

AG

2

AV

9

Block, Thick Skull.
Loner, Bombardier, Accurate, Secret Weapon

★ZARA THE SLAYER★

Human Lineman (270K)



MA

6

ST

4

AG

3

AV

8

-
Loner, Stab, Stakes, Block, Dodge, Jump Up,
Dauntless

★FLINT CHURNBLADE★

Dwarf Chainsaw Lunatic (130K)



MA

5

ST

3

AG

2

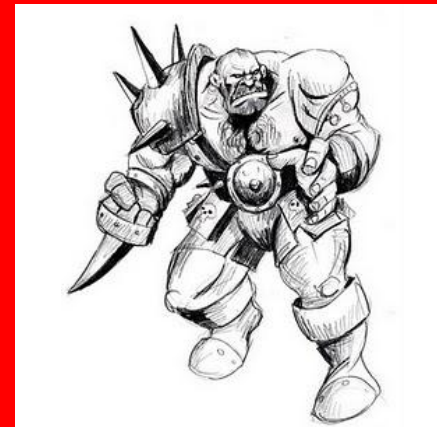
AV

8

Block, Thick Skull
Loner, Chainsaw, Secret Weapon

★MORG 'N' THORG★

Ogre (430K)



MA

6

ST

6

AG

3

AV

10

Mighty Blow, Thick Skull, TTM, Loner.
Block

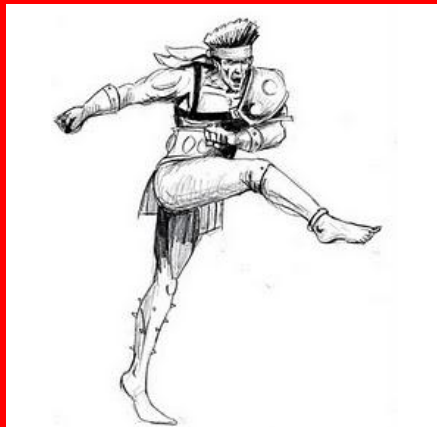
Elf Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls				
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.				
*	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	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.				
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

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★DOLFAR LONGSTRIDE★

Wood Elf Lineman (150K)



MA

7

ST

3

AG

4

AV

7

-
Loner, Kick, Hail Mary Pass, Pass Block,
Kick-Off Return, Diving Catch

★★HUBRIS RAKARTH★

Dark Elf Blitzter (260K)



MA

7

ST

4

AG

4

AV

8

Block.
Loner, Mighty Blow, Dirty Player, Jump Up,
Strip Ball

★ELDRIL SIDEWINDER★

Elf Catcher (200K)



MA

8

ST

3

AG

4

AV

7

Catch, Nerves of Steel.
Loner, Hypnotic Gaze, Dodge, Pass Block

★JORDELL FRESHBREEZE★

Wardancer (260K)



MA

8

ST

3

AG

5

AV

7

Block, Dodge, Leap
Loner, Diving Catch, Side Step

★PRINCE MORANION★

High Elf Blitzter (230K)



MA

7

ST

4

AG

4

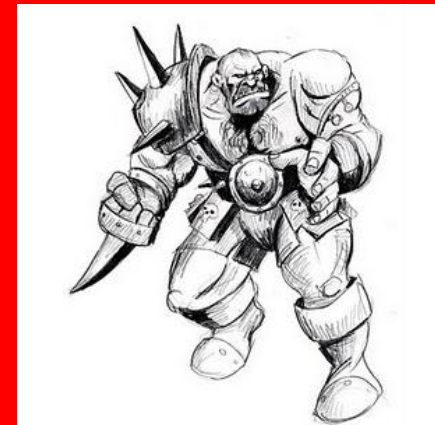
AV

8

Block.
Loner, Dauntless, Tackle, Wrestle

★★MORG 'N' THORG★

Ogre (430K)



MA

6

ST

6

AG

3

AV

10

Mighty Blow, Thick Skull, TTM, Loner.
Block

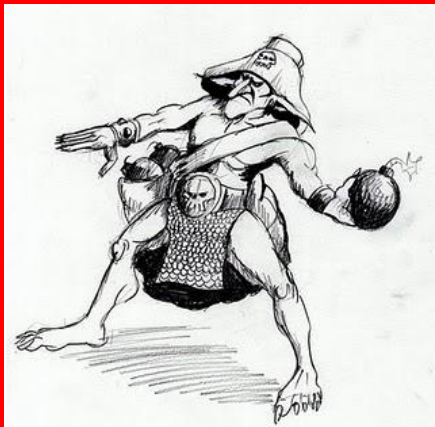
Goblin Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls			
0-3	50K	Bribes	Roll d6; on a 2+ one call against your team is cancelled.			
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.			
*	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 Bombardier	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
*	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	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 Bombardier	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	Rookie Troll	4	5	1	9 Loner, Regeneration, Mighty Blow, TTM, Always Hungry, Really Stupid
*	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			
*	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, Regenerate, 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

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★BOMBER DRIBBLESNOT★

Goblin Bombardier (60K)



MA

6

ST

2

AG

3

AV

7

Dodge, Stunty, Bombardier, Secret Weapon.
Loner, Accurate, Right Stuff

★SCRAPPA SOREHEAD★

Goblin Pogoer (150K)



MA

7

ST

2

AG

3

AV

7

Leap. Very Long Legs, Dodge, Stunty.
Loner, Dirty Player, Right Stuff, Sure Feet,
Sprint

★FUNGUS THE LOON★

Goblin Fanatic (80K)



MA

4

ST

7

AG

3

AV

7

Ball & Chain, No Hands, Secret Weapon, Stunty.
Loner, Mighty Blow

★RIPPER★

Troll (270K)



MA

4

ST

6

AG

1

AV

9

Loner, Mighty Blow, Regeneration, TTM.
Grab

★NOBBLA BLACKWART★

Goblin Looney (130K)



