

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	80,000	6	3	3+	3+	8+	Dodge, Pass On the Ball, Safe Pass	GP	AS
0-2	Piranha Warrior Blocker	110,000	6	4	3+	5+	9+	Dodge Defensive	GS	A
0-4	Koka Kalim Blitzers	90,000	7	3	3+	5+	8+	Dodge, Hit and Run Jump-Up	AG	S
0-8 team re-rolls: 60,000 gold pieces each Special Rules: Lustrian Superleague									Hit and Run: After a BLOCK action (if still standing) - That player may move one free space in any direction ignoring tackle zones but must end up in an un-marked space. Tier: 1 Apothecary: YES	



BLACK ORC TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-12	Goblin Bruiser Linemen	45,000	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty, Thick Skull	A	GPS
0-6	Black Orcs	90,000	4	4	4+	5+	10+	Brawler, Grab	GS	AP
0-1	Trained Troll	115,000	4	5	5+	5+	10+	Always Hungry, Loner (3+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-mate	S	AGP
0-8 team re-rolls: 60,000 gold pieces each Special Rules: Badlands Brawl, Bribery and Corruption									Tier: 2 Apothecary: YES	



CHAOS CHOSEN TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Beastman Runner Linemen	60,000	6	3	3+	4+	9+	Horns	GMS	AP
0-4	Chosen Blockers	100,000	5	4	3+	5+	10+	None	GMS	A
A Chaos Chosen team may include a single Big Guy, chosen from among the following:										
0-1	Chaos Troll	115,000	4	5	5+	5+	10+	Always Hungry, Loner (4+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-mate	MS	AG
0-1	Chaos Ogre	140,000	5	5	4+	5+	10+	Bone Head, Loner (4+), Mighty Blow (+1), Thick Skull, Throw Team-mate	MS	AG
0-1	Minotaur	150,000	5	5	4+	-	9+	Loner (4+), Frenzy, Horns, Mighty Blow (+1), Thick Skull, Unchannelled Fury	MS	AG
0-8 team re-rolls: 60,000 gold pieces each Special Rules: Favoured of... (choose either): Chaos Undivided, Khome, Nurgle, Slaanesh or Tzeentch									Tier: 2 Apothecary: YES	



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	



CHAOS RENEGADE TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-12	Renegade Human Linemen	50,000	6	3	3+	4+	9+	None	GM	AS
0-1	Renegade Human Thrower	75,000	6	3	3+	3+	9+	Animosity (all team-mates), Pass, Safe Pair of Hands	GMP	AS
0-1	Renegade Goblin	40,000	6	2	3+	4+	8+	Animosity (all team-mates), Dodge, Right Stuff, Stunty	AM	GP
0-1	Renegade Orc	50,000	5	3	3+	5+	10+	Animosity (all team-mates)	GM	AS
0-1	Renegade Skaven	50,000	7	3	3+	4+	8+	Animosity (all team-mates)	GM	AS
0-1	Renegade Dark Elf	75,000	6	3	2+	3+	9+	Animosity (all team-mates)	AGM	PS
A Chaos Renegade team may include up to three Big Guys, chosen from among the following:										
0-1	Renegade Troll	115,000	4	5	5+	5+	10+	Always Hungry, Loner (4+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-mate	S	AGM
0-1	Renegade Ogre	140,000	5	5	4+	5+	10+	Bone Head, Loner (4+), Mighty Blow (+1), Thick Skull, Throw Team-mate	S	AGM
0-1	Renegade Minotaur	150,000	5	5	4+	-	9+	Loner (4+), Frenzy, Horns, Mighty Blow (+1), Thick Skull, Unchannelled Fury	S	AGM
0-1	Renegade Rat Ogre	150,000	6	5	4+	-	9+	Animal Savagery, Frenzy, Loner (4+), Mighty Blow (+1), Prehensile Tail	S	AGM
0-8 team re-rolls: 70,000 gold pieces each									Tier: 2	
Special Rules: Favoured of... (choose either): Chaos Undivided, Khome, Nurgle, Slaanesh or Tzeentch									Apothecary: YES	



