

AMAZON TEAMS (v1.6)

Qty	Position	Cost	MA	ST	AG	AV	Skills
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0-12	Linewoman	50K	6	3	3	7	Dodge
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0-2	Catcher	70K	6	3	3	7	Dodge, Catch
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0-2	Thrower	70K	6	3	3	7	Dodge, Pass
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0-4	Blitzer	90K	6	3	3	7	Dodge, Block
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0-1 of the following Star Players: Morg'n'Thorg (420K), Thrud (100K), Zara the Slayer (270K)

0-8 Team Re-rolls for 40,000 gold pieces each.

Starting Fan Factor: 5

AMAZON TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing
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Linewoman	Y	N	N	N
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Catcher	Y	Y	N	N
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Thrower	Y	N	N	Y
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Blitzer	Y	N	Y	N
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CHAOS TEAMS (v1.6)

Qty	Position	Cost	MA	ST	AG	AV	Skills
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0-12	Beastmen	60K	6	3	3	8	Horns
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0-4	Bestigor	100K	5	4	3	9	None
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0-1	Minotaur	150K	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Toughness, Wild Animal
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0-1 of the following Star Players: Grashnak Blackhoof (320K), Lord Borak the Despoiler (220K), Morg'n'Thorg (420K), Nobbla Blackwart (50K), Ripper Bolgrot (220K), Scraappa Sorehead (50K), Thrud (100K)

0-8 Team Re-rolls for 70,000 gold pieces each.

Starting Fan Factor: 5

CHAOS TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing
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Beastmen	Y	N	Y	N
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Warrior	Y	N	Y	N
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Minotaur	N	N	Y	N
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All players may take a Mutation as a new skill if they roll a double on the Improvement table.

CHAOS DWARF TEAMS (v1.6)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Hobgoblin	40K	6	3	3	7	None
0-6	Chaos Dwarf Blocker	70K	4	3	2	9	Block, Tackle, Toughness
0-2	Bull Centaur	130K	6	4	2	9	Sprint, Sure Feet, Toughness
0-1	Minotaur	150K	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Toughness, Wild Animal

0-1 of the following Star Players: Grashnak Blackhoof (320K), Hthark the Unstoppable (290K), Morg'n'Thorg (420K), Thrud (100K), Zzharg Madeye (50K)

0-8 Team Re-rolls for 50,000 gold pieces each.

Starting Fan Factor: 5

CHAOS DWARF TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing
Hobgoblin	Y	N	N	N
Blocker	Y	N	Y	N
Bull Centaur	N	N	Y	N
Minotaur	N	N	Y	N

DARK ELF TEAMS (v1.6)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Linemen	70K	6	3	4	8	None
0-2	Throwers	90K	6	3	4	8	Pass
0-4	Blitzers	100K	7	3	4	8	Block
0-2	Witch Elves	110K	7	3	4	7	Spring Back, Dodge, Frenzy, Jump Up

0-1 of the following Star Players: Horkon Heartripper (170K), Morg'n'Thorg (420K), Thrud (100K)

0-8 Team Re-rolls for 50,000 gold pieces each.

Starting Fan Factor: 5

DARK ELF TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing
Lineman	Y	Y	N	N
Thrower	Y	Y	N	Y
Blitzer	Y	Y	N	N
Witch Elf	Y	Y	N	N

DWARF TEAMS (v1.6)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Long Beards	70K	4	3	2	9	Block, Tackle, Toughness
0-2	Runners	80K	6	3	3	8	Sure Hands, Toughness
0-2	Blitzers	80K	5	3	3	9	Block, Toughness
0-2	Troll Slayers	90K	5	3	2	8	Block, Frenzy, Dauntless, Toughness
0-1	Beardtrimmer	50K	5	3	2	8	Block, Chainsaw, No Hands, Secret Weapon, Toughness
0-1	Bombardier	50K	4	3	2	9	Accurate, Block, Bombardier, Secret Weapon, No Hands, Toughness
0-1	Deathroller	180K	4	7	1	10	Break Tackle, Dirty Player, Juggernaut, Mighty Blow, No Hands, Secret Weapon, Stand Firm

0-1 of the following Star Players: Barik Farblast (50K), Grim Ironjaw (220K), Morg'n'Thorg (420K), Thrud (100K), Zara the Slayer (270K)

0-8 Team Re-rolls for 40,000 gold pieces each.