MA

6

ST

2

AG

3

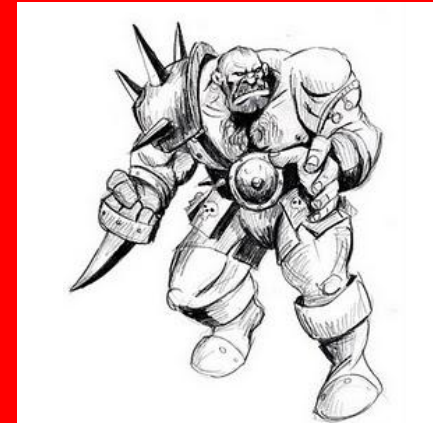
AV

7

Chainsaw, Secret Weapon, Stunty.
Loner, Block, Dodge

★MORG 'N' THORG★

Ogre (430K)



MA

6

ST

6

AG

3

AV

10

Mighty Blow, Thick Skull, TTM, Loner.
Block

Halfling Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls			
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.			
*	60K	Rookie Halfling	5	2	3	6 Loner , Dodge, Stunty, Right Stuff
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	Team Training	Take a team reroll for this game only.			
*	110K	Mercenary Halfling	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
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 + 1 S-skill of choice
*	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

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★PUGGY BACONBREATH★

Halfling (140K)



MA

5

ST

3

AG

3

AV

6

Dodge, Stunty, Right Stuff.
Loner, Block, Nerves of Steel

★BERTHA BIGFIST★

Ogress (290K)



MA

6

ST

5

AG

2

AV

9

Loner, Bone-Head, Thick Skull, Mighty Blow,
TTM.
Break Tackle, Dodge

★WILLOW ROSEBARK★

Dryad (150K)



MA

5

ST

4

AG

3

AV

8

-
Loner, Dauntless, Side Step, Thick Skull

★DEEPROOT STRONGBRANCH★

Treeman (300K)



MA

2

ST

7

AG

1

AV

10

Mighty Blow, Stand Firm, Strong Arm, TTM,
Thick Skull.
Loner, Block

★ZARA THE SLAYER★

Human Lineman (270K)



MA

6

ST

4

AG

3

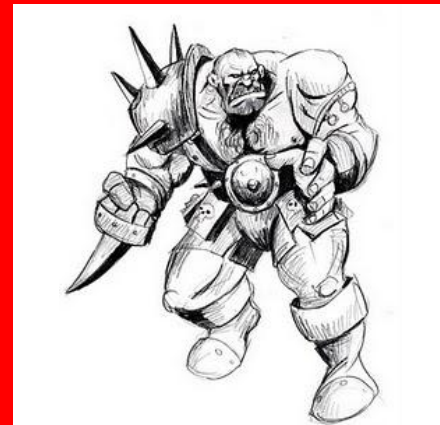
AV

8

-
Loner, Stab, Stakes, Block, Dodge, Jump Up,
Dauntless

★MORG 'N' THORG★

Ogre (430K)



MA

6

ST

6

AG

3

AV

10

Mighty Blow, Thick Skull, TTM, Loner.
Block

High Elf Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls				
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.				
*	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	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 Blitzter	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
*	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 Blitzter	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.				
*	430K	Morg'n'Thorg	6	6	3	10	Mighty Blow, Thick Skull, TTM, Loner, Block

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★DOLFAR LONGSTRIDE★

Wood Elf Lineman (150K)



MA

7

ST

3

AG

4

AV

7

-
Loner, Kick, Hail Mary Pass, Pass Block,
Kick-Off Return, Diving Catch

★PRINCE MORANION★

High Elf Blitzter (230K)



MA

7

ST

4

AG

4

AV

8

Block.
Loner, Dauntless, Tackle, Wrestle

★SOAREN HIGH-TOWER★

High Elf Thrower (180K)



MA

6

ST

3

AG

4

AV

8

Pass, Safe Throw
Loner, Strong Arm, Sure Hands, Kick-Off Return,
Fend

★ZARA THE SLAYER★

Human Lineman (270K)



MA

6

ST

4

AG

3

AV

8

-
Loner, Stab, Stakes, Block, Dodge, Jump Up,
Dauntless

★ELDRIL SIDEWINDER★

Elf Catcher (200K)



MA

8

ST

3

AG

4

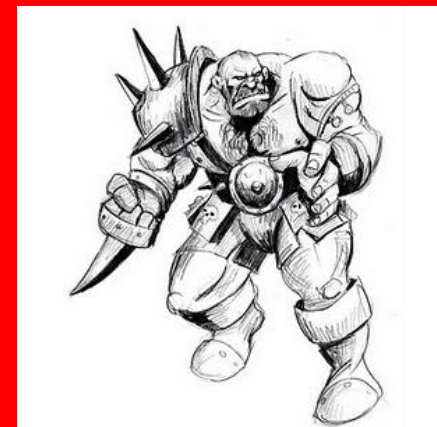
AV

7

Catch, Nerves of Steel.
Loner, Hypnotic Gaze, Dodge, Pass Block

★MORG 'N' THORG★

Ogre (430K)



MA

6

ST

6

AG

3

AV

10

Mighty Blow, Thick Skull, TTM, Loner.
Block

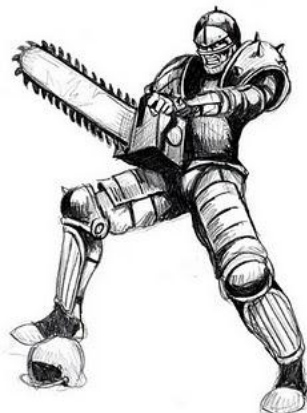
Human Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls			
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.			
*	80K	Rookie Lineman	6	3	3	8 Loner
*	100K	Rookie Thrower	6	3	3	8 Loner, Sure Hands, Pass
*	100K	Rookie Catcher	8	2	3	7 Loner, Dodge, Catch
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	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 Blitzler	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
*	150K	Mercenary Thrower	6	3	3	8 Loner, Sure Hands, Pass + 1 GP-skill of choice
*	150K	Mercenary Catcher	8	2	3	7 Loner, Dodge, Catch + 1 GA-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 Blitzler	7	3	3	8 Loner, Block + 1 GS-skill of choice
*	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

*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.

