

TEAM ROSTERS

This section provides a handy reference for all twenty three of the current, official Blood Bowl teams. Note that future issues of *Spike! Journal* may update some of these rosters. Should a roster in *Spike! Journal* differ to a roster printed here, the *Spike! Journal* version will always take precedence.

DESIGNER'S NOTE - TEAM TIERS

Not all teams are created equal. Some are more challenging to play than others, either because the way their players and skills interact requires an in-depth knowledge of the game, or because background-wise they should struggle to win (after all, what chance would a Halfling team really have against a Dark Elf team?). This is entirely intentional, and over the years a great many experienced coaches have savoured the challenge of playing to win with the teams that might be considered part of the lower tier! If you're after a challenge, try playing Goblins, Halflings or Ogres – they're all incredibly entertaining to play, but if you don't know what you're doing then you might struggle to win games. This is based on starting teams, and is less accurate at higher Team Values.

AMAZON BLOOD BOWL TEAMS

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

AMAZON TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Tribal Linewomen	50,000	6	3	3	7	Dodge	G	ASP
0-2	Eagle Warrior Throwers	70,000	6	3	3	7	Dodge, Pass	GP	AS
0-2	Piranha Warrior Catchers	70,000	6	3	3	7	Catch, Dodge	GA	SP
0-4	Koka Kalim Blitzers	90,000	6	3	3	7	Block, Dodge	GS	AP
0-8 Re-roll counters		50,000 gold pieces each						Apothecary: YES	

CHAOS CHOSEN BLOOD BOWL TEAMS

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

CHAOS CHOSEN TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Beastman Runners	60,000	6	3	3	8	Horns	GSM	AP
0-4	Chosen Blockers	100,000	5	4	3	9	None	GSM	AP
0-1	Minotaur	150,000	5	5	2	8	Frenzy, Horns, Loner, Mighty Blow, Thick Skull, Wild Animal	SM	GAP
0-8 Re-roll counters		60,000 gold pieces each						Apothecary: YES	

CHAOS DWARF BLOOD BOWL TEAMS

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

CHAOS DWARF TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Hobgoblins	40,000	6	3	3	7	None	G	ASP
0-6	Chaos Dwarf Blockers	70,000	4	3	2	9	Block, Tackle, Thick Skull	GS	APM
0-2	Bull Centaur Blitzers	130,000	6	4	2	9	Sprint, Sure Feet, Thick Skull	GS	AP
0-1	Enslaved Minotaur	150,000	5	5	2	8	Frenzy, Horns, Loner, Mighty Blow, Thick Skull, Wild Animal	S	GAPM
0-8 Re-roll counters		70,000 gold pieces each						Apothecary: YES	

CHAOS RENEGADE BLOOD BOWL TEAMS

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

CHAOS RENEGADE TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-12	Renegade Human Linemen	50,000	6	3	3	8	None	GSPM	A
0-1	Renegade Goblin	40,000	6	2	3	7	Animosity, Dodge, Right Stuff, Stunty	AM	GSP
0-1	Renegade Orc Lineman	50,000	5	3	3	9	Animosity	GM	ASP
0-1	Renegade Skaven Lineman	50,000	7	3	3	7	Animosity	GM	ASP
0-1	Renegade Dark Elf Lineman	70,000	6	3	4	8	Animosity	GAM	SP
0-1	Troll	110,000	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	S	GAPM
0-1	Ogre	140,000	5	5	2	9	Bone-head, Loner, Mighty Blow, Thick Skull, Throw Team-mate	S	GAPM
0-1	Minotaur	150,000	5	5	2	8	Frenzy, Horns, Loner, Mighty Blow, Thick Skull, Wild Animal	S	GAPM
0-8 Re-roll counters		70,000 gold pieces each						Apothecary: YES	

