

# BLOOD BOWL TEAMS OF LEGEND

Games Workshop's fantasy football game Blood Bowl has a long and glorious history, and the list of teams that have been a part of it over the years is pretty far ranging. The most recent edition of the Blood Bowl rules before the current one, known as the Competition Rules Pack (CRP) and published in 2010, contained a formidable twenty-one team lists to choose from. We know that there are countless die-hard fans out there keen to continue using their teams in the new edition of the game. Indeed, we can already hear them howling for our blood!

But wait! There's no need to send your Lizardmen into outer space or give your Norse a Viking burial. In this very document we've collected together all the teams from the CRP that haven't yet appeared in print and may not do so for a while, if at all. We've also included two other teams for which miniatures existed or which can be made using the new Blood Bowl miniatures range – Chaos Renegades and Underworld Denizens. These teams were added by the Blood Bowl Rules Committee several years ago and never made it to print either, but we feel that they still fit in really well with the new game, so they're back.

So rest easy, coaches of old. We've approached Blood Bowl with due reverence, and it's not our intention to invalidate anything that's already out there, in particular where there are or were suitable Citadel miniatures available. We hope you'll continue to enjoy the game – and we can't wait for you to see what's coming down the pipeline!

## 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, often contradictory, stories of their origins exist. One tells that long ago, driven by a desire for adventure (and, some say, a desire to escape the constant winter), 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 who seemed to look upon them as worthy additions to the tribes of the forest. Years later, a group that had been sent back to their homeland to bring news of their triumphs returned with tales of the great sport of Blood Bowl, and the rest is history! 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 Linewoman	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							



## 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	Hobgoblin Runners	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							

## CHAOS RENEGADES BLOOD BOWL TEAMS

Chaos Renegades 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. Many are outcasts expelled from established teams, but others have never been drafted at all. 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 2467 squad, whose eccentrically mixed line-up managed for one glorious season to set aside their mutual loathing of one another and soar to victory. Also of note is the (in)famous Mongrel Horde, a motley assortment of scumbags in it for the gold (and the violence!). Unfortunately, most of the Horde's players hate each other as much as their opponents, often refusing to play nicely or turn up to practices together. Still, the fans are hugely entertained by their in-fighting, and that's all that counts!

## CHAOS RENEGADES 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, Stunt	AM	GSP
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							

## NEW SKILL ANIMOSITY (EXTRAORDINARY)

A player who suffers from Animosity hates any players on their team of a different race – for example, a Skaven Lineman in an Underworld Denizens team would hate all of their team mates apart from Skaven Blitzers, Skaven Throwers and other Skaven Linemen. If a player with Animosity makes a Pass or Hand-off action, and they hate the target you choose, roll a D6 before the pass or hand-off is attempted (but after the player has moved). On a 2+, the action is carried out as normal. On a 1, you must either pick another target (this cannot be a player who the acting player hates) or end the action immediately.

**Designer's Note:** Chaos Renegades teams have a distinctly 'old school' feel to them, their mixed composition being redolent of the sorts of teams that could be fielded in the first couple of editions of Blood Bowl, published in late 1980s and early 1990s. Comprising outcasts from other races, they have the advantage that they can be made up using models from other ranges, and with a new generation of plastic miniatures being released for the latest version of Blood Bowl, there shouldn't be any shortage of resources for coaches wanting to give such teams a try-out.

## 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							

## 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, but a fair number just can't help themselves. 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	Pogoer	70,000	7	2	3	7	Dodge, Leap, Stunty, Very Long Legs	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							

**Sneaky Gits.** Goblin teams are legendarily unscrupulous, and tend to have their grubby little fingers in everything from organised crime to bootleg merchandise. What's more, they're not afraid to exert their influence on match officials! In league play, Goblin teams can purchase Bribe inducements for half price, paying 50,000 gold pieces rather than 100,000 gold pieces.

*The rules for using Bribes and other inducements can be found in Death Zone Season One!*

## **NEW SKILLS BOMBARDIER (EXTRAORDINARY)**

A Bombardier who is not Prone or Stunned can throw a bomb instead of taking any other Action. This is not a Pass action, so does not use up the team's Pass Action for the turn. The bomb is thrown using the rules for throwing the ball (including weather effects and the use of the Hail Mary pass), except that the player may not move or stand up before throwing it – they need time to light the fuse! Intercepted bomb passes are not turnovers. Fumbles or any bomb explosions that lead to a player on the active team being Knocked Down will cause turnovers.

All skills that may be used when a ball is thrown may also be used when a bomb is thrown, with the exception of Pass Block. A bomb may be intercepted or caught using the same rules for catching the ball, in which case the player catching it must throw it again immediately. This is a special bonus Action that takes place out of the normal sequence of play. Holding the ball does not prevent a player from catching or intercepting (and then throwing) a bomb.