★HELMUT WULF★

Human Chainsaw Fanatic (110K)



MA

6

ST

3

AG

3

AV

8

-
Loner, Chainsaw, Stand Firm, Secret Weapon

★ZARA THE SLAYER★

Human Lineman (270K)



MA

6

ST

4

AG

3

AV

8

-
Loner, Stab, Stakes, Block, Dodge, Jump Up, Dauntless

★PUGGY BACONBREATH★

Halfling (140K)



MA

5

ST

3

AG

3

AV

6

Dodge, Stunty, Right Stuff.
Loner, Block, Nerves of Steel

★GRIFF OBERWALD★

Human Blitzter (320K)



MA

7

ST

4

AG

4

AV

8

Block
Loner, Dodge, Fend, Sprint, Sure Feet

★MIGHTY ZUG★

Human Blocker (260K)



MA

4

ST

5

AG

2

AV

9

-
Loner, Block, Mighty Blow

★MORG 'N' THORG★

Ogre (430K)



MA

6

ST

6

AG

3

AV

10

Mighty Blow, Thick Skull, TTM, Loner.
Block

Khemri Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls			
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.			
*	70K	Rookie Skeleton	5	3	2	7 Loner , Regeneration, Thick Skull
*	80K	Sinnedbad	6	3	2	7 Regen., Loner, Stab, Secret Weapon, Block, Jump Up, Pass Block, Side Step
*	100K	Rookie Thro-Ra	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	Team Training	Take a team reroll for this game only.			
*	120K	Rookie Blitz-Ra	6	3	2	8 Loner , Block, Regeneration
*	120K	Mercenary Skeleton	5	3	2	7 Loner , Regeneration, Thick Skull +1 G-skill of choice
*	120K	Hack Enslash	6	3	2	7 Regenerate, 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 Thro-Ra	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 Blitz-Ra	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 Regenerate, Mighty Blow, Loner, Wrestle, Break Tackle

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★SINNEDBAD★

Skeleton (80K)



MA

6

ST

3

AG

2

AV

7

Regeneration.

Loner, Stab, Jump Up, Side Step, Pass Block, Block, Secret Weapon

★ITHACA BENION★

Dark Elf Thro-Ra (220K)



MA

7

ST

3

AG

3

AV

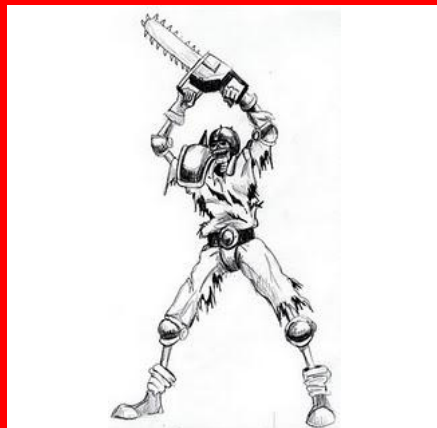
7

Pass, Sure Hands, Regeneration.

Loner, Accurate, Dump-Off, Nerves of Steel

★HACK ENSLASH★

Skeleton Chainsaw Lunatic (120K)



MA

6

ST

3

AG

2

AV

7

Regeneration.

Loner, Chainsaw, Side Step, Secret Weapon

★NEKBREKEREKH★

Blitz-Ra (220K)



MA

6

ST

4

AG

2

AV

8

Block, Regeneration.

Loner, Break Tackle, Juggernaut, Strip Ball

★HUMERUS CARPAL★

Catch-Ra (130K)



MA

7

ST

2

AG

3

AV

7

Catch, Nerves of Steel, Regeneration.

Loner, Dodge

★RAMTUT III★

Mummy (380K)



MA

5

ST

6

AG

1

AV

9

Mighty Blow, Regeneration.

Loner, Wrestle, Break Tackle

Lizardman Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls			
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.			
*	90K	Rookie Skink	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	Team Training	Take a team reroll for this game only.			
*	110K	Rookie Saurus	6	4	1	9 Loner
*	110K	Helmut Wulf	6	3	3	8 Loner, Chainsaw, Stand Firm, Secret Weapon
*	140K	Mercenary Skink	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	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

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★HELMUT WULF★

Human Chainsaw Fanatic (110K)

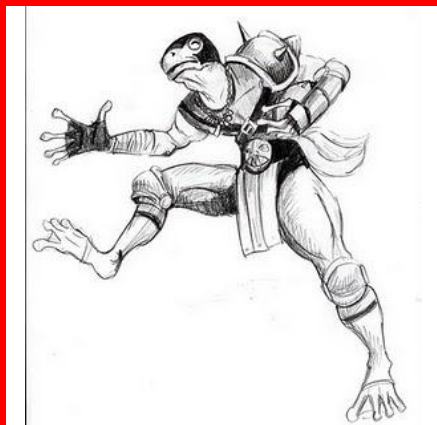


MA
6
ST
3
AG
3
AV
8

-
Loner, Chainsaw, Stand Firm, Secret Weapon

★QUETZAL LEAP★

Slann Catcher (250K)



MA
8
ST
2
AG
4
AV
7

Leap, Very Long Legs, Diving Catch
Loner, Catch, Kick-Off Return, Nerves of Steel,
Fend

★HEMLOCK★

Skink (170K)



MA
8
ST
2
AG
3
AV
7

Dodge, Stunty.
Loner, Stab, Block, Side Step, Jump Up

★SLIBLI★

Saurus (250K)

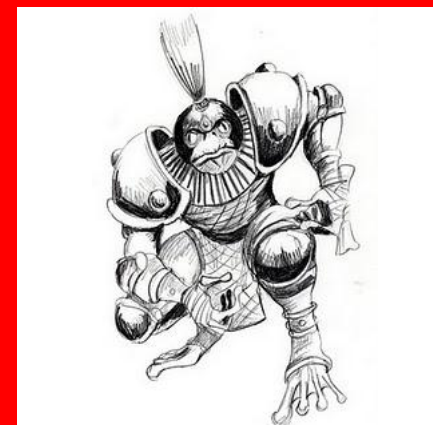


MA
7
ST
4
AG
1
AV
9

-
Loner, Guard, Stand Firm, Block, Grab

★LOTTABOTTOL★

Slann Blitzter (220K)