DARK ELF BLOOD BOWL TEAMS

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

DARK ELF TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	70,000	6	3	4	8	None	GA	SP
0-2	Runners	80,000	7	3	4	7	Dump-off	GAP	S
0-2	Assassins	90,000	6	3	4	7	Shadowing, Stab	GA	SP
0-4	Blitzers	100,000	7	3	4	8	Block	GA	SP
0-2	Witch Elves	110,000	7	3	4	7	Dodge, Frenzy, Jump Up	GA	SP
0-8 Re-roll counters		50,000 gold pieces each						Apothecary: YES	

DWARF BLOOD BOWL TEAMS

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

DWARF TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Blockers	70,000	4	3	2	9	Block, Tackle, Thick Skull	GS	AP
0-2	Runners	80,000	6	3	3	8	Sure Hands, Thick Skull	GP	AS
0-2	Blitzers	80,000	5	3	3	9	Block, Thick Skull	GS	AP
0-2	Troll Slayers	90,000	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull	GS	AP
0-1	Deathroller	160,000	4	7	1	10	Break Tackle, Dirty Player, Juggernaut, Loner, Mighty Blow, No Hands, Secret Weapon, Stand Firm	S	GAP
0-8 Re-roll counters		50,000 gold pieces each						Apothecary: YES	

Dwarfs... hairy little freaks the lot of 'em, but they know their stuff.

ELVEN UNION BLOOD BOWL TEAMS

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

ELVEN UNION TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	60,000	6	3	4	7	None	GA	SP
0-2	Throwers	70,000	6	3	4	7	Pass	GAP	S
0-4	Catchers	100,000	8	3	4	7	Catch, Nerves of Steel	GA	SP
0-2	Blitzers	110,000	7	3	4	8	Block, Side Step	GA	SP
0-8 Re-roll counters		50,000 gold pieces each						Apothecary: YES	

GOBLIN BLOOD BOWL TEAMS

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

GOBLIN TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, Stunty	A	GSP
0-1	Bomma	40,000	6	2	3	7	Bombardier, Dodge, Secret Weapon, Stunty	A	GSP
0-1	Looney	40,000	6	2	3	7	Chainsaw, Secret Weapon, Stunty	A	GSP
0-1	Fanatic	70,000	3	7	3	7	Ball & Chain, No Hands, Secret Weapon, Stunty	S	GAP
0-1	Doom Diver	60,000	6	2	3	7	Right Stuff, Stunty, Swoop	A	GSP
0-1	Pogoer	70,000	7	2	3	7	Dodge, Pogo Stick (<i>grants Leap and Very Long Legs</i>), Stunty	A	GSP
0-1	'Ooligan	70,000	6	2	3	7	Disturbing Presence, Dodge, Fan Favourite, Right Stuff, Stunty	A	GSP
0-2	Trolls	110,000	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	S	GAP
0-8 Re-roll counters		60,000 gold pieces each						Apothecary: YES	

HALFLING BLOOD BOWL TEAMS

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

HALFLING TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Halfling Hopefuls	30,000	5	2	3	6	Dodge, Right Stuff, Stunty	A	GSP
0-2	Halfling Catchers	50,000	5	2	3	6	Catch, Dodge, Right Stuff, Sprint, Stunty	A	GSP
0-2	Halfling Hefties	50,000	5	2	3	7	Dodge, Fend, Stunty	AP	GS
0-2	Treemen	120,000	2	6	1	10	Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-mate, Timmm-ber!	S	GAP
0-8 Re-roll counters		60,000 gold pieces each						Apothecary: YES	

HIGH ELF BLOOD BOWL TEAMS

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

HIGH ELF TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	70,000	6	3	4	8	None	GA	SP
0-2	Throwers	90,000	6	3	4	8	Pass, Safe Throw	GAP	S
0-4	Catchers	90,000	8	3	4	7	Catch	GA	SP
0-2	Blitzers	100,000	7	3	4	8	Block	GA	SP
0-8 Re-roll counters		50,000 gold pieces each						Apothecary: YES	