Starting Fan Factor: 5

DWARF TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing
Long Beard	Y	N	Y	N
Runner	Y	N	N	Y
Blitzer	Y	N	Y	N
Troll Slayer	Y	N	Y	N

Beardtrimmer, Bombardier and Deathroller may not improve.

ELF TEAMS (v1.6)

Qty	Position	Cost	MA	ST	AG	AV	Skills
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0-12	Linemen	60K	6	3	4	7	None
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0-2	Throwers	70K	6	3	4	7	Pass
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0-4	Catchers	100K	8	3	4	7	Catch, Nerves Of Steel
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0-2	Blitzers	110K	7	3	4	8	Block, Side Step
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0-1 of the following Star Players: Jordell Freshbreeze (230K), Morg'n'Thorg (420K), Prince Moranion (230K), Thrud (100K)

0-8 Team Re-rolls for 50,000 gold pieces each.

Starting Fan Factor: 5

ELF TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing
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Lineman	Y	Y	N	N
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Catcher	Y	Y	N	N
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Thrower	Y	Y	N	Y
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Blitzer	Y	Y	N	N
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GOBLIN TEAMS (v1.6)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-16	Goblins	40K	6	2	3	7	Dodge, Right Stuff, Stunty
0-1	Bombardier	30K	6	2	3	7	Bombardier, Dodge, No Hands, Secret Weapon, Stunty
0-1	Pogoer	40K	7	2	3	7	Dodge, Leap, Secret Weapon, Sprint, Stunty
0-1	Looney	30K	6	2	3	7	Chainsaw, No Hands, Secret Weapon, Stunty
0-1	Fanatic	60K	3	7	3	7	Ball & Chain, No Hands, Secret Weapon, Stunty
0-2	Trolls	110K	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regenerate, Throw Team-mate

0-1 of the following Star Players: Bomber Dribblesnot (50K), Fungus the Loon (80K), Morg'n'Thorg (840K), Nobbla Blackwart (50K), Ripper Bolgrot (220K), Scrappa Sorehead (50K), Thrud (200K), Varag Ghoul-Chewer (500K)

0-8 Team Re-rolls for 60,000 gold pieces each.

Starting Fan Factor: 5

GOBLIN TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing
Goblins	N	Y	N	N
Troll	N	N	Y	N

Bombardier, Pogoer, Looney & Fanatic players may not improve.

HALFLING TEAMS (v1.6)

<u>Qty</u>	<u>Position</u>	<u>Cost</u>	<u>MA</u>	<u>ST</u>	<u>AG</u>	<u>AV</u>	<u>Skills</u>
0-16	Halflings	30K	5	2	3	6	Dodge, Right Stuff, Stunty
0-2	Treemen	120K	2	6	1	10	Loner, Mighty Blow, Stand Firm, Take Root, Toughness, Throw Team-mate

0-1 of the following Star Players: Deeproot Strongbranch (250K), Morg'n'Thorg (840K), Thrud (200K)

0-8 Team Re-rolls for 60,000 gold pieces each.

