

StreetBowl Rosters

Qty indicates the number of that position that you may have on your team. Double indicates the additional skill categories to those in the Normal column available to choose a skill from on a double skill roll. For the Normal and Double column, G = General skills, A = Agility skills, S = Strength skills, P = Passing skills, and M = Mutation skills.

Amazon Teams

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Linewoman	50	6	3	3	7	Dodge	G	ASP
0-1	Thrower	70	6	3	3	7	Dodge, Pass	PG	AS
0-1	Catcher	70	6	3	3	7	Catch, Dodge	GA	PS
0-1	Blitzer	90	6	3	3	7	Block, Dodge	GS	AP

Re-roll counters: 100 gold pieces each

Ringers available for Inducement: Typhoid Betty, Liz Bordn, Lova Taytoopoo

Chaos Teams

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Beastmen	60	6	3	3	8	Horns	GSM	AP
0-2	Warrior	100	5	4	3	9	None	GSM	AP
0-1	Minotaur	150	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Throw Team Mate, Always Hungry	SM	GAP

Re-roll counters: 120 gold pieces each

Ringers available for Inducement: Lord, Krakin, Lova Taytoopoo, Golden Hoof Gorok

Chaos Dwarf Teams

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Hobgoblins	40	6	3	3	7	None	G	ASP
0-3	Chaos Dwarf Blockers	70	4	3	2	9	Block, Tackle, Thick Skull	GS	APM
0-1	Bull Centaur	130	6	4	2	9	Sprint, Sure Feet, Thick Skull	GS	AP
0-1	Minotaur	150	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Throw Team Mate, Always Hungry	SM	GAP

Re-roll counters: 140 gold pieces each

Ringers available for Inducement: Jules Bashir, Warren Slapp, Sir'boot Sir'boot

Chaos Pact Teams

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Marauders	50	6	3	3	8	None	GSPM	A
0-1	Goblin Renegade	40	6	2	3	7	Animosity, Dodge, Right Stuff, Stunty	AM	GSP
0-1	Skaven Renegade	50	7	3	3	7	Animosity	GM	ASP
0-1	Dark Elf Renegade	70	6	3	4	8	Animosity	GAM	SP
0-1*	Random Monster	130	?	?	?	?	Chaotic Character	S	GAPM

*Before the game you will have to roll a D3 (1 for Chaos Troll, 2 for Chaos Ogre and 3 for Minotaur).

Re-roll counters: 100 gold pieces each

Ringers available for Inducement: Shwift-Shwift, Bombz F'urMomz

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Dark Elf Teams

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Linemen	70	6	3	4	8	None	GA	SP
0-1	Runner	80	7	3	4	7	Dump-Off	GAP	S
0-1	Assassin	90	6	3	4	7	Shadowing, Stab	GA	SP
0-2	Blitzer	100	7	3	4	7	Block	GA	SP
0-1	Witch Elf	110	7	3	4	7	Dodge, Frenzy, Jump Up	GA	SP

Re-roll counters: 100 gold pieces each

Ringers available for Inducement: Ulgoth Darkfate, Korouth Darel, Dr. Jah-Kerth

Dwarf Teams

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Blockers	70	4	3	2	9	Block, Tackle, Thick Skull	GS	AP
0-1	Runner	80	6	3	3	8	Sure Hands, Thick Skull	GP	AS
0-1	Blitzer	80	5	3	3	9	Block, Thick Skull	GS	AP
0-1	Troll Slayer	90	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull	GS	AP
0-1	Deathroller	160	4	7	1	10	Break Tackle, Dirty Player, Juggernaut, Mighty Blow, No Hands, Secret Weapon, Stand Firm	S	GAP

Re-roll counters: 100 gold pieces each

Ringers available for Inducement: Gladrieal the Golden, Lova Taytoopoo, Kazag Gimballs

Elf Teams

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Linemen	60	6	3	4	7	None	GA	SP
0-1	Thrower	70	6	3	4	7	Pass	GAP	S
0-2	Catchers	100	8	3	4	7	Catch, Nerves of Steel	GA	SP
0-1	Blitzer	110	7	3	4	8	Block, Side Step	GA	SP