Elves...
buncha tree huggers if even / saw elf

HUMAN BLOOD BOWL TEAMS

Professional Human players are widely considered to be the best all-round Blood Bowl players in the Old World. While they may lack the sheer strength of the Orcs, the agility of the High Elves, the toughness of the Dwarfs, the frenzy of the Dark Elves, or the speed of the Skaven, they make up for it in sheer grit and determination! More importantly, they do not suffer the weaknesses commonly associated with any of these players. For example, where Dwarfs are tough they are also slow, Humans by contrast are hardy and relatively quick, and whilst Skaven are very quick, they are not so brave as Humans. It is hardly surprising then that Humans account for over 50% of all Blood Bowl players – counting Skeletons, Ghouls and Vampires playing for Undead teams, and mutants playing for Chaos teams!

HUMAN TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	50,000	6	3	3	8	None	G	ASP
0-4	Catchers	60,000	8	2	3	7	Catch, Dodge	GA	SP
0-2	Throwers	70,000	6	3	3	8	Pass, Sure Hands	GP	AS
0-4	Blitzers	90,000	7	3	3	8	Block	GS	AP
0-1	Ogre	140,000	5	5	2	9	Bone-head, Loner, Mighty Blow, Thick Skull, Throw Team-mate	S	GAP
0-8 Re-roll counters		50,000 gold pieces each						Apothecary: YES	

TOMB KINGS BLOOD BOWL TEAMS

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

TOMB KINGS TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Skeleton Linemen	40,000	5	3	2	7	Regeneration, Thick Skull	G	ASP
0-2	Anointed Throwers	70,000	6	3	2	7	Pass, Regeneration, Sure Hands	GP	AS
0-2	Anointed Blitzers	90,000	6	3	2	8	Block, Regeneration	GS	AP
0-4	Tomb Guardians	100,000	4	5	1	9	Decay, Regeneration	S	GAP
0-8 Re-roll counters		70,000 gold pieces each						Apothecary: NO	

LIZARDMEN BLOOD BOWL TEAMS

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

LIZARDMEN TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Skink Runners	60,000	8	2	3	7	Dodge, Stunty	A	GSP
0-2	Chameleon Skinks	70,000	7	2	3	7	Dodge, Pass Block, Shadowing, Stunty	A	GSP
0-6	Saurus Blockers	80,000	6	4	1	9	None	GS	AP
0-1	Kroxigor	140,000	6	5	1	9	Bone-head, Loner, Mighty Blow, Prehensile Tail, Thick Skull	S	GAP
0-8 Re-roll counters		60,000 gold pieces each						Apothecary: YES	

NECROMANTIC HORROR BLOOD BOWL TEAMS

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

NECROMANTIC HORROR TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Zombies	40,000	4	3	2	8	Regeneration	G	ASP
0-2	Ghoul Runners	70,000	7	3	3	7	Dodge	GA	SP
0-2	Wight Blitzers	90,000	6	3	3	8	Block, Regeneration	GS	AP
0-2	Flesh Golems	110,000	4	4	2	9	Regeneration, Stand Firm, Thick Skull	GS	AP
0-2	Werewolves	120,000	8	3	3	8	Claws, Frenzy, Regeneration	GA	SP
0-8 Re-roll counters		70,000 gold pieces each						Apothecary: NO	

NORSE BLOOD BOWL TEAMS

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

NORSE TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	50,000	6	3	3	7	Block	G	ASP
0-2	Throwers	70,000	6	3	3	7	Block, Pass	GP	AS
0-2	Catchers	90,000	7	3	3	7	Block, Dauntless	GA	SP
0-2	Berserkers	90,000	6	3	3	7	Block, Frenzy, Jump Up	GS	AP
0-2	Ulfwerenar	110,000	6	4	2	8	Frenzy	GS	AP
0-1	Snow Troll	140,000	5	5	1	8	Claws, Disturbing Presence, Frenzy, Loner, Wild Animal	S	GAP
0-8 Re-roll counters		60,000 gold pieces each						Apothecary: YES	