Starting Fan Factor: 5

HALFLING TEAM IMPROVEMENT TABLE

<u>Position</u>	<u>General</u>	<u>Agility</u>	<u>Strength</u>	<u>Passing</u>
Halfling	N	Y	N	N
Treemen	N	N	Y	N

HALFLING TEAM RE-ROLLS & SPECIAL RULES

Halfling teams may hire a Halfling Master Chef for 150,000 gold pieces. Roll 3D6 at the start of each half to see what effect the chef's cooking has on the Halfling team. For each dice that rolls 2 or more, the Halfling 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 the Halfling's dug-out that they lose a Team Re-roll if they have any left to lose. <<<Note the Chef no longer replaces the Wizard>>>

HIGH ELF TEAMS (v1.6)

<u>Qty</u>	<u>Position</u>	<u>Cost</u>	<u>MA</u>	<u>ST</u>	<u>AG</u>	<u>AV</u>	<u>Skills</u>
0-12	Linemen	70K	6	3	4	8	None
0-2	Phoenix Warriors	80K	6	3	4	8	Pass
0-4	Lion Warriors	90K	8	3	4	7	Catch
0-2	Dragon Warriors	100K	7	3	4	8	Block

0-1 of the following Star Players: Morg'n'Thorg (420K), Prince Moranion (230K), Thrud (100K)

0-8 Team Re-rolls for 50,000 gold pieces each.

Starting Fan Factor: 5

HIGH ELF TEAM IMPROVEMENT TABLE

<u>Position</u>	<u>General</u>	<u>Agility</u>	<u>Strength</u>	<u>Passing</u>
Lineman	Y	Y	N	N
Phoenix Warrior	Y	Y	N	Y
Lion Warrior	Y	Y	N	N
Dragon Warrior	Y	Y	N	N

HUMAN TEAMS (v1.6)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Linemen	50K	6	3	3	8	None
0-4	Catchers	70K	8	2	3	7	Catch, Dodge
0-2	Throwers	70K	6	3	3	8	Pass, Sure Hands
0-4	Blitzers	90K	7	3	3	8	Block
0-1	Ogre	140K	5	5	2	9	Loner, Bone-head, Mighty Blow, Toughness, Throw Team-mate

0-1 of the following Star Players: Count Luthor von Drakenborg (350K), Griff Oberwald (310K), Mighty Zug (180K), Morg'n'Thorg (420K) Thrud (100K), Zara the Slayer (270K)

0-8 Team Re-rolls for 50,000 gold pieces each.

Starting Fan Factor: 5

HUMAN TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing
Lineman	Y	N	N	N
Catcher	Y	Y	N	N
Thrower	Y	N	N	Y
Blitzer	Y	N	Y	N
Ogre	N	N	Y	N

KHEMRI TEAMS (v1.6)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Skeletons	30K	5	3	2	7	Regenerate
0-2	Blitz-Ra	90K	6	3	2	8	Block, Regenerate
0-2	Thro-Ra	70K	5	3	2	7	Pass, Regenerate, Sure Hands
0-4	Mummies	110K	3	5	1	9	Mighty Blow, Regenerate

0-1 of the following Star Players: Morg'n'Thorg (420K), Ramtut III (310K), Thrud (100K)

0-8 Team Re-rolls for 70,000 gold pieces each.

Starting Fan Factor: 5

KHEMRI TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing
Skeleton	Y	N	N	N
Blitz-Ra	Y	N	Y	N
Thro-Ra	Y	N	N	Y
Mummy	N	N	Y	N

KHEMRI TEAM RE-ROLLS & SPECIAL RULES

May not use Apothecaries. <<<Note the team MAY now use a Wizard>>>

LIZARDMEN TEAMS (v1.6)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Skink	60K	8	2	3	7	Dodge, Stunty
0-6	Saurus	80K	6	4	1	9	None
0-1	Kroxigor	140K	6	5	1	9	Loner, Bone Head, Mighty Blow, Prehensile Tail,

Toughness

0-1 of the following Star Players: Morg'n'Thorg (420K), Silibili (210K), Thrud (100K)

0-8 Team Re-rolls for 60,000 gold pieces each.