DARK ELF TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-12	Dark Elf Linemen	70,000	6	3	2+	4+	9+	None	AG	S
0-2	Runners	80,000	7	3	2+	3+	8+	Dump-off	AGP	S
0-4	Blitzers	100,000	7	3	2+	4+	9+	Block	AG	PS
0-2	Assassins	85,000	7	3	2+	5+	8+	Shadowing, Stab	AG	PS
0-2	Witch Elves	110,000	7	3	2+	5+	8+	Dodge, Frenzy, Jump Up	AG	PS
0-8 team re-rolls: 50,000 gold pieces each									Tier: 1	
Special Rules: Elven Kingdoms League									Apothecary: YES	



DWARF TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-12	Dwarf Blocker Linemen	70,000	4	3	4+	5+	10+	Block, Tackle, Thick Skull	GS	A
0-2	Runners	85,000	6	3	3+	4+	9+	Sure Hands, Thick Skull	GP	AS
0-2	Blitzers	80,000	5	3	3+	4+	10+	Block, Thick Skull	GS	AP
0-2	Troll Slayers	95,000	5	3	4+	-	9+	Block, Dauntless, Frenzy, Thick Skull	GS	A
0-1	Deathroller	170,000	4	7	5+	-	11+	Break Tackle, Dirty Player (+2), Juggernaut, Loner (5+), Mighty Blow (+1), No Hands, Secret Weapon, Stand Firm	S	AG

0-8 team re-rolls: 50,000 gold pieces each

Tier: 1

Special Rules: Old World Classic, Worlds Edge Superleague

Apothecary: YES



ELVEN UNION TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-12	Linemen	60,000	6	3	2+	4+	8+	None	AG	S
0-2	Throwers	75,000	6	3	2+	2+	8+	Pass	AGP	S
0-4	Catchers	100,000	8	3	2+	4+	8+	Catch, Nerves of Steel	AG	S
0-2	Blitzers	115,000	7	3	2+	3+	9+	Block, Side Step	AG	PS

0-8 team re-rolls: 50,000 gold pieces each

Tier: 2

Special Rules: Elven Kingdoms League

Apothecary: YES



GOBLIN TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Goblin Linemen	40,000	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty	A	GPS
0-1	Bomma	45,000	6	2	3+	4+	8+	Bombardier, Dodge, Secret Weapon, Stunty	A	GPS
0-1	Looney	40,000	6	2	3+	-	8+	Chainsaw, Secret Weapon, Stunty	A	GS
0-1	Fanatic	70,000	3	7	3+	-	8+	Ball & Chain, No Hands, Secret Weapon, Stunty	S	AG
0-1	Pogoer	75,000	7	2	3+	5+	8+	Dodge, Pogo Stick, Stunty	A	GPS
0-1	'Ooligan	65,000	6	2	3+	6+	8+	Dirty Player (+1), Disturbing Presence, Dodge, Right Stuff, Stunty	A	GPS
0-1	Doom Diver	60,000	6	2	3+	6+	8+	Right Stuff, Stunty, Swoop	A	GS
0-2	Trained Trolls	115,000	4	5	5+	5+	10+	Always Hungry, Loner (3+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-mate	S	AGP

0-8 team re-rolls: 60,000 gold pieces each

Tier: 3

Special Rules: Badlands Brawl, Bribery and Corruption, Underworld Challenge

Apothecary: YES



HALFLING TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Halfling Hopeful Linemen	30,000	5	2	3+	4+	7+	Dodge, Right Stuff, Stunty	A	GS
0-2	Halfling Heftys	50,000	5	2	3+	3+	8+	Dodge, Fend, Stunty	AP	GS
0-2	Halfling Catchers	55,000	5	2	3+	5+	7+	Catch, Dodge, Right Stuff, Sprint, Stunty	A	GS
0-2	Altern Forest Treemen	120,000	2	6	5+	5+	11+	Mighty Blow (+1), Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-mate, Timmm-ber!	S	AGP