The bomb explodes when it lands in an empty square or an opportunity to catch the bomb fails or is declined (i.e., bombs don't 'bounce'). If the bomb is fumbled, it explodes in the bomb thrower's square. If a bomb lands in the crowd, it explodes with no effect (the fans might disagree though!). When the bomb finally does explode, any player in the same square is Knocked Down, and players in adjacent squares are Knocked Down on a roll of 4+. Players can be hit by a bomb and treated as Knocked Down even if they are already Prone or Stunned. Make Armour rolls and Injury rolls for any players Knocked Down by the bomb. Casualties caused by a bomb do not count for Star Player points.

## **BALL & CHAIN (EXTRAORDINARY)**

Players armed with a Ball & Chain can only take Move Actions. To move or Go For It, place the Throw-in template over the player facing up or down the pitch or towards either sideline. Then roll a D6 and move the player one square in the indicated direction; no Dodge roll is required if they leave a tackle zone. If this movement takes the player off the pitch, they are beaten up by the crowd in the same manner as a player who has been pushed off the pitch. Repeat this process for each and every square of normal movement the player has. They may then Go For It using the same process if you wish.

If during their Move Action they would move into a square that is occupied by a standing player, the Ball & Chain player will throw a block against the player in the occupied square, friend or foe, following the normal rules for blocking but ignoring the effects of the Foul Appearance skill. If the Ball & Chain player moves into a square that is occupied by a Prone or Stunned player, the Prone or Stunned player is pushed back and an Armour roll is made to see if they are injured. In either case, the Ball & Chain player must follow up if they push back another player, and will then carry on with their move as described above.

If the Ball & Chain player is ever Knocked Down or Placed Prone, roll immediately for an Injury (no Armour roll is required). When making an Injury roll for the player, treat Stunned results as KO'd. A Ball & Chain player with the Grab skill may use it when they block, as if they were making a Block action. A Ball & Chain player may never use the Diving Tackle, Frenzy, Kick-off Return, Leap, Pass Block or Shadowing skills.

## **CHAINSAW (EXTRAORDINARY)**

A player armed with a chainsaw must attack with it instead of making a block as part of a Block or Blitz Action. When the chainsaw is used to make an attack, roll a D6 instead of the Block dice. On a roll of 2 or more, the chainsaw hits the opposing player, but on a roll of 1, it 'kicks back' and hits the wielder instead! Make an Armour roll for the player hit by the chainsaw, adding 3 to the score. If the roll beats the victim's Armour value then the victim is Knocked Down and injured – roll on the Injury table. If the roll fails to beat the victim's Armour value then the attack has no effect.

A player armed with a chainsaw may take a Foul Action, and adds 3 to the Armour roll, but must roll for kick back as described above. A running chainsaw is a dangerous thing to carry around, so if a player holding a chainsaw is Knocked Down for any reason, the opposing coach is allowed to add 3 to their Armour roll to see if the player was injured. However, blocking a player with a chainsaw is equally dangerous! If an opponent knocks themselves over when blocking the chainsaw player then add 3 to their Armour roll. This skill may only be used once per turn (e.g., cannot be used with Frenzy or Multiple Block) and if used as part of a Blitz Action, the player cannot continue moving after using it. Casualties caused by a chainsaw player do not count for Star Player points.





## 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	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							

## NEW INDUCEMENT 0-1 HALFLING MASTER CHEF

Halfling teams may hire a Halfling Master Chef for 100,000 gold pieces; any other team can hire the Chef for 300,000 gold pieces. Roll 3D6 at the start of each half to see what effect the chef's cooking has on the team. For each dice that rolls a 4 or more, the team is so inspired that they gain a team re-roll and, in addition, the opposing team is so distracted by the fantastic cooking smells emanating from their opponent's Dugout that they lose a team re-roll (but only if they have any left to lose).

*The rules for using inducements can be found in Death Zone Season One!*

## KHEMRI 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. Tomb Kings players wear ornate, and some say magical helmets carved in the likeness of their gods and anointed with sacred oils, which grant them some prowess on the field and make up for their lack of body mass. The team is rounded out with mighty Tomb Guardians, dauntless revenants who are an utter terror in the midfield.

## KHEMRI 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							

**Limitations of Modern Medicine:** Khemri teams cannot hire an Apothecary, either as a permanent fixture on their roster or as an inducement. No matter how skilled they might be, and how much gold you might be willing to pay, there really are limits to their expertise. However, they can hire an Igor, as described on page 7.

## 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, especially as that would mean they were playing it centuries before an Orc called Mungk sat down for a rest and discovered a certain silver dome. But, whenever this comes up the 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 up to three 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
0-6	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							



## 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, not too bright, very tough and always ready for a punch-up (and that's before they break open the ales at half-time). Norse teams would already be a daunting prospect, but to make matters worse, they often bring along monstrous allies from their homeland. Ferocious Ulfwerenar with fur as white as fresh-fallen snow give blood-curdling howls as they wait for the referee to blow his whistle, while gangle-limbed Yhetees prowl the field in search of fresh meat.