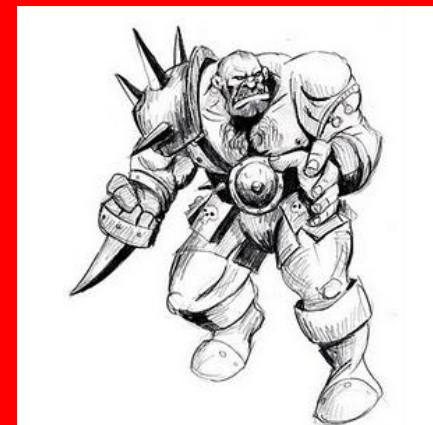


MA
8
ST
3
AG
3
AV
8

Leap. Very Long Legs, Jump Up, Diving Tackle
Loner, Catch, Pass Block, Shadowing

★MORG 'N' THORG★

Ogre (430K)



MA
6
ST
6
AG
3
AV
10

Mighty Blow, Thick Skull, TTM, Loner.
Block

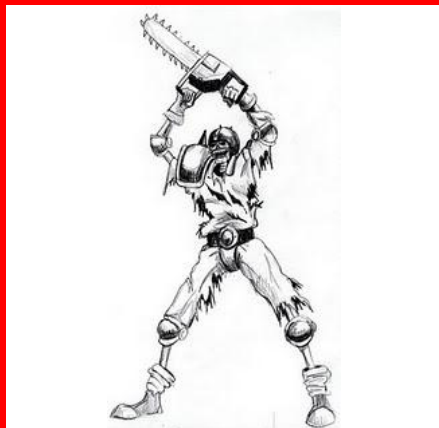
Necromantic Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls			
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.			
*	70K	Rookie Zombie	4	3	2	8 Loner, Regeneration
*	100K	Rookie Ghoul	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	Team Training	Take a team reroll for this game only.			
*	120K	Rookie Wight	6	3	3	8 Loner, Block, Regeneration
*	120K	Hack Enslash	6	3	2	7 Regenerate, 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	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	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 Regenerate, Mighty Blow, Loner, Wrestle, Break Tackle
*	390K	Count Luthor	6	5	4	9 Hypnotic Gaze, Regenerate, Loner, Block, Side Step

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★HACK ENSLASH★

Skeleton Chainsaw Lunatic (120K)



MA

6

ST

3

AG

2

AV

7

Regeneration.

Loner, Chainsaw, Side Step, Secret Weapon

★WILHELM CHANEY★

Werewolf (240K)



MA

8

ST

4

AG

3

AV

8

Claws, Frenzy, Regeneration

Loner, Wrestle, Catch

★J EARLICE★

Ghoul (180K)



MA

8

ST

3

AG

3

AV

7

Dodge

Loner, Catch, Diving Catch, Sprint

★RAMTUT III★

Mummy (380K)



MA

5

ST

6

AG

1

AV

9

Mighty Blow, Regeneration.

Loner, Wrestle, Break Tackle

★NEKBREKEREKH★

Blitz-Ra (220K)



MA

6

ST

4

AG

2

AV

8

Block, Regeneration.

Loner, Break Tackle, Juggernaut, Strip Ball

★COUNT LUTHOR von DRAKENBORG★

Vampire (390K)



MA

6

ST

5

AG

4

AV

9

Hypnotic Gaze, Regeneration.

Loner, Block, Side Step

Norse Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls			
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.			
*	60K	Boomer Eziasson	4	3	2	9 Block, Thick Skull, Loner, Accurate, Secret Weapon, Bombardier
*	80K	Rookie 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	Team Training	Take a team reroll for this game only.			
*	100K	Rookie Thrower	6	3	3	7 Loner , Block, Pass
*	110K	Helmut Wulf	6	3	3	8 Loner, Chainsaw, Stand Firm, Secret Weapon
*	120K	Rookie Runner	7	3	3	7 Loner , Block, Dauntless
*	120K	Rookie Berserker	6	3	3	7 Loner , Block, Frenzy, Jump Up
*	130K	Mercenary Lineman	6	3	3	7 Loner , Block + 1 G-skill of choice
*	140K	Rookie Werewolf	6	4	2	8 Loner , Frenzy
*	150K	Mercenary 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 Runner	7	3	3	7 Loner , Block, Dauntless + 1 GA-skill of choice
*	170K	Mercenary Berserker	6	3	3	7 Loner , Block, Frenzy, Jump Up + 1 GS-skill of choice
*	170K	Rookie Yhetee	5	5	1	8 Loner, Claws, Frenzy, Disturbing Presence, Wild Animal
*	190K	Mercenary Werewolf	6	4	2	8 Loner , Frenzy + 1 GS-skill of choice
*	220K	Mercenary Yhetee	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

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★BOOMER EZIASSON★

Dwarf Bombardier (60K)



MA

4

ST

3

AG

2

AV

9

Block, Thick Skull.