Starting Fan Factor: 5

LIZARDMEN TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing
Skink	N	Y	N	N
Saurus	Y	N	Y	N
Kroxigor	N	N	Y	N

NECROMANTIC TEAMS (v1.6)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Zombies	30K	4	3	2	8	Regenerate
0-2	Ghouls	70K	7	3	3	7	Dodge
0-2	Wights	90K	6	3	3	8	Block, Regenerate
0-2	Flesh Golems	120K	4	4	2	9	Regenerate, Stand Firm, Toughness
0-2	Werewolves	120K	8	3	3	8	Catch, Claws, Frenzy

0-1 of the following Star Players: Count Luthor von Drakenborg (350K), Morg'n'Thorg (420K), Ramtut III (310K), Thrud (100K)

0-8 Team Re-rolls for 70,000 gold pieces each.

Starting Fan Factor: 5

NECROMANTIC TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing
Zombie	Y	N	N	N
Ghoul	Y	Y	N	N
Wight	Y	N	N	N
Flesh Golem	Y	N	Y	N
Werewolf	Y	Y	N	N

NECROMANTIC TEAM RE-ROLLS & SPECIAL RULES

Necromantic teams may not use Apothecaries. Instead, if a player on the opposing team with starting Strength 4 or less that does not have Regeneration or Stunty is killed during the match then the team may place a new zombie player in the reserves box of their dug-out. No more than one new zombie may be 'raised from the dead' per match. During step 6 of Updating Your Team Roster (4.7.2), you may add this player to your roster for free if you have less than 16 players and 12 zombies on the team. A free zombie still counts at full value towards the team value.<<<Note the team MAY now use a Wizard>>>

NORSE TEAMS (v1.6)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Linemen	50K	6	3	3	7	Block
0-2	Thrower	70K	6	3	3	7	Block, Pass
0-2	Catcher	70K	6	3	3	7	Block, Catch
0-4	Blitzer	90K	6	3	3	7	Spring Back, Block, Jump Up, Frenzy
0-1	Minotaur	150K	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Toughness, Wild Animal

0-1 of the following Star Players: Grashnak Blackhoof (320K), Morg'n'Thorg (420K)Thrud (100K), Zara the Slayer (270K)

0-8 Team Re-rolls for 60,000 gold pieces each.

Starting Fan Factor: 5

NORSE TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing
Lineman	Y	N	N	N
Catcher	Y	Y	N	N
Thrower	Y	N	N	Y
Blitzer	Y	N	Y	N
Minotaur	N	N	Y	N

NURGLE TEAMS (v1.6)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Rotter	40K	5	3	3	8	None
0-4	Pestigor	80K	6	3	3	8	Regenerate, Horns
0-4	Nurgle Warrior	110K	4	4	2	9	Foul Appearance, Regenerate
0-1	Beast of Nurgle	140K	4	5	1	9	Loner, Foul Appearance, Mighty Blow, No Hands, Really Stupid, Regenerate, Tentacles

0-1 of the following Star Players: Grashnak Blackhoof (320K), Lord Borak the Despoiler (220K), Morg'n'Thorg (420K), Ripper Bolgrot (220K), Thrud (100K)

0-8 Team Re-rolls for 70,000 gold pieces each.

Starting Fan Factor: 5

NURGLE TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing
Rotter	Y	N	N	N
Pestigor	Y	N	Y	N
Rotter	Y	N	Y	N
Beast	N	N	Y	N

All players may take a Mutation as a new skill if they roll a double on the Improvement table.

NURGLE TEAM RE-ROLLS & SPECIAL RULES

Nurgle teams may not use Apothecaries. Instead, if an opposing player of starting Strength 4 or less that does not have Regenerate or Stunty is killed during a blocking or fouling action, then he is crossed off the opposing team roster as normal, but the Nurgle team may add a new Rotter for free after the game. The new Rotter is added during step 6 of Updating Your Team Roster (4.7.2). He may only be taken if you have less than 16 players and 12 Rotters on the team. A free Rotter still counts at full value towards the total value of the team.

When a Rotter is injured, roll twice on the Serious Injury table and apply both results. The player will only need to miss one next game if he suffers two results with a miss next game component.