## NORSE TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Norse Linemen	50,000	6	3	3	7	Block	G	ASP
0-2	Norse Throwers	70,000	6	3	3	7	Block, Pass	GP	AS
0-2	Norse Runners	90,000	7	3	3	7	Block, Dauntless	GA	SP
0-2	Norse 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	Yhetee	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							

## NECROMANTIC HORROR AND SHAMBLING UNDEAD BLOOD BOWL TEAMS

The dead do not rest easy. From haunted castles to sinister forests, undead creatures prowl the night and snatch 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 for how best 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 raising an Undead team. Some Necromancers put their trust in the ancient dead, raising skeletons from mass graves and drawing lurching Mummies from their tombs to wreak havoc on opposing teams. 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							

### SHAMBLING UNDEAD 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
0-16	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							

**Masters of Undeath:** Necromantic Horror and Shambling Undead teams cannot hire an Apothecary, either as a permanent fixture on their roster or as an inducement. However, their Head Coach is replaced by a Necromancer. Once per match, the Necromancer can Raise the Dead. If a player on the opposing team with Strength 4 or less that does not have the Regeneration or Stunty skills is killed during the match (after any attempts to revive them with an Apothecary), you can immediately place a new rookie Zombie player in the Reserves box of your Dugout. Note that this may cause the team to have more than 16 players for the remainder of the match. During the 'Hire and Fire' step of the Post-match sequence, you may add this player to your roster for free if you have fewer than 16 players on your roster. The Zombie's full value still counts towards your Team Value.

If you have a suitable miniature representing your Necromancer, you can argue the referee's call in the same way that you would with a Head Coach.

## NEW INDUCEMENT

### 0-1 IGOR

Khemri Tomb Kings, Necromantic Horror and Shambling Undead teams can hire an Igor for 100,000 gold pieces. An Igor is a master of needle and thread on rotting flesh, connecting hip bone to leg bone, rewrapping funeral wraps, and so on. He can really get the boys shambling back to the pitch! An Igor may be used once per game to re-roll one failed Regeneration roll for a player.

*The rules for using inducements can be found in Death Zone Season One!*



## OGRE BLOOD BOWL TEAMS

At face value, the thought of an Ogre Blood Bowl team is enough to fill most players with dread. Who could hope to stand up against such a horrific team? 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 (sometimes involving actual mammoths!). 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, Snotlings and similar 'runts'. And then there's the fact that, no matter how much you train them, the moment the whistle goes, most Ogres just default to what they know best, forgetting the ball in favour of trying to pound their enemies into a bloody mess. Coaches who know what they're doing can turn this to their advantage, but it's still a rare sight to see an Ogre team doing well in their league.

## 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							

## NEW SKILL TITCHY (EXTRAORDINARY)

Titchy players tend to be even smaller and more nimble than other Stunty players. To represent this, add 1 to the result of the Agility roll when a Titchy player attempts to Dodge. Opponents do still have to dodge to leave a square in a Titchy player's tackle zone, but Titchy players are so small that they do not exert a -1 modifier when opponents dodge into a square that is in their tackle zone.

## UNDERWORLD DENIZENS BLOOD BOWL TEAMS

Ask any Goblin and they'll tell you that it's not easy being a low-down sneaky git (although they might stab you in the kidneys first to teach you a lesson in manners!). 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 decided to join forces and 'show 'em all!', but there's a good chance that the Underworld Creepers were the first team of the sort to take to the Blood Bowl pitch. Apparently fuelled by a heady (and probably banned) elixir of warpstone-infused mushrooms, Underworld Denizens teams combine the sneakiness of Goblins with the speed and agility of Skaven, and are for the most part roundly despised by the fans, although some of them have garnered a cult following. The ones that are 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 ( <i>see page 2</i> )	GM	ASP
0-2	Skaven Throwers	70,000	7	3	3	7	Animosity, Pass, Sure Hands	GPM	AS
0-2	Skaven Blitzers	90,000	7	3	3	8	Animosity, Block	GSM	AP
0-1	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							

**Designer's Note:** Just like the Chaos Renegades team, the Underworld Denizens are a team inspired by the very earliest editions of Blood Bowl, and thanks to the new generation of plastic Blood Bowl miniatures, collecting and modelling such a team should be both simple and enjoyable.



## 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. Teams made up exclusively of Vampires are almost unheard of, but those who do wish to play usually 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							

## NEW SKILL BLOOD LUST (EXTRAORDINARY)

Vampires must occasionally feed on the blood of the living. Immediately after declaring an Action with a Vampire, roll a D6. On a 2+, the Vampire can carry out the Action as normal. On a 1, however, the Vampire must feed on a Thrall team-mate or a spectator. The Vampire may continue with their declared Action or if they had declared a Block Action, they may take a Move Action instead. Either way, at the end of the declared Action, but before actually passing, handing off, or scoring, the Vampire must feed. If they are standing adjacent to one or more Thrall team-mates (standing, prone or stunned), then choose one to bite and make an Injury roll on the Thrall, treating any Casualty roll as Badly Hurt. The injury will not cause a turnover unless the Thrall was holding the ball.

Once the Vampire has bitten a Thrall, the Vampire may complete their Action. Failure to bite a Thrall is a turnover and requires them to feed on a spectator – move the Vampire to the Reserves box if they are still on the pitch. If they were holding the ball, it bounces from the square they occupied when they were removed and they will not score a touchdown if they were in the opposing End Zone.