Loner, Bombardier, Accurate, Secret Weapon

★ZARA THE SLAYER★

Human Lineman (270K)



MA

6

ST

4

AG

3

AV

8

-

Loner, Stab, Stakes, Block, Dodge, Jump Up, Dauntless

★HELMUT WULF★

Human Chainsaw Fanatic (110K)



MA

6

ST

3

AG

3

AV

8

-

Loner, Chainsaw, Stand Firm, Secret Weapon

★ICEPELT HAMMERBLOW★

Yhetee (330K)



MA

5

ST

6

AG

1

AV

8

Loner, Claw, Frenzy, Disturbing Presence.
Thick Skull, Regeneration

★WILHELM CHANEY★

Werewolf (240K)



MA

8

ST

4

AG

3

AV

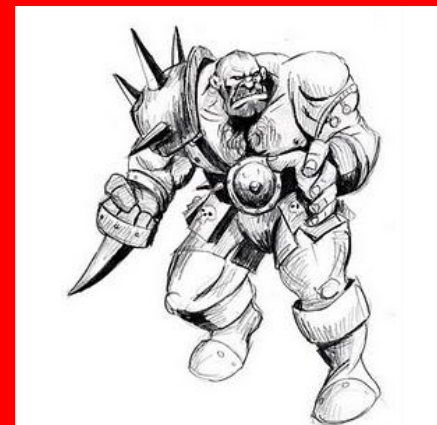
8

Claws, Frenzy, Regeneration

Loner, Wrestle, Catch

★MORG 'N' THORG★

Ogre (430K)



MA

6

ST

6

AG

3

AV

10

Mighty Blow, Thick Skull, TTM, Loner.
Block

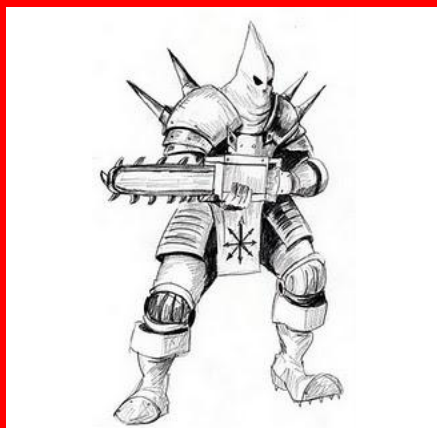
Nurgle Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls			
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.			
*	70K	Rookie Rotter	5	3	3	8 Loner , Decay, Nurgle's Rot
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	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 Nurgle Warrior	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 Beast of Nurgle	4	5	1	9 Loner, Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration, Mighty Blow, Tentacles, Really Stupid
*	190K	Mercenary Nurgle Warrior	4	4	2	9 Loner , Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration + 1 GSM-skill of choice
*	220K	Mercenary Beast of Nurgle	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
			6	2	4	7 Dodge, Right Stuff, Stunty, Loner
*	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

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★MAX SPLEENRIPPER★

Chaos Warrior Chainsaw Lunatic (130K)



MA
5
ST
4
AG
3
AV
8

-
Loner, Chainsaw, Secret Weapon

★LORD BORAK THE DESPOILER★

Chaos Warrior (300K)



MA
5
ST
5
AG
3
AV
9

-
Loner, Block, Mighty Blow, Dirty Player

★LEWDGRIP WHIPARM★

Marauder (150K)



MA
6
ST
3
AG
3
AV
9

-
Loner, Pass, Strong Arm, Sure Hands, Tentacles

★GRASHNAK BLACKHOOF★

Minotaur (310K)



MA
6
ST
6
AG
2
AV
8

Loner, Frenzy, Horns, Mighty Blow, Thick Skull.
-

★BRICK FAR'TH & GROTTY★

Ogre & Goblin Duo (290K)

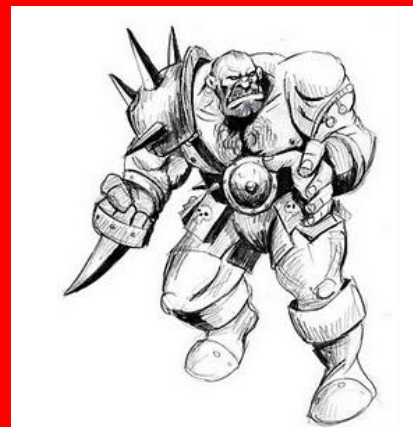


MA
5 6
ST
5 2
AG
2 4
AV
9 7

Brick: Loner, Bone-Head, Thick Skull, TTM,
Mighty Blow + Nerves of Steel, Strong Arm
Grotty: Dodge, Stunty, Right Stuff + Loner.

★MORG 'N' THORG★

Ogre (430K)



MA
6
ST
6
AG
3
AV
10

Mighty Blow, Thick Skull, TTM, Loner.
Block

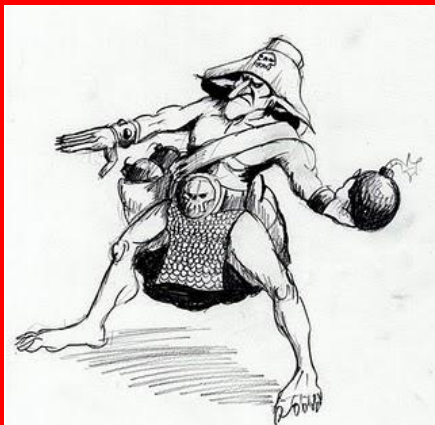
Ogre Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls			
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.			
*	50K	Rookie Snotling	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
0-3	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	Team Training	Take a team reroll for this game only.			
*	100K	Mercenary Snotling	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

*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.

★BOMBER DRIBBLESNOT★

Goblin Bombardier (60K)



MA
6
ST
2
AG
3
AV
7

Dodge, Stunty, Bombardier, Secret Weapon.
Loner, Accurate, Right Stuff

★BERTHA BIGFIST★

Ogress (290K)



MA
6
ST
5
AG
2
AV
9

Loner, Bone-Head, Thick Skull, Mighty Blow, TTM.
Break Tackle, Dodge

★NOBBLA BLACKWART★

Goblin Looney (130K)



MA
6
ST
2
AG
3
AV
7

Chainsaw, Secret Weapon, Stunty.
Loner, Block, Dodge

★BRICK FAR'TH & GROTTY★

Ogre & Goblin Duo (290K)



MA
5 6
ST
5 2
AG
2 4
AV
9 7

Brick: Loner, Bone-Head, Thick Skull, TTM,
Mighty Blow + Nerves of Steel, Strong Arm
Grotty: Dodge, Stunty, Right Stuff + Loner.

