

TEAMS OF LEGEND

AMAZON 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	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY	
0-16	Tribal Linewomen	50,000	6	3	3+	4+	8+	Dodge	G	AS	
0-2	Eagle Warrior Throwers	75,000	6	3	3+	3+	8+	Dodge, Pass	GP	AS	
0-2	Piranha Warrior Catchers	75,000	6	3	3+	5+	8+	Catch, Dodge	AG	S	
0-4	Koka Kalim Blitzers	90,000	6	3	3+	5+	8+	Block, Dodge	GS	A	
0-8 team re-rolls: 50,000 gold pieces each									Tier: 1		
Special Rules: Lustrian Superleague									Apothecary: YES		



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..., 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	



NORSE 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 Yhetees prowl the field in search of fresh meat.

NORSE TEAMS										
QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-12	Norse Linemen	50,000	6	3	3+	4+	8+	Block	G	AS
0-2	Norse Throwers	70,000	6	3	3+	3+	8+	Block, Pass	GP	AS
0-2	Norse Catchers	90,000	7	3	3+	5+	8+	Block, Dauntless	AG	S
0-2	Norse Berserkers	90,000	6	3	3+	5+	8+	Block, Frenzy, Jump Up	GS	A
0-2	Ulfwerenars	105,000	6	4	4+	-	9+	Frenzy	GS	A
0-1	Yhetee	140,000	5	5	5+	-	9+	Claws, Disturbing Presence, Frenzy, Loner (4+), Unchannelled Fury	S	AG
0-8 team re-rolls: 60,000 gold pieces each									Tier: 1	
Special Rules: Lustrian Superleague, Old World Classic									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	AS	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		