Re-roll counters: 100 gold pieces each

Ringers available for Inducement: Etherion Visculyn, Bharnabus Ghumbyle, Grytte Farview

Goblin Teams

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Goblins	40	6	2	3	7	Dodge, Right Stuff, Stunty	A	GSP
0-1	Bombardier	40	6	2	3	7	Bombardier, Secret Weapon, Stunty	A	GSP
0-1	Pogoer	40	7	2	3	7	Dirty Player, Dodge, Leap, Stunty, Very Long Legs	A	GSP
0-1	Looney	40	6	2	3	7	Chainsaw, Secret Weapon, Stunty	A	GSP
0-1	Fanatic	70	3	7	3	7	Ball & Chain, No Hands, Secret Weapon, Stunty	S	GAP
0-1	Troll	110	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate	S	GAP

Re-roll counters: 120 gold pieces each

Ringers available for Inducement: Lova Taytoopoo, Lil Bill White Shoes, Gritz the Greatz

Halfling Teams

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Halflings	30	5	2	3	6	Dodge, Right Stuff, Stunty	A	GSP
0-1	Treeman	120	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate	S	GAP
0-1	Dryad	80	4	4	1	9	Thick Skull	S	GAP

Re-roll counters: 120 gold pieces each

Ringers available for Inducement: Porkem Pugglenutz, Styre Roy D'ungtosser, Rot'n Edgar Toeser

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High Elf Teams

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Linemen	70	6	3	4	8	None	GA	SP
0-1	Thrower	90	6	3	4	8	Pass, Safe Throw	GAP	S
0-2	Catcher	90	8	3	4	7	Catch	GA	SP
0-1	Blitzer	100	7	3	4	8	Block	GA	SP

Re-roll counters: 100 gold pieces each

Ringers available for Inducement: Elleron "Golden Boy" Iltherion, Tolish Faravel, Kethspar Dryearaltin

Human Teams

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Linemen	50	6	3	3	8	None	G	ASP
0-2	Catchers	70	8	2	3	7	Catch, Dodge	GA	SP
0-1	Thrower	70	6	3	3	8	Sure Hands, Pass	GP	AS
0-2	Blitzers	90	7	3	3	8	Block	GS	AP
0-1	Ogre	140	5	5	2	9	Loner, Bone-head, Mighty Blow, Thick Skull, Throw Team-Mate, Always Hungry	S	GAP

Re-roll counters: 100 gold pieces each

Ringers available for Inducement: Sveeny Todd, Rookie Zugster, Lova Taytoopoo

Khemri Teams

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Skeletons	40	5	3	2	7	Thick Skull	G	ASP
0-1	Throw-Ra	70	6	3	2	7	Pass, Regeneration, Sure Hands	GP	AS
0-1	Blitz-Ra	90	6	3	2	8	Block, Regeneration	GS	AP
0-2	Tomb Guardians	100	4	5	2	9	Decay, Regeneration	S	GAP

Re-roll counters: 140 gold pieces each

Ringers available for Inducement: Bones Jackson, Ashe, Bad Arm'pit

Lizardman Teams

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Skinks	60	8	2	3	7	Dodge, Stunty	A	GSP
0-3	Saurus	80	6	4	1	9	None	GS	AP
0-1	Kroxigor	140	6	5	1	9	Loner, Bone-head, Mighty Blow, Prehensile Tail, Thick Skull, Always Hungry, Throw Team Mate	S	GAP

Re-roll counters: 120 gold pieces each

Ringers available for Inducement: Skittatl, Stinkchotl, Immototl

Necromantic Teams

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Zombies	40	4	3	2	8	Regeneration	G	ASP
0-1	Ghoul	70	7	3	3	7	Dodge	GA	SP
0-1	Wight	90	6	3	3	8	Block, Regeneration	GS	AP
0-1	Flesh Golem	100	4	4	2	9	Regeneration, Stand Firm, Thick Skull	GS	AP
0-1	Werewolf	120	8	3	3	8	Claws, Frenzy, Regeneration	GA	SP

