



★ THE GAME OF FANTASY FOOTBALL ★

TEAMS OF LEGEND

CHAOS DWARF 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 even 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	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY	
0-16	Hobgoblin Linemen	40,000	6	3	3+	4+	8+	None	G	AS	
0-6	Chaos Dwarf Blockers	70,000	4	3	4+	6+	10+	Block, Tackle, Thick Skull	GS	AM	
0-2	Bull Centaur Blitzers	130,000	6	4	4+	6+	10+	Sprint, Sure Feet, Thick Skull	GS	A	
0-1	Enslaved Minotaur	150,000	5	5	4+	-	9+	Animal Savagery, Frenzy, Horns, Loner (4+), Mighty Blow (+1), Thick Skull	S	AGM	
0-8 team re-rolls: 70,000 gold pieces each									Tier: 1		
Special Rules: Badlands Brawl, Favoured of... (choose either: Chaos Undivided, Khorne, Nurgle, Slaanesh or Tzeentch) Worlds Edge Superleague									Apothecary: YES		



HIGH ELF 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	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY	
0-16	Linemen	70,000	6	3	2+	4+	9+	None	AG	PS	
0-2	Throwers	100,000	6	3	2+	2+	9+	Cloud Burster, Pass, Safe Pass	AGP	S	
0-4	Catchers	90,000	8	3	2+	5+	8+	Catch	AG	S	
0-2	Blitzers	100,000	7	3	2+	4+	9+	Block	AG	PS	
0-8 team re-rolls: 50,000 gold pieces each									Tier: 2		
Special Rules: Elven Kingdoms League									Apothecary: YES		



TOMB KINGS 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	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Skeleton Linemen	40,000	5	3	4+	6+	8+	Regeneration, Thick Skull	G	AS
0-2	Anointed Throwers	70,000	6	3	4+	3+	8+	Pass, Regeneration, Sure Hands, Thick Skull	GP	A
0-2	Anointed Blitzers	90,000	6	3	4+	6+	9+	Block, Regeneration, Thick Skull	GS	AP
0-4	Tomb Guardians	100,000	4	5	5+	-	10+	Decay, Regeneration	S	AG
0-8 team re-rolls: 70,000 gold pieces each									Tier: 2	
Special Rules: Sylvanian Spotlight									Apothecary: NO	



VAMPIRE 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	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-12	Thrall Linemen	40,000	6	3	3+	5+	8+	None	G	AS
0-6	Vampire Blitzers	110,000	6	4	2+	3+	9+	Animal Savagery, Hypnotic Gaze, Regeneration	AGS	P
0-8 team re-rolls: 70,000 gold pieces each									Tier: 2	
Special Rules: Sylvanian Spotlight									Apothecary: YES	