★SCRAPPA SOREHEAD★

Goblin Pogoer (150K)

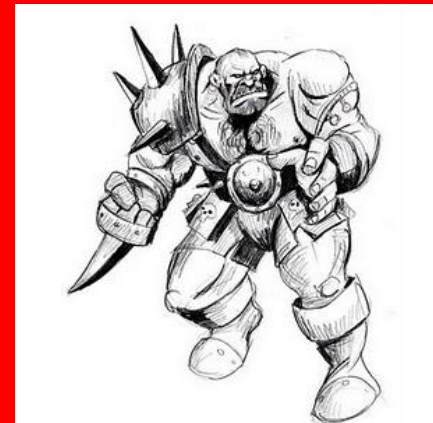


MA
7
ST
2
AG
3
AV
7

Leap. Very Long Legs, Dodge, Stunty.
Loner, Dirty Player, Right Stuff, Sure Feet,
Sprint

★MORG 'N' THORG★

Ogre (430K)



MA
6
ST
6
AG
3
AV
10

Mighty Blow, Thick Skull, TTM, Loner.
Block

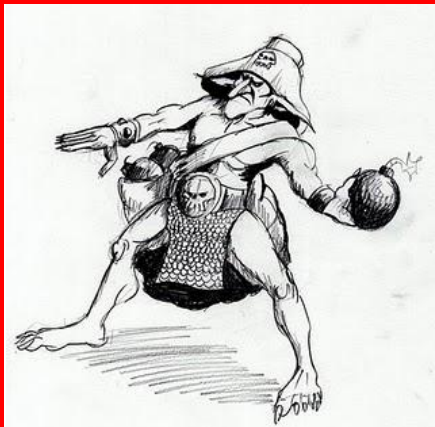
Orc Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls			
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.			
*	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
*	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	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 Blocker	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 Blocker	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, Regenerate, 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

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★BOMBER DRIBBLESNOT★

Goblin Bombardier (60K)



MA

6

ST

2

AG

3

AV

7

Dodge, Stunty, Bombardier, Secret Weapon.
Loner, Accurate, Right Stuff

★RIPPER★

Troll (270K)



MA

4

ST

6

AG

1

AV

9

Loner, Mighty Blow, Regeneration, TTM.
Grab

★UGROTH BOLGROT★

Orc Chainsaw Lunatic (100K)



MA

5

ST

3

AG

3

AV

9

-
Loner, Chainsaw, Secret Weapon

★VARAG GHOUL-CHEWER★

Orc Blitzzer (290K)



MA

6

ST

4

AG

3

AV

9

Block.
Loner, Jump Up, Mighty Blow, Thick Skull

★SCRAPPA SOREHEAD★

Goblin Pogoer (150K)



MA

7

ST

2

AG

3

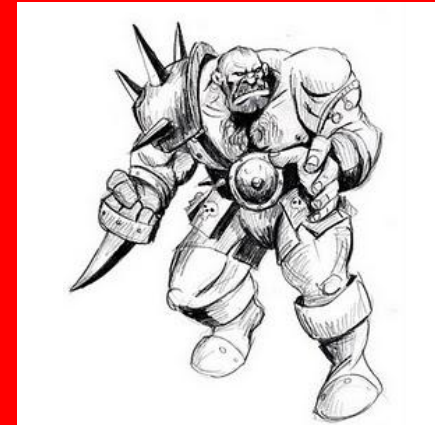
AV

7

Leap. Very Long Legs, Dodge, Stunty.
Loner, Dirty Player, Right Stuff, Sure Feet,
Sprint

★MORG 'N' THORG★

Ogre (430K)



MA

6

ST

6

AG

3

AV

10

Mighty Blow, Thick Skull, TTM, Loner.
Block

Skaven Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls			
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.			
*	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	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
*	120K	Rookie Blitzter	7	3	3	8 Loner, Block
*	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 + 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
*	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

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★FEZGLITCH★

Skaven Plague Censer Carrier (100K)



MA

4

ST

7

AG

3

AV

7

-
Loner, Ball & Chain, No Hands, Secret Weapon,
Foul Appearance, Disturbing Presence

★GLART SMASHRIP JR.★

Skaven Blitzzer (210K)



MA

7

ST

4

AG

3

AV

8

Block
Loner, Claw, Juggernaut

★SKITTER STAB-STAB★

Gutter Runner (160K)



MA

9

ST

2

AG

4

AV

7

Dodge.
Loner, Stab, Prehensile Tail, Shadowing

★HEADSPLITTER★

Rat Ogre (340K)



MA

6

ST

6

AG

3

AV

8

Loner, Frenzy, Mighty Blow, Prehensile Tail.

-

★HAKFLEM SKUTTLESPIKE★

Skaven Gutter Runner (200K)



MA

9

ST

3

AG

4

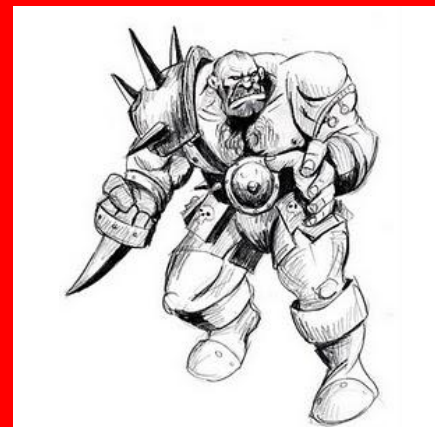
AV

7

Dodge.
Loner, Extra Arms, Two Heads, Prehensile Tail

★MORG 'N' THORG★

Ogre (430K)



MA

6

ST

6

AG

3

AV

10

Mighty Blow, Thick Skull, TTM, Loner.
Block

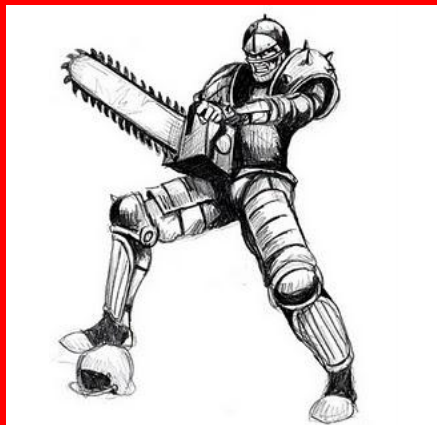
Slann Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls			
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.			
*	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	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 Blitzter	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 Blitzter	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