NURGLE BLOOD BOWL TEAMS

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

NURGLE TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Rotters	40,000	5	3	3	8	Decay, Nurgle's Rot	GM	ASP
0-4	Pestigors	80,000	6	3	3	8	Horns, Nurgle's Rot, Regeneration	GSM	AP
0-4	Bloaters	110,000	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration	GSM	AP
0-1	Rotspawn	140,000	4	5	1	9	Disturbing Presence, Foul Appearance, Loner, Mighty Blow, Nurgle's Rot, Really Stupid, Regeneration, Tentacles	S	GAMP
0-8 Re-roll counters		70,000 gold pieces each						Apothecary: NO	

OGRE BLOOD BOWL TEAMS

At face value, the thought of an Ogre Blood Bowl team is enough to fill most players with dread. Thankfully, the reality never quite lives up to their worst fears. For starters, most Ogres are incredibly thick. Just getting them to all turn up at the same time is a mammoth task. Then there's the fact that very few coaches can afford to field more than a few Ogres at a time, meaning that most Ogre teams are bulked out with Gnoblar. Then there's the fact that, no matter how much you train them, the moment the whistle goes, most Ogres forget everything and try to pound their opponents into a bloody mess. Coaches who know what they're doing can turn this to their advantage, but it's a rare sight to see an Ogre team performing consistently.

OGRE TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Runts	20,000	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy	A	GSP
0-6	Ogres	140,000	5	5	2	9	Bone-head, Mighty Blow, Thick Skull, Throw Team-mate	S	GAP
0-8 Re-roll counters		70,000 gold pieces each						Apothecary: YES	

ORC BLOOD BOWL TEAMS

Orcs have been playing Blood Bowl since the game was discovered – indeed, it was an Orc who found the shrine where the sacred *Book of Nuffle* was hidden. Orc teams are very hard-hitting, concentrating on pounding an opponent into the turf to create gaps through which Orc Blitzers can run. Indeed, if any fault can be found with Orc teams, it is that they sometimes spend a bit too much time pounding the opposition, and not enough time running the ball to score! Orcs have always respected brawn over intelligence, so they frequently make use of Black Orcs and Troll players in their teams, adding even more weight to the front line. The Orc race has close links with other greenskin races such as Goblins, and it is common to find such players in their teams.

ORC TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	50,000	5	3	3	9	None	G	ASP
0-4	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, Stunty	A	GSP
0-2	Throwers	70,000	5	3	3	8	Pass, Sure Hands	GP	AS
0-4	Black Orc Blockers	80,000	4	4	2	9	None	GS	AP
0-4	Blitzers	80,000	6	3	3	9	Block	GS	AP
0-1	Troll	110,000	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	S	GSP
0-8 Re-roll counters		60,000 gold pieces each						Apothecary: YES	

SKAVEN BLOOD BOWL TEAMS

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

SKAVEN TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	50,000	7	3	3	7	None	G	ASPM
0-2	Throwers	70,000	7	3	3	7	Pass, Sure Hands	GP	ASM
0-4	Gutter Runners	80,000	9	2	4	7	Dodge, Weeping Dagger	GA	SPM
0-2	Skaven Blitzers	90,000	7	3	3	8	Block	GS	APM
0-1	Rat Ogre	150,000	6	5	2	8	Frenzy, Loner, Mighty Blow, Prehensile Tail, Wild Animal	S	GAPM
0-8 Re-roll counters		60,000 gold pieces each						Apothecary: YES	

SHAMBLING UNDEAD BLOOD BOWL TEAMS

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

SHAMBLING UNDEAD TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Skeletons	40,000	5	3	2	7	Regeneration, Thick Skull	G	ASP
0-16	Zombies	40,000	4	3	2	8	Regeneration	G	ASP
0-4	Ghoul Runners	70,000	7	3	3	7	Dodge	GA	SP
0-2	Wight Blitzers	90,000	6	3	3	8	Block, Regeneration	GS	AP
0-2	Mummies	120,000	3	5	1	9	Mighty Blow, Regeneration	S	GAP
0-8 Re-roll counters		70,000 gold pieces each						Apothecary: NO	