ORC TEAMS (v1.6)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Linemen	50K	5	3	3	9	None
0-4	Goblins	40K	6	2	3	7	Dodge, Right Stuff, Stunty
0-2	Throwers	70K	5	3	3	8	Pass, Sure Hands
0-4	Black Orc Blockers	80K	4	4	2	9	None
0-4	Blitzers	80K	6	3	3	9	Block
0-1	Trolls	110K	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regenerate, Throw Team-mate

0-1 of the following Star Players: Bomber Dribblesnot (50K), Fungus the Loon (80K), Morg'n'Thorg (420K), Nobbla Blackwort (50K), Ripper Bolgrot (220K), Scrappa Sorehead (50K), Thrud (100K), Urgoth Bolgrot (50K), Varag Ghoul-Chewer (250K)

0-8 Team Re-rolls for 60,000 gold pieces each.

Starting Fan Factor: 5

ORC TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing
Lineman	Y	N	N	N
Goblin	N	Y	N	N
Thrower	Y	N	N	Y
Blocker	Y	N	Y	N
Blitzer	Y	N	Y	N
Troll	N	N	Y	N

SKAVEN TEAMS (v1.6)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Linemen	50K	7	3	3	7	None
0-2	Throwers	70K	7	3	3	7	Pass, Sure Hands
0-4	Gutter Runners	80K	9	2	4	7	Dodge
0-2	Storm Vermin	90K	7	3	3	8	Block
0-1	Rat Ogre	160K	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal

0-1 of the following Star Players: Hakflem Skuttlespike (230K), Headsplitter (350K), Morg'n'Thorg (420K), Thrud (100K)

0-8 Team Re-rolls for 60,000 gold pieces each.

Starting Fan Factor: 5

SKAVEN TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing
Lineman	Y	N	N	N
Gutter Runner	Y	Y	N	N
Thrower	Y	N	N	Y
Storm Vermin	Y	N	Y	N
Rat Ogre	N	N	Y	N

All players may take a Mutation as a new skill if they roll a double on the Improvement table.

UNDEAD TEAMS (v1.6)

Qty	Position	Cost	MA	ST	AG	AV	Skills
0-12	Skeletons	30K	5	3	2	7	Regenerate
0-12	Zombies	30K	4	3	2	8	Regenerate
0-4	Ghouls	70K	7	3	3	7	Dodge
0-2	Wights	90K	6	3	3	8	Block, Regenerate
0-2	Mummies	110K	3	5	1	9	Mighty Blow, Regenerate

0-1 of the following Star Players: Count Luthor von Drakenborg (350K), Morg'n'Thorg (420K), Ramtut III (310K), Thrud (100K)

0-8 Team Re-rolls for 70,000 gold pieces each.

Starting Fan Factor: 5

UNDEAD TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing
Zombie	Y	N	N	N
Skeleton	Y	N	N	N
Ghoul	Y	Y	N	N
Wight	Y	N	N	N
Mummy	N	N	Y	N

UNDEAD TEAM RE-ROLLS & SPECIAL RULES

Undead teams may not use Apothecaries. Instead, if a player on the opposing team with starting Strength 4 or less that does not have Regeneration or Stunty is killed during the match then the team may place a new zombie player in the reserves box of their dug-out. No more than one new zombie may be 'raised from the dead' per match. During step 6 of Updating Your Team Roster (4.7.2), you may add this player to your roster for free if you have less than 16 players and 12 zombies on the team. A free zombie still counts at full value towards the team value.<<<Note the team MAY now use a Wizard>>>

WOOD ELF TEAMS (v1.6)

Qty	Position	Cost	MA	ST	AG	AV	Skills
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0-12	Linemen	70K	7	3	4	7	None
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0-4	Catchers	90K	9	2	4	7	Catch, Dodge
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0-2	Throwers	90K	7	3	4	7	Pass
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0-2	Wardancers	120K	8	3	4	7	Block, Dodge, Leap
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0-1 of the following Star Players: Deeproot Strongbranch (250K), Jordell Freshbreeze (230K), Morg'n'Thorg (420K), Thrud (100K)

0-8 Team Re-rolls for 50,000 gold pieces each.