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★HELMUT WULF★

Human Chainsaw Fanatic (110K)

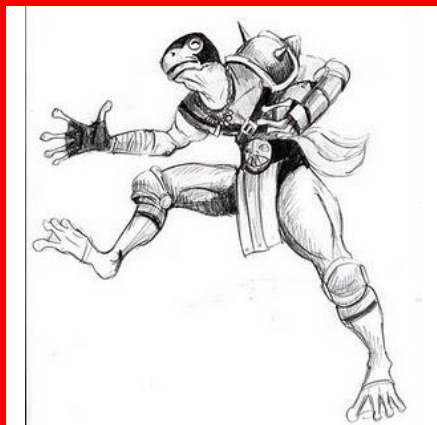


MA
6
ST
3
AG
3
AV
8

-
Loner, Chainsaw, Stand Firm, Secret Weapon

★QUETZAL LEAP★

Slann Catcher (250K)



MA
8
ST
2
AG
4
AV
7

Leap, Very Long Legs, Diving Catch
Loner, Catch, Kick-Off Return, Nerves of Steel,
Fend

★HEMLOCK★

Skink (170K)



MA
8
ST
2
AG
3
AV
7

Dodge, Stunty.
Loner, Stab, Block, Side Step, Jump Up

★SLIBLI★

Saurus (250K)

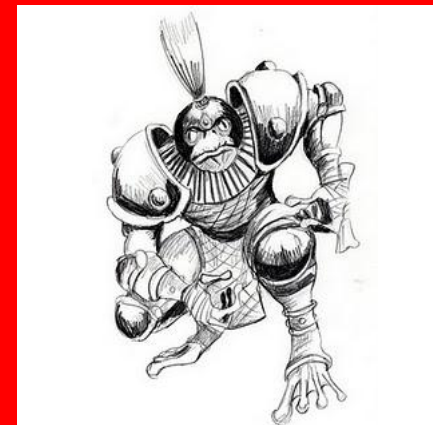


MA
7
ST
4
AG
1
AV
9

-
Loner, Guard, Stand Firm, Block, Grab

★LOTTABOTTOL★

Slann Blitzter (220K)

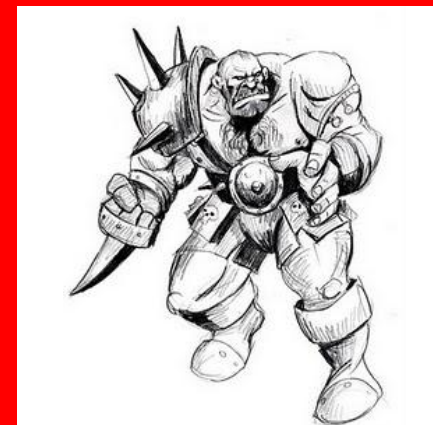


MA
8
ST
3
AG
3
AV
8

Leap. Very Long Legs, Jump Up, Diving Tackle
Loner, Catch, Pass Block, Shadowing

★MORG 'N' THORG★

Ogre (430K)



MA
6
ST
6
AG
3
AV
10

Mighty Blow, Thick Skull, TTM, Loner.
Block

Undead Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls			
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.			
*	70K	Rookie Zombie	4	3	2	8 Loner, Regeneration
*	70K	Rookie Skeleton	5	3	2	7 Loner, Regeneration, Thick Skull
*	80K	Sinnedbad	6	3	2	7 Regen., Loner, Stab, Secret Weapon, Block, Jump Up, Pass Block, Side Step
*	100K	Rookie Ghoul	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	Team Training	Take a team reroll for this game only.			
*	120K	Rookie Wight	6	3	3	8 Loner, Block, Regeneration
*	120K	Hack Enslash	6	3	2	7 Regenerate, Loner, Chainsaw, Secret Weapon, Side Step
*	120K	Mercenary Zombie	4	3	2	8 Loner, Regeneration + 1 G-skill of choice
*	120K	Mercenary Skeleton	5	3	2	7 Loner, Regeneration, Thick Skull + 1 G-skill of choice
*	150K	Mercenary Ghoul	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	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 Regenerate, Mighty Blow, Loner, Wrestle, Break Tackle
*	390K	Count Luthor	6	5	4	9 Hypnotic Gaze, Regenerate, Loner, Block, Side Step

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★SINNEDBAD★

Skeleton (80K)



MA

6

ST

3

AG

2

AV

7

Regeneration.

Loner, Stab, Jump Up, Side Step, Pass Block, Block, Secret Weapon

★NEKBREKEREKH★

Blitz-Ra (220K)



MA

6

ST

4

AG

2

AV

8

Block, Regeneration.

Loner, Break Tackle, Juggernaut, Strip Ball

★HACK ENSLASH★

Skeleton Chainsaw Lunatic (120K)



MA

6

ST

3

AG

2

AV

7

Regeneration.

Loner, Chainsaw, Side Step, Secret Weapon

★RAMTUT III★

Mummy (380K)



MA

5

ST

6

AG

1

AV

9

Mighty Blow, Regeneration.

Loner, Wrestle, Break Tackle

★J EARLICE★

Ghoul (180K)



MA

8

ST

3

AG

3

AV

7

Dodge

Loner, Catch, Diving Catch, Sprint

★COUNT LUTHOR von DRAKENBORG★

Vampire (390K)



MA

6

ST

5

AG

4

AV

9

Hypnotic Gaze, Regeneration.