UNDERWORLD DENIZENS BLOOD BOWL TEAMS

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

UNDERWORLD DENIZENS TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-12	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, Stunty	AM	GSP
0-2	Skaven Linemen	50,000	7	3	3	7	Animosity	GM	ASP
0-2	Skaven Throwers	70,000	7	3	3	7	Animosity, Pass, Sure Hands	GMP	AS
0-2	Skaven Blitzers	90,000	7	3	3	8	Animosity, Block	GSM	AP
0-1	Underworld Troll	110,000	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	SM	GAP
0-8 Re-roll counters		70,000 gold pieces each						Apothecary: YES	

VAMPIRE BLOOD BOWL TEAMS

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

VAMPIRE TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Thrall Linemen	40,000	6	3	3	7	None	G	ASP
0-6	Vampire Blitzers	110,000	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration	GAS	P
0-8 Re-roll counters		70,000 gold pieces each						Apothecary: YES	

WOOD ELF BLOOD BOWL TEAMS

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

WOOD ELF TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	70,000	7	3	4	7	None	GA	SP
0-4	Catchers	90,000	8	2	4	7	Catch, Dodge, Sprint	GA	SP
0-2	Throwers	90,000	7	3	4	7	Pass	GAP	S
0-2	Wardancers	120,000	8	3	4	7	Block, Dodge, Leap	GA	SP
0-1	Treeman	120,000	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-mate	S	GAP
0-8 Re-roll counters		50,000 gold pieces each						Apothecary: YES	

STAR PLAYERS

This section provides details of all of the current Star Players; their profiles, skills and which teams they will play for. Note that future issues of *Spike! Journal* will include new Star Players for many rosters, so this list is not complete. Should a profile in *Spike! Journal* differ to a profile printed here, the *Spike! Journal* version will always take precedence.

Name	Plays for	Skills	Cost (gp)	MA	ST	AG	AV
Captain Colander (GOLDEN ERA STAR PLAYER)	Halfling	Catch, Disturbing Presence, Dodge, Fend, Jump Up, Loner, Regeneration, Right Stuff, Side Step, Stunty	100,000	6	2	3	7
Jeremiah Kool (GOLDEN ERA STAR PLAYER)	Dark Elf	Block, Diving Catch, Dodge, Dump-off, Kick-off Return, Loner, Nerves of Steel, Pass, Side Step	390,000	8	3	5	8

Name	Plays for	Skills	Cost (gp)	MA	ST	AG	AV
Asperon Thorn	Dark Elf, Elven Union, High Elf	Hail Mary Pass, Kick-off Return, Loner, Pass, Safe Throw, Sure Hands	160,000	6	3	4	8
Barik Farblast	Dwarf	Hail Mary Pass, Loner, Pass, Secret Weapon, Strong Arm, Sure Hands, Thick Skull	60,000	6	3	3	8
Big Jobo Hairyfoot	Halfling, Ogre	Dirty Player, Loner, Stand Firm, Stunty, Tackle, Wrestle	120,000	4	3	2	8
Bilerot Vomitflesh	Chaos Chosen, Nurgle	Dirty Player, Disturbing Presence, Foul Appearance, Loner	180,000	4	5	2	9
Bo Gallanté	High Elf	Dodge, Loner, Side Step, Sprint, Sure Feet	160,000	8	3	4	7
Bomber Dribblesnot	Goblin, Ogre, Orc, Chaos Renegades, Underworld Denizens	Accurate, Bombardier, Dodge, Loner, Right Stuff, Secret Weapon, Stunty	60,000	6	2	3	7
Boomer	Dwarf, Norse	Accurate, Block, Bombardier, Loner, Secret Weapon, Thick Skull	60,000	4	3	2	9
Bryce 'The Slice' Cambuel	Tomb Kings, Shambling Undead	Chainsaw, Loner, Regeneration, Secret Weapon, Stand Firm, Thick Skull	130,000	5	3	2	8
Bulla Shardhorn	Nurgle	Block, Extra Arms, Foul Appearance, Horns, Loner, Nurgle's Rot, Regeneration, Stab, Two Heads	230,000	6	3	3	8
Cindy Piewhistle	Halfling	Accurate, Bombardier, Dodge, Loner, Secret Weapon, Stunty	50,000	5	2	3	6
Count Luthor von Drakenborg	Necromantic Horror, Shambling Undead, Vampire	Block, Hypnotic Gaze, Loner, Regeneration, Side Step	390,000	6	5	4	9
Curnoth Darkwold	Wood Elf	Dodge, Frenzy, Jump Up, Leap, Loner, Wrestle	240,000	7	3	4	7
Deeproot Strongbranch	Halfling	Block, Loner, Mighty Blow, Stand Firm, Strong Arm, Thick Skull, Throw Team-mate, Timmm-ber!	300,000	2	7	1	10
Eldril Sidewinder	Dark Elf, Elven Union, High Elf, Wood Elf	Catch, Dodge, Hypnotic Gaze, Loner, Nerves of Steel, Pass Block	200,000	8	3	4	7