Re-roll counters: 140 gold pieces each

Ringers available for Inducement: Mallrat Mary, Fart Scarr, Phlehgm Shaddy

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Norse Teams

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Lineman	50	6	3	3	7	Block	G	ASP
0-1	Thrower	70	6	3	3	7	Block, Pass	PG	AS
0-1	Runner	90	7	3	3	7	Block, Dauntless	GA	PS
0-1	Berserker	90	6	3	3	7	Block, Frenzy, Jump Up	GS	AP
0-1	Ulfwerner	110	6	4	2	8	Frenzy	GS	AP
0-1	Snow Troll	140	5	5	1	8	Loner, Claws, Disturbing Presence, Frenzy, Wild Animal, Always Hungry, Throw Team Mate	S	GAP

Re-roll counters: 120 gold pieces each

Ringers available for Inducement: Ron Mexico, Erik Da'Lost, Lova Taytoopoo

Nurgle Teams

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Rotters	40	5	3	3	8	Decay, Nurgle's Rot	GM	ASP
0-2	Pestigors	80	6	3	3	8	Horns, Nurgle's Rot, Regeneration	GSM	AP
0-2	Nurgle Warriors	110	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration	GSM	AP
0-1	Beast of Nurgle	140	4	5	1	9	Loner, Disturbing Presence, Foul Appearance, Mighty Blow, Nurgle's Rot, Really Stupid, Regeneration, Tentacles, Always Hungry, Throw Team Mate	S	GAPM

Re-roll counters: 140 gold pieces each

Ringers available for Inducement: Durty Nellie, Maggonatrix, Bealzebubba

Ogre Teams

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Snotlings	20	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy	A	GSP
0-3	Ogres	140	5	5	2	9	Bone-head, Mighty Blow, Thick Skull, Throw Team-Mate	S	GAP

Re-roll counters: 140 gold pieces each

Ringers available for Inducement: Snarsky & Butch, Gritz the Greatz, Ollie the Oily

Orc Teams

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Orcs	50	5	3	3	9	None	G	ASP
0-2	Goblins	40	6	2	3	7	Dodge, Right Stuff, Stunty	A	GSP
0-1	Thrower	70	5	3	3	8	Pass, Sure Hands	GP	AS
0-2	Black Orc Blockers	80	4	4	2	9	None	GS	AP
0-2	Blitzers	80	6	3	3	9	Block	GS	AP
0-1	Troll	110	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate	S	GAP

Re-roll counters: 120 gold pieces each

Ringers available for Inducement: Bigg Ingrint, Shnotz Sticky 'ands, Lattle Bolgrot

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Slann Team

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Lineman	60	6	3	3	8	Leap, Very Long Legs	G	ASP
0-2	Catcher	80	7	2	4	7	Diving Catch, Leap, Very Long Legs	GA	SP
0-2	Blitzer	110	7	3	3	8	Diving Tackle, Jump Up, Leap, Very Long Legs	GAS	P
0-1	Kroxigor	140	6	5	1	9	Loner, Bonehead, Mighty Blow, Prehensile Tail, Thick Skull, Always Hungry, Throw Team Mate	S	GAP

Re-roll counters: 100 gold pieces each

Ringers available for Inducement: Manfred Slann, Rana Cates-Beiana, Tad Polzinski

Skaven Teams

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Linemen	50	7	3	3	7	None	G	ASPM
0-1	Thrower	70	7	3	3	7	Pass, Sure Hands	PG	ASM
0-2	Gutter Runners	80	7	2	4	7	Dodge	GA	SPM
0-1	Blitzer	90	7	3	3	8	Block	GS	APM
0-1	Rat Ogre	150	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal, Always Hungry, Throw Team Mate	S	GAPM

Re-roll counters: 120 gold pieces each

Ringers available for Inducement: Skyre Hye, Slash, Klaus To'h'd

Undead Teams

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Skeletons	40	5	3	2	7	Regeneration, Thick Skull	G	ASP
0-11	Zombies	40	4	3	2	8	Regeneration	G	ASP
0-2	Ghouls	70	7	3	3	7	Dodge	GA	SP
0-1	Wight	90	6	3	3	8	Block, Regeneration	GS	AP
0-1	Mummy	120	3	5	1	9	Mighty Blow, Regeneration	S	GAP

Re-roll counters: 140 gold pieces each

Ringers available for Inducement: Mallrat Mary, Lola "Skullchucka" Jones, Hambone