Loner, Block, Side Step

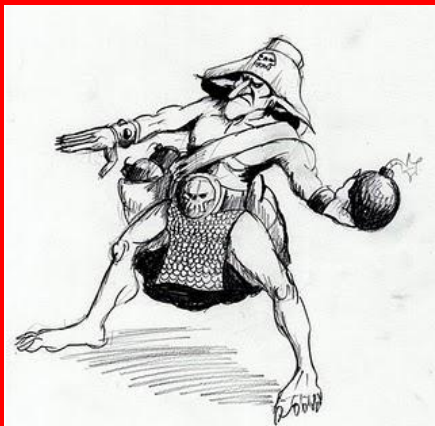
Underworld Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls			
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.			
*	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
*	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	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 Blitzer	7	3	3	8 Loner , Block, Animosity
*	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	Mercenary Skaven Blitzer	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
*	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

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★BOMBER DRIBBLESNOT★

Goblin Bombardier (60K)



MA

6

ST

2

AG

3

AV

7

Dodge, Stunty, Bombardier, Secret Weapon.
Loner, Accurate, Right Stuff

★SKITTER STAB-STAB★

Gutter Runner (160K)



MA

9

ST

2

AG

4

AV

7

Dodge.
Loner, Stab, Prehensile Tail, Shadowing

★FEZGLITCH★

Skaven Plague Censer Carrier (100K)



MA

4

ST

7

AG

3

AV

7

-
Loner, Ball & Chain, No Hands, Secret Weapon,
Foul Appearance, Disturbing Presence

★GLART SMASHRIP JR.★

Skaven Blitzzer (210K)



MA

7

ST

4

AG

3

AV

8

Block
Loner, Claw, Juggernaut

★NOBBLA BLACKWART★

Goblin Looney (130K)



MA

6

ST

2

AG

3

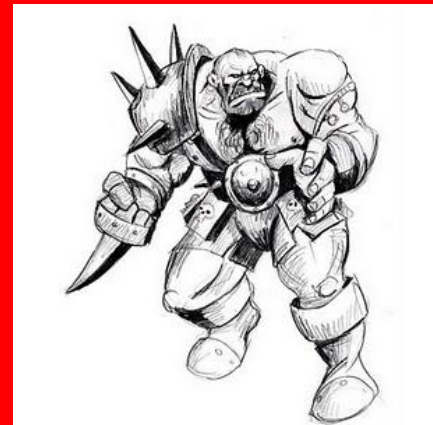
AV

7

Chainsaw, Secret Weapon, Stunty.
Loner, Block, Dodge

★MORG 'N' THORG★

Ogre (430K)



MA

6

ST

6

AG

3

AV

10

Mighty Blow, Thick Skull, TTM, Loner.
Block

Vampire Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls			
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.			
*	70K	Rookie Thrall	6	3	3	7 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	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	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	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	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, Regenerate, Loner, Block, Side Step
*	430K	Morg'n'Thorg	6	6	3	10 Mighty Blow, Thick Skull, TTM, Loner, Block

*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.

★HELMUT WULF★

Human Chainsaw Fanatic (110K)



MA

6

ST

3

AG

3

AV

8

-
Loner, Chainsaw, Stand Firm, Secret Weapon

★WILHELM CHANEY★

Werewolf (240K)



MA

8

ST

4

AG

3

AV

8

Claws, Frenzy, Regeneration
Loner, Wrestle, Catch

★CRAZY IGOR★

Thrall (120K)



MA

6

ST

3

AG

3

AV

8

-
Loner, Thick Skull, Dauntless, Regeneration

★COUNT LUTHOR von DRAKENBORG★

Vampire (390K)



MA

6

ST

5

AG

4

AV

9

Hypnotic Gaze, Regeneration.
Loner, Block, Side Step

★J EARLICE★

Ghoul (180K)



MA

8

ST

3

AG

3

AV

7

Dodge
Loner, Catch, Diving Catch, Sprint

★MORG 'N' THORG★

Ogre (430K)



MA

6

ST

6

AG

3

AV

10

Mighty Blow, Thick Skull, TTM, Loner.
Block

Wood Elf Inducements

0-2	50K	Bloodweiser Babes	Each Babe adds +1 to your KO recovery rolls			
0-5	50-400K	Special Play Cards	Choose a Special Play Card Deck (50K, 100K, 200K or 400K) and draw 1 random card from that deck.			
*	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	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, Thick 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.			
*	430K	Morg'n'Thorg	6	6	3	10 Mighty Blow, Thick Skull, TTM, Loner, Block

*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.

★DOLFAR LONGSTRIDE★

Wood Elf Lineman (150K)



MA

7

ST

3

AG

4

AV

7

-
Loner, Kick, Hail Mary Pass, Pass Block,
Kick-Off Return, Diving Catch

★JORDELL FRESHBREEZE★

Wardancer (260K)



MA

8

ST

3

AG

5

AV

7

Block, Dodge, Leap
Loner, Diving Catch, Side Step

★WILLOW ROSEBARK★

Dryad (150K)



MA

5

ST

4

AG

3

AV

8

-
Loner, Dauntless, Side Step, Thick Skull

★ZARA THE SLAYER★

Human Lineman (270K)



MA

6

ST

4

AG

3

AV

8

-
Loner, Stab, Stakes, Block, Dodge, Jump Up,
Dauntless

★ELDRIL SIDEWINDER★

Elf Catcher (200K)



MA

8

ST

3

AG

4

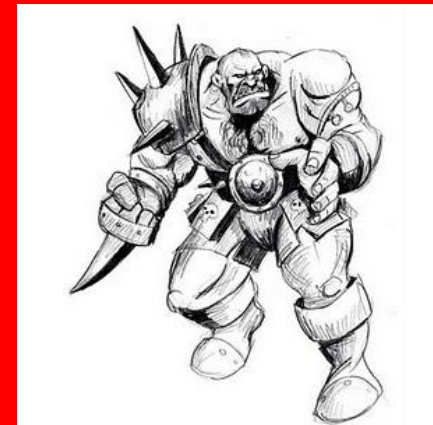
AV

7

Catch, Nerves of Steel.
Loner, Hypnotic Gaze, Dodge, Pass Block

★MORG 'N' THORG★

Ogre (430K)



MA

6

ST

6

AG

3

AV

10

Mighty Blow, Thick Skull, TTM, Loner.
Block