0-8 team re-rolls: 60,000 gold pieces each

Tier: 3

Special Rules: Halfling Thimble Cup, Old World Classic

Apothecary: YES



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



HUMAN TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Human Linemen	50,000	6	3	3+	4+	9+	None	G	AS
0-2	Throwers	80,000	6	3	3+	2+	9+	Pass, Sure Hands	GP	AS
0-4	Catchers	65,000	8	2	3+	5+	8+	Catch, Dodge	AG	SP
0-4	Blitzers	85,000	7	3	3+	4+	9+	Block	GS	AP
0-3	Halfling Hopefuls	30,000	5	2	3+	4+	7+	Dodge, Right Stuff, Stunty	A	GS
0-1	Ogre	140,000	5	5	4+	5+	10+	Bone Head, Loner (4+), Mighty Blow (+1), Thick Skull, Throw Team-mate	S	AG

0-8 team re-rolls: 50,000 gold pieces each

Tier: 1

Special Rules: Old World Classic

Apothecary: YES



LIZARDMEN TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-12	Skink Runner Linemen	60,000	8	2	3+	4+	8+	Dodge, Stunty	A	GPS
0-2	Chameleon Skinks	70,000	7	2	3+	3+	8+	Dodge, On the Ball, Shadowing, Stunty	A	GPS
0-6	Saurus Blockers	85,000	6	4	5+	6+	10+	None	GS	A
0-1	Kroxigor	140,000	6	5	5+	-	10+	Bone Head, Loner (4+), Mighty Blow (+1), Prehensile Tail, Thick Skull	S	AG

0-8 team re-rolls: 70,000 gold pieces each

Tier: 1

Special Rules: Lustrian Superleague

Apothecary: YES



NECROMANTIC HORROR TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Zombie Linemen	40,000	4	3	4+	-	9+	Regeneration	G	AS
0-2	Ghoul Runners	75,000	7	3	3+	4+	8+	Dodge	AG	PS
0-2	Wraiths	95,000	6	3	3+	-	9+	Block, Foul Appearance, No Hands, Regeneration, Side Step	GS	A
0-2	Werewolves	125,000	8	3	3+	4+	9+	Claws, Frenzy, Regeneration	AG	PS
0-2	Flesh Golems	115,000	4	4	4+	-	10+	Regeneration, Stand Firm, Thick Skull	GS	A

0-8 team re-rolls: 70,000 gold pieces each

Tier: 2

Special Rules: Masters of Undeath, Sylvanian Spotlight

Apothecary: NO



IMPERIAL NOBILITY TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-12	Imperial Retainer Linemen	45,000	6	3	4+	4+	8+	Fend	G	AS
0-2	Imperial Throwers	75,000	6	3	3+	3+	9+	Pass, Running Pass	GP	AS
0-2	Noble Blitzers	105,000	7	3	3+	4+	9+	Block, Catch	AG	PS
0-4	Bodyguards	90,000	6	3	3+	5+	9+	Stand Firm, Wrestle	GS	A
0-1	Ogre	140,000	5	5	4+	5+	10+	Bone Head, Loner (4+), Mighty Blow (+1), Thick Skull, Throw Team-mate	S	AG

0-8 team re-rolls: 70,000 gold pieces each

Tier: 2

Special Rules: Old World Classic

Apothecary: YES

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 Drunkard	G	AS
0-2	Beer Boar	20,000	5	1	3+	-	6+	Dodge, No Hands, Titchy, Stunty, Pick-Me-Up	-	A
0-2	Valkyrie	95,000	7	3	3+	3+	8+	Catch, Dauntless, Pass, Strip Ball	AGP	S
0-2	Norse Berserkers	90,000	6	3	3+	5+	8+	Block, Frenzy, Jump Up	GS	AP
0-2	Ulfwereners	105,000	6	4	4+	-	9+	Frenzy	GS	A
0-1	Yhetee	140,000	5	5	4+	-	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: Old World Classic -OR- Favored Of (Chaos Undivided -or- Khorne)