Underworld Teams

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Goblins	40	6	2	3	7	Dodge, Right Stuff, Stunty	AM	GSP
0-1	Skaven Lineman	50	7	3	3	7	Animosity	GM	ASP
0-1	Skaven Thrower	70	7	3	3	7	Animosity, Pass, Sure Hands	GPM	AS
0-1	Skaven Blitzer	90	7	3	3	8	Animosity, Block	GSM	AP
0-1	Warpstone Troll	110	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	SM	GAP

Re-roll counters: 140 gold pieces each

Ringers available for Inducement: Grabbosh, Dwitz Shrootz, Thuxub

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Vampire Teams

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Thralls	40	6	3	3	7	None	G	ASP
0-3	Vampires	110	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration	GAS	P

Re-roll counters: 140 gold pieces each

Ringers available for Inducement: Neo Da'Choosen, Jonny Bodybag, Count Drunkula

Wood Elf Teams

QTY	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Linemen	70	7	3	3	7	None	GA	SP
0-2	Catchers	90	8	2	4	7	Catch, Dodge, Sprint	GA	SP
0-1	Thrower	90	7	3	3	7	Pass	GAP	S
0-1	Blitzer	120	8	3	4	8	Block, Dodge, Leap	GA	SP
0-1	Treeman	120	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate	S	GAP

Re-roll counters: 100 gold pieces each

Ringers available for Inducement: Theo Kaz'nski, Lapidibus, Jo N'math

StreetBowl Ringers

Team(s)	Name	Position	Cost	MA	ST	AG	AV	Skills
Amazon	Typhoid Betty	Blitzer	140	4	3	3	7	Loner, Block, Dodge, Foul Appearance, Mighty Blow
	Liz Bordn	Lineman	100	6	2	3	7	Loner, Dirty Player, Guard, Sneaky Git
	Lova Taytoopoo	Weapon Ringer	220	5	7	1	8	Loner, Ball & Chain, Grab, Mighty Blow, No Hands, Really Stupid, Secret Weapon
Chaos	Lova Taytoopoo	Weapon Ringer	220	5	7	1	8	Loner, Ball & Chain, Grab, Mighty Blow, No Hands, Really Stupid, Secret Weapon
	Lord Krakin	Chaos Warrior	140	4	4	2	9	Loner, Claw, Tentacles
	Golden Hoof Gorok	Beastman	100	5	3	3	8	Loner, Horns, Sprint, Sure Feet
Chaos Dwarf	Jules Bashir (HG)	Weapon Ringer	110	4	5	2	6 NI	Loner, Ball & Chain, No Hands, Secret Weapon
	Warren Slapp	Chaos Dwarf	120	4	2	2	9	Loner, Block, Tackle, Sprint, Sure Hands, Thick Skull
	Sir'boot Sir'boot	Hobgoblin	100	6	2	3	7	Loner, Dirty Player, Fan Favorite, Sneaky Git
Chaos Pact	Shwift-Shwift	Skaven	140	7	2	3	7	Loner, Animosity, Sprint, Sure Feet, Catch
	Bombz F'urMomz	Weapon Ringer	70	4	1	3	7	Loner, Bombardier, Dodge, Hail Mary Pass, Secret Weapon, Stunty
Dark Elf	Ulgoth Darkfate	Blitzer	160	7	3	4	8 NI	Loner, Block, Fend, Gunslinger, Leap, Sprint
	Korouth Darell	Lineman	100	6	3	4	8	Loner, Disturbing Presence
	Dr. Jah-Kerth	Lineman	130	6	3	3	8	Loner, Chainsaw, No Hands, Secret Weapon, Shadow
Dwarf	Gladrireal the Golden	Runner	100	6	2	3	8	Loner, Hail Mary Pass, Sure Hands, Thick Skull
	Lova Taytoopoo	Weapon Ringer	220	5	7	1	8	Loner, Ball & Chain, Grab, Mighty Blow, No Hands, Really Stupid, Secret Weapon
	Kazag Gimballs	Slayer	130	5	2	2	8 NI	Loner, Block, Dauntless, Frenzy, Sure Hands, Catch
Elf	Etherion Visculyn	Weapon	80	6	3	3	7	Loner, Chainsaw, No Hands, Secret Weapon
	Bharnabus Ghumbyle	Lineman	80	5	3	3	7	Loner, Bonehead, Dauntless, Drunk, Wrestle
	Grytte Farview	Thrower	100	6	2	4	7	Loner, Pass, Accurate, Gunslinger
Goblin	Lova Taytoopoo	Weapon Ringer	220	5	7	1	8	Loner, Ball & Chain, Grab, Mighty Blow, No Hands, Really Stupid, Secret Weapon
	Lil Bill White Shoes	Goblin	120	6	2	3	7 NI	Loner, Catch, Dodge, Right Stuff, Sprint, Stunty, Sure Feet
	Gritz the Greatz	Snotling	80	5	1	2	5	Loner, Dauntless, Dodge, Fan Favorite, Right Stuff, Side Step, Stunty, Titchy, Wrestle
Halfling	Porkem Pugglenutz	Weapon Ringer	30	5	2	3	6	Loner, Chainsaw, Dodge, No Hands, Secret Weapon, Stunty
	Styre Roy D'ungtosser	Halfling	80	5	2	2	6	Loner, Dodge, Hail Mary Pass, Right Stuff, Stunty, Sure Hands
	Rot'n Edgar Toeser	Halfling	80	4	2	3	6 NI	Loner, Dirty Player, Dodge, Sneaky Git, Stunty