Name	Plays for	Skills	Cost (gp)	MA	ST	AG	AV
Elijah Doom	Dark Elf, Elven Union	Fend, Guard, Loner, Stand Firm, Wrestle	190,000	6	3	4	9
Flint Churnblade	Dwarf	Block, Chainsaw, Loner, Secret Weapon, Thick Skull	130,000	5	3	2	8
Frank N Stein	Human, Necromantic Horror, Shambling Undead	Break Tackle, Loner, Mighty Blow, Regeneration, Stand Firm, Thick Skull	270,000	4	5	1	9
Fungus the Loon	Goblin	Ball & Chain, Loner, Mighty Blow, No Hands, Secret Weapon, Stunty	80,000	4	7	3	7
Glart Smashrip	Skaven, Underworld Denizens	Block, Claw, Grab, Juggernaut, Loner, Stand Firm	190,000	5	4	2	8
Gloriel Summerbloom	Wood Elf	Accurate, Dodge, Loner, Pass, Side Step, Sure Hands	160,000	7	2	4	7
Gobbler Grimlich	Chaos Chosen, Chaos Renegades, Underworld Denizens	Big Hand, Disturbing Presence, Leap, Loner, Monstrous Mouth, Regeneration, Tentacles, Very Long Legs	230,000	5	4	2	9
G'Ral Blodschüker	Necromantic Horror, Shambling Undead, Vampire	Catch, Dodge, Loner, Sure Feet, Wrestle	160,000	7	3	3	7
Grashnak Blackhoof	Chaos Chosen, Chaos Dwarf, Nurgle	Frenzy, Horns, Loner, Mighty Blow, Thick Skull	310,000	6	6	2	8
Gretchen Wächter 'The Blood Bowl Widow'	Necromantic Horror, Shambling Undead, Vampire	Disturbing Presence, Dodge, Foul Appearance, Jump Up, Loner, No Hands, Regeneration, Shadowing, Side Step	280,000	7	3	4	8
Griff Oberwald	Human	Block, Dodge, Fend, Loner, Sprint, Sure Feet	320,000	7	4	4	8
Grim Ironjaw	Dwarf	Block, Dauntless, Frenzy, Loner, Multiple Block, Thick Skull	220,000	5	4	3	8
Guffle Pusmaw	Chaos Chosen, Chaos Renegades, Nurgle	Foul Appearance, Loner, Monstrous Mouth, Nurgle's Rot	210,000	5	3	4	9
Hakflem Skuttlespike	Skaven	Dodge, Extra Arms, Loner, Prehensile Tail, Two Heads	200,000	9	3	4	7
Headsplitter	Skaven	Frenzy, Loner, Mighty Blow, Prehensile Tail	340,000	6	6	3	8