Starting Fan Factor: 5

WOOD ELF TEAM IMPROVEMENT TABLE

Position	General	Agility	Strength	Passing
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Lineman	Y	Y	N	N
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Catcher	Y	Y	N	N
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Thrower	Y	Y	N	Y
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Wardancer	Y	Y	N	N
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STAR PLAYERS

BARIK FARBLAST (v1.6)

MA	ST	AG	AV
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4	3	2	8
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Skills: Block, Hail Mary Pass, Secret Weapon, Sure Hands, Toughness

Plays For: Dwarf

COST: 50.000 gold pieces

BOMBER DRIBBLESNOT (v1.6)

MA	ST	AG	AV
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6	2	3	7
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Skills: Accurate, Bombardier, Dodge, No Hands, Right Stuff, Secret Weapon

Plays For: Goblin, Orc

COST: 50.000 gold pieces

COUNT LUTHOR VON DRAKENBORG (v1.6)

MA	ST	AG	AV
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6	5	4	9
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Skills: Block, Dodge, Hypnotic Gaze, Regenerate, Stab

Plays For: Human, Necromantic, Undead, Vampire Counts

COST: 350.000 gold pieces

DEEPROOT STRONGBRANCH (v1.6)

MA	ST	AG	AV
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2	7	1	10
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Skills: Block, Mighty Blow, Stand Firm, Toughness, Throw Team-mate

Plays For: Halfling, Wood Elf

COST: 250.000 gold pieces

FUNGUS THE LOON (v1.6)

MA	ST	AG	AV
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4	7	3	7
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Skills: Ball & Chain, Mighty Blow, No Hands, Secret Weapon, Stunty

Plays For: Goblin, Orc

COST: 80.000 gold pieces

GRASHNAK BLACKHOOF (v1.6)

MA	ST	AG	AV
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6	6	2	8
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Skills: Frenzy, Horns, Mighty Blow, Toughness

Plays For: Chaos, Chaos Dwarf, Norse, Nurgle

COST: 320.000 gold pieces

GRIFF OBERWALD (v1.6)

MA	ST	AG	AV
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7	4	4	8
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Skills: Block, Dodge, Fend, Sprint, Sure Feet

Plays For: Human

COST: 310.000 gold pieces

GRIM IRONJAW (v1.6)

MA	ST	AG	AV
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5	4	3	8
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Skills: Block, Dauntless, Frenzy, Mighty Blow, Toughness

Plays For: Dwarf

COST: 220.000 gold pieces

HAKFLEM SKUTTLESPIKE (v1.6)

MA	ST	AG	AV
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9	3	4	7
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Skills: Dodge, Extra Arms, Prehensile Tail, Two Heads

Plays For: Skaven

COST: 230.000 gold pieces

HEADSPLITTER (v1.6)

MA	ST	AG	AV
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6	6	3	8
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Skills: Mighty Blow, Frenzy, Prehensile Tail

Plays For: Skaven

COST: 350.000 gold pieces

HORKON HEARTRIPPER (v1.6)

MA	ST	AG	AV
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6	3	4	8
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Skills: Dodge, Leap, Shadowing, Side-step, Stab (dagger)

Plays For: Dark Elf

COST: 170.000 gold pieces

HTHARK THE UNSTOPPABLE (v1.6)

MA	ST	AG	AV
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6	5	2	9
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Skills: Block, Break Tackle, Juggernaut, Sprint, Sure Feet, Toughness

Plays For: Chaos Dwarf

COST: 260.000 gold pieces

JORDELL FRESHBREEZE (v1.6)

MA	ST	AG	AV
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8	3	5	7
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Skills: Block, Diving Catch, Dodge, Leap, Side-Step

Plays For: Elf, Wood Elf

COST: 230.000 gold pieces

LORD BORAK THE DESPOILER (v1.6)

MA	ST	AG	AV
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5	5	3	9
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Skills: Block, Dirty Player, Mighty Blow