StreetBowl Ringers

Team(s)	Name	Position	Cost	MA	ST	AG	AV	Skills
High Elf	Elleron "Golden Boy" Iltherion	Lineman	130	5	3	4	8 NI	Loner, Dirty Player, Fan Favorite, Sneaky Git
	Tolish Faravel	Thrower	80	7	2	3	7 NI	Loner, Gunslinger, Kick, Leap, Pass
	Kethspar Dryearaltin	Weapon Ringer	100	6	3	4	7	Loner, Bombardier, No Hands, Secret Weapon
Human	Sveeny Todd	Catcher	100	7	2	3	7	Loner, Catch, Dirty Player, Dodge
	Rookie Zugster	Lineman	80	4	4	2	8	Loner, Mighty Blow
	Lova Taytoopoo	Weapon Ringer	220	5	7	1	8	Loner, Ball & Chain, Grab, Mighty Blow, No Hands, Really Stupid, Secret Weapon
Khemri	Bones Jackson	Thro-Ra	140	6	3	2	6	Loner, Block, Bonehead, Dodge, Drunk, Dump-off, Gunslinger, Pass, Regeneration, Sure Hands
	Ashe (skeleton)	Weapon Ringer	70	4	3	2	7	Loner, Chainsaw, No Hands, Regeneration, Secret Weapon, Thick Skull
	Bad Arm'pit	Skeleton	110	5	2	2	7	Loner, Dirty Player, Foul Appearance, Regeneration, Sneaky Git, Thick Skull
Lizardman	Skittatl	Skink	110	7	2	3	7	Loner, Dodge, Leap, Stunty, Very Long Legs
	Stinkchotl	Weapon Ringer	90	6	2	3	7	Loner, Bombardier, Dodge, Foul Appearance, Secret Weapon, Stunty
	Immototl	Saurus	120	4	4	1	9 NI	Loner, Grab, Mighty Blow
Necromantic	Count Drunkula	Vampire	190	6	4	3	8	Loner, Bloodlust, Disturbing Presence, Drunk, Hypnotic Gaze, Mighty Blow, Regenerate
	Fart Scarr	Ghoul	140	5	3	3	7	Loner, Dodge, Gunslinger, Pass, Sprint, Sure Feet
	Phlehgm Shaddy (wight)	Weapon Ringer	90	5	2	3	7	Loner, Chainsaw, No Hands, Regeneration, Stand Firm, Secret Weapon
Norse	Ron Mexico	Thrower	90	5	3	3	7	Loner, Dump-off, Gunslinger, Hail Mary Pass, Pass
	Erik Da'Lost	Runner	90	7	3	3	6	Loner, Block, Dauntless, Drunk, Horns, Juggernaut
	Lova Taytoopoo	Weapon Ringer	220	5	7	1	8	Loner, Ball & Chain, Grab, Mighty Blow, No Hands, Really Stupid, Secret Weapon
Nurgle	Durty Nellie (rotter)	Weapon Ringer	60	5	3	3	7	Loner, Chainsaw, Decay, No Hands, Nurgle's Rot, Secret Weapon, Sneaky Git
	Maggonatrix	Pestigor	120	6	3	3	7 NI	Loner, Horns, Nurgle's Rot, Regeneration, Shadowing, Tentacles
	Bealzebubba	Warrior	150	2	4	1	9	Loner, Disturbing Presence, Foul Appearance, Piling On, Stand Firm
Ogre	Snarsky & Butch	Weapon Ringers	40	4	1	3	5 NI	Loner, Chainsaw, Dodge, No Hands, Secret Weapon, Side Step, Stunty, Titchy
	Gritz the Greatz	Snotling	80	5	1	2	5	Loner, Dauntless, Dodge, Fan Favorite, Right Stuff, Side Step, Stunty, Titchy
	Ollie the Oily	Snotling	130	4	1	3	5	Loner, Catch, Dodge, Fend, Guard, Pass Block, Right Stuff, Side Step, Stunty, Titchy
Orc	Bigg Ingrint	Black Orc	120	3	4	2	9	Loner, Mighty Blow, Stand Firm
	Shnotz Sticky 'ands	Goblin	90	6	2	3	6	Loner, Diving Catch, Dodge, Pass Block, Right Stuff, Stunty
	Lattle Bolgrot	Weapon Ringer	70	4	2	3	9	Loner, Chainsaw, No Hands, Secret Weapon
Skaven	Skyre Hye	Gutter Runner	130	9	2	4	7 NI	Loner, Dodge, Leap, Very Long Legs
	Slash	Weapon Ringer	100	6	3	2	7	Loner, Block, Chainsaw, No Hands, Secret Weapon
	Klaus Toh'd	Lineman	100	6	3	3	7	Loner, Claw, Dirty Player