Name	Plays for	Skills	Cost (gp)	MA	ST	AG	AV
Helmut Wulf	Amazon, Chaos Renegades, Human, Lizardmen, Norse, Vampire	Chainsaw, Loner, Secret Weapon, Stand Firm	110,000	6	3	3	8
Horkon Heartripper	Dark Elf	Dodge, Leap, Loner, Multiple Block, Shadowing, Stab	210,000	7	3	4	7
Hthark the Unstoppable	Chaos Dwarf	Block, Break Tackle, Juggernaut, Loner, Sprint, Sure Feet, Thick Skull	330,000	6	5	2	9
Hubris Rakarth	Dark Elf, Elven Union	Block, Dirty Player, Jump Up, Loner, Mighty Blow, Strip Ball	260,000	7	4	4	8
Ivan 'The Animal' Deathshroud	Tomb Kings, Necromantic Horror, Shambling Undead	Block, Disturbing Presence, Juggernaut, Loner, Regeneration, Strip Ball, Tackle	230,000	6	4	2	8
Jordell Freshbreeze	Elven Union, Wood Elf	Block, Diving Catch, Dodge, Leap, Loner, Side Step	260,000	8	3	5	7
Karla von Kill	Amazon, Halfling, Human, Norse	Block, Dauntless, Dodge, Jump Up, Loner	220,000	6	4	3	8
Kiroth Krakeneye	Dark Elf, Elven Union	Disturbing Presence, Foul Appearance, Loner, Pass Block, Tackle, Tentacles	170,000	7	3	4	8
Kreek Rustgouger	Skaven, Underworld Denizens	Ball & Chain, Loner, Mighty Blow, No Hands, Prehensile Tail, Secret Weapon	130,000	5	7	2	9
Lewdgrip Whiparm	Chaos Chosen, Chaos Renegades, Nurgle	Dodge, Loner, Pass, Strong Arm, Sure Hands, Tentacles	160,000	6	3	3	9
Lord Borak the Despoiler	Chaos Chosen, Nurgle	Block, Dirty Player, Loner, Mighty Blow	300,000	5	5	3	9
Madcap Miggz	Goblin, Underworld Denizens	Break Tackle, Claws, Leap, Loner, No Hands, Very Long Legs, Wild Animal	170,000	6	4	3	8
Maple Highgrove	Wood Elf	Grab, Loner, Mighty Blow, Stand Firm, Tentacles, Thick Skull	300,000	3	5	1	10
Max Spleenripper	Chaos Chosen, Nurgle	Chainsaw, Loner, Secret Weapon	130,000	5	4	3	8

Name	Plays for	Skills	Cost (gp)	MA	ST	AG	AV
Mighty Zug	Human	Block, Loner, Mighty Blow	260,000	4	5	2	9
Mordrix Hex	Dark Elf	Block, Dauntless, Dodge, Fend, Frenzy, Loner, Mighty Blow	230,000	7	3	4	7
Morg 'n' Thorg	Any except Tomb Kings, Shambling Undead and Necromantic Horror	Block, Loner, Mighty Blow, Thick Skull, Throw Team-mate	430,000	6	6	3	10
Neddley Verruca	Halfling	Dodge, Loner, Secret Weapon, Stab, Stunty, Trademark Stilts (<i>grants Leap and Very Long Legs</i>)	70,000	5	2	3	6
Nobbla Blackwart	Chaos Dwarf, Goblin, Ogre, Underworld Denizens	Block, Chainsaw, Dodge, Loner, Secret Weapon, Stunty	130,000	6	2	3	7
Prince Moranion	High Elf, Elven Union	Block, Dauntless, Loner, Tackle, Wrestle	230,000	7	4	4	8
Puggy Baconbreath	Halfling, Human	Block, Dodge, Loner, Nerves of Steel, Right Stuff, Stunty	140,000	5	3	3	6
Ramtut III	Tomb Kings, Necromantic Horror, Shambling Undead	Break Tackle, Loner, Mighty Blow, Regeneration, Wrestle	360,000	5	6	1	9
Rashnak Backstabber	Chaos Dwarf	Dodge, Loner, Side Step, Sneaky Git, Stab	200,000	7	3	3	7
Rasta Tailspike	Skaven	Catch, Extra Arms, Loner	120,000	8	3	3	7
Ripper Bolgrot	Goblin, Orc	Grab, Loner, Mighty Blow, Regeneration, Throw Team-mate	270,000	4	6	1	9
'Rotten' Rick Bupkeis	Necromantic Horror, Shambling Undead	Dirty Player, Loner, Regeneration, Sneaky Git	110,000	4	3	2	8
Roxanna Darknail	Amazon, Dark Elf	Dodge, Frenzy, Juggernaut, Jump Up, Leap, Loner	250,000	8	3	5	7
Rumbelow Sheepskin	Halfling	Block, Horns, Juggernaut, Loner, No Hands, Tackle, Thick Skull	170,000	6	3	3	7
Scrappa Sorehead	Goblin, Ogre, Orc	Dirty Player, Dodge, Loner, Pogo Stick (<i>grants Leap and Very Long Legs</i>), Right Stuff, Sprint, Stunty, Sure Feet	150,000	7	2	3	7