Plays For: Chaos, Nurgle

COST: 220.000 gold pieces

MIGHTY ZUG (v1.6)

MA	ST	AG	AV
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4	5	2	9
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Skills: Block, Mighty Blow

Plays For: Human

COST: 180.000 gold pieces

MORG'N'THORG (v1.6)

MA	ST	AG	AV
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6	6	3	10
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Skills: Block, Mighty Blow, Toughness, Throw Team-mate

Plays For: Any team

COST: 420.000 gold pieces (840,000 for Halfling or Goblin teams)

NOBBLA BLACKWART (v1.6)

MA	ST	AG	AV
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6	2	3	7
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Skills: Block, Dodge, Chainsaw, No Hands, Secret Weapon

Plays For: Chaos, Goblin, Ogre, Orc

COST: 50.000 gold pieces

PRINCE MORANION (v1.6)

MA	ST	AG	AV
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7	4	4	8
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Skills: Block, Dauntless, Wrestle, Tackle

Plays For: Elf, High Elf

COST: 230.000 gold pieces

RAMTUT III (v1.6)

MA	ST	AG	AV
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5	6	1	9
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Skills: Block, Break Tackle, Mighty Blow, Regenerate

Plays For: Khemri, Necromantic, Undead

COST: 310.000 gold pieces

'RIPPER' BOLGROT (v1.6)

MA	ST	AG	AV
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4	6	1	9
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Skills: Grab, Mighty Blow, Regenerate, Throw Team-mate

Plays For: Chaos, Goblin, Orc, Nurgle

COST: 220.000 gold pieces

SCRAPPA SOREHEAD (v1.6)

MA	ST	AG	AV
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7	2	3	7
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Skills: Dodge, Leap, Right Stuff, Sprint, Sure Feet, Secret Weapon

Plays For: Chaos, Goblin, Ogre, Orc

COST: 50.000 gold pieces

SILIBILI (v1.6)

MA	ST	AG	AV
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7	4	1	9
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Skills: Block, Grab, Guard, Stand Firm

Plays For: Lizardmen

COST: 210.000 gold pieces

THRUD THE BARBARIAN (v1.6)

MA	ST	AG	AV
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6	6	2	9
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Skills: Block, Bone-head, Break Tackle, Horns, Multiple Block, Mighty Blow, Toughness

Plays For: Any Team

Special Rule: Roll a D6 after a Touchdown is scored or the half end. On a roll of 1-3 Thrud joins the other team. The team supported by Thrud gains +1 to their Crowd Effect modifier as long as Thrud is on the pitch. <<< Ignore any other RE-ROLLS & SPECIAL RULES that used to apply to Thrud >>>

COST: 100.000 gold pieces (200,000 for Goblin or Halfling teams)

UGROTH BOLGROT (v1.6)

MA	ST	AG	AV
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5	3	3	9
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Skills: Chainsaw, No Hands, Secret Weapon

Plays For: Orc

COST: 50.000 gold pieces

VARAG GHOUL-CHEWER (v1.6)

MA	ST	AG	AV
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6	4	3	9
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Skills: Spring Back, Block, Jump Up, Mighty Blow, Pro

Plays For: Goblin or Orc

COST: 250.000 gold pieces

ZARA THE SLAYER (v1.6)

MA	ST	AG	AV
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6	4	3	8
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Skills: Block, Dauntless, Dodge, Stab (stakes), Jump Up

Plays For: Amazon, Dwarf, Human, Norse

Special: If Zara uses her stakes to make a gash attack against a player from an Undead, Necromatic, Khemri or Vampire Counts team then she may add +1 to the armour roll. <<< Replaces old rule for stakes >>>

COST: 270.000 gold pieces

ZZHARG MADEYE (v1.6)

MA	ST	AG	AV
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4	4	2	9
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Skills: Sure Hands, Hail Mary Pass, Secret Weapon, Tackle, Toughness

Plays For: Chaos Dwarf

COST: 50.000 gold pieces