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Team(s)	Name	Position	Cost	MA	ST	AG	AV	Skills
Slann	Mandfred Slann	Weapon Ringer	100	6	3	3	7	Loner, Leap, Stab, Sneaky Git, Very Long Legs
	Rana Cates-Beiana	Catcher	120	7	2	4	7	Loner, Diving Catch, Leap, Pass Block, Shadowing, Very Long Legs
	Tad Polzinski	Lineman	100	5	3	3	8	Loner, Bonehead, Drunk, Gunslinger, Leap, Pass, Thick Skull, Very Long Legs
Undead	Count Drunkula	Vampire	190	6	4	3	8	Loner, Bloodlust, Disturbing Presence, Drunk, Hypnotic Gaze, Mighty Blow, Regenerate
	Lola "Skullchucka" Jones (zombie)	Weapon Ringer	60	4	3	2	7	Loner, Bombardier, No Hands, Regenerate, Secret Weapon
	Hambone	Halfling Skeleton	80	5	2	2	6	Loner, Regeneration, Catch, Dodge, Thick Skull
Underworld	Grabbosh	Goblin	80	6	2	3	6	Loner, Big Hand, Dodge, Right Stuff, Stunt, Two Heads
	Dwitz Shrootz	Weapon Ringer	50	4	2	3	6	Loner, Bombardier, Hail Mary Pass, Pass, Secret Weapon, Strong Arm
	Thuxub	Warpstone Troll	170	3	5	1	9	Loner, Always Hungry, Foul Appearance, Grab, Mighty Blow, Really Stupid, Regeneration, Throw Teammate, Tentacles
Vampire	Neo Da'Chosen	Thrall	110	5	3	3	7	Loner, Leader, Pass
	Jonny Bodybag	Thrall	100	5	3	3	7	Loner, Dirty Player, Kick, Stab
	Count Drunkula	Vampire	190	6	4	3	8	Loner, Bloodlust, Disturbing Presence, Drunk, Hypnotic Gaze, Mighty Blow, Regenerate
Wood Elf	Theo Kaz'nski	Weapon Ringer	90	6	3	4	7	Loner, Bombardier, No Hands, Secret Weapon
	Lapidibus	Lineman	120	7	3	4	7 NI	Loner, Mighty Blow, Dirty Player
	Jo N'math	Thrower	140	6	3	4	7	Loner, Leader, Nerves of Steel, Pass