Name	Plays for	Skills	Cost (gp)	MA	ST	AG	AV
Scyla Anfingrimm	Chaos Chosen, Norse	Claws, Frenzy, Loner, Prehensile Tail, Thick Skull, Wild Animal	250,000	5	5	1	9
Skitter Stab-Stab	Skaven, Underworld Denizens	Dodge, Loner, Prehensile Tail, Shadowing, Stab	160,000	9	2	4	7
Skrull Halfheight	Tomb Kings, Shambling Undead	Accurate, Loner, Nerves of Steel, Pass, Regeneration, Sure Hands, Thick Skull	190,000	6	3	3	8
Swiftvine Glimmershard	Wood Elf	Disturbing Presence, Fend, Loner, Side Step, Stab, Stunty	130,000	7	2	3	6
The Swift Twins Lucien Valen	Elven Union, High Elf, Wood Elf		390,000				
		Block, Loner, Mighty Blow, Tackle		7	3	4	8
		Accurate, Loner, Nerves of Steel, Pass, Safe Throw, Sure Hands		7	3	5	7
Throttlesnot 'The Impaler'	Necromantic Horror, Shambling Undead	Dirty Player, Dodge, Loner, Pogo Stick (<i>grants only Leap</i>), Regeneration, Secret Weapon, Stab, Stunty	100,000	6	2	3	7
Tolly Glocklinger	Nurgle	Ball & Chain, Disturbing Presence, Foul Appearance, Loner, No Hands, Nurgle's Rot, Secret Weapon, Stand Firm	110,000	3	7	2	9
Ugroth Bolgrot	Orc, Chaos Renegades	Chainsaw, Loner, Secret Weapon	100,000	5	3	3	9
Varag Ghoulbewer	Orc	Block, Jump Up, Loner, Mighty Blow, Thick Skull	290,000	6	4	3	9
Wilhelm 'The Wolf-Man' Chaney	Necromantic Horror, Norse, Vampire	Catch, Claws, Frenzy, Loner, Regeneration, Wrestle	240,000	8	4	3	8
Willow Rosebark	Amazon, Halfling, Wood Elf	Dauntless, Loner, Side Step, Thick Skull	150,000	5	4	3	8
Withergrasp Doubledrool	Chaos Chosen, Chaos Renegades, Nurgle	Loner, Prehensile Tail, Tackle, Tentacles, Two Heads, Wrestle	170,000	6	3	3	8
Zolcath The Zoat	Amazon, Lizardmen, Wood Elf	Disturbing Presence, Juggernaut, Loner, Mighty Blow, Prehensile Tail, Regeneration, Sure Feet	280,000	5	5	2	9
Zzharg Madeye	Chaos Dwarf, Chaos Renegades	Hail Mary Pass, Loner, Pass, Secret Weapon, Strong Arm, Sure Hands, Tackle, Thick Skull	90,000	4	4	3	9