Apothecary: YES

NURGLE TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-12	Rotter Linemen	35,000	5	3	4+	6+	9+	Decay, Plague Ridden	GM	AS
0-4	Pestigors	75,000	6	3	3+	4+	9+	Horns, Plague Ridden, Regeneration	GMS	AP
0-4	Bloaters	115,000	4	4	4+	6+	10+	Disturbing Presence, Foul Appearance, Plague Ridden, Regeneration	GMS	A
0-1	Rotspawn	140,000	4	5	5+	-	10+	Disturbing Presence, Foul Appearance, Loner (4+), Mighty Blow (+1), Plague Ridden, Really Stupid, Regeneration, Tentacles	S	AGM

0-8 team re-rolls: 70,000 gold pieces each

Tier: 2

Special Rules: Favoured of Nurgle

Apothecary: NO



OGRE TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Gnoblur Linemen	15,000	5	1	3+	5+	6+	Dodge, Right Stuff, Side Step, Stunty, Titchy	A	G
0-1	Ogre Runt Punter	145,000	5	5	4+	4+	10+	Bone Head, Kick Team-mate, Mighty Blow (+1), Thick Skull	PS	AG
0-5	Ogre Blockers	140,000	5	5	4+	5+	10+	Bone Head, Mighty Blow (+1), Thick Skull, Throw Team-mate	S	AGP
0-8 team re-rolls: 70,000 gold pieces each									Tier: 3	
Special Rules: Badlands Brawl, Low Cost Linemen, Old World Classic									Apothecary: YES	

OLD WORLD ALLIANCE TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-12	Old World Human Linemen	50,000	6	3	3+	4+	9+	None	G	AS
0-1	Old World Human Thrower	80,000	6	3	3+	3+	9+	Animosity (all Dwarf and Halfling team-mates), Pass, Sure Hands	GP	AS
0-1	Old World Human Catcher	65,000	8	2	3+	5+	8+	Animosity (all Dwarf and Halfling team-mates), Catch, Dodge	AG	S
0-1	Old World Human Blitzer	90,000	7	3	3+	4+	9+	Animosity (all Dwarf and Halfling team-mates), Block	GS	A
0-2	Old World Dwarf Blockers	75,000	4	3	4+	5+	10+	Arm Bar, Brawler, Loner (3+), Thick Skull	GS	A
0-1	Old World Dwarf Runner	85,000	6	3	3+	4+	9+	Loner (3+), Sure Hands, Thick Skull	GP	AS
0-1	Old World Dwarf Blitzer	80,000	5	3	3+	4+	10+	Block, Loner (3+), Thick Skull	GS	A
0-1	Old World Dwarf Troll Slayer	95,000	5	3	4+	-	9+	Block, Dauntless, Frenzy, Loner (3+), Thick Skull	GS	A
0-2	Old World Halfling Hopeful	30,000	5	2	3+	4+	7+	Animosity (all Dwarf and Human team-mates), Dodge, Right Stuff, Stunty	A	GS
An Old World Alliance team may include a single Big Guy, chosen from among the following:										
0-1	Ogre	140,000	5	5	4+	5+	10+	Bone Head, Loner (4+), Mighty Blow (+1), Thick Skull, Throw Team-mate	S	AG
0-1	Altern Forest Treeman	120,000	2	6	5+	5+	11+	Loner (4+), Mighty Blow (+1), Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-mate, Timmm-ber!	S	AGP
0-8 team re-rolls: 70,000 gold pieces each									Tier: 1	
Special Rules: Old World Classic									Apothecary: YES	

SKAVEN TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Skaven Clanrat Linemen	50,000	7	3	3+	4+	8+	None	G	AMS
0-2	Throwers	85,000	7	3	3+	2+	8+	Pass, Sure Hands	GP	AMS
0-4	Gutter Runners	85,000	9	2	2+	4+	8+	Dodge	AG	MPS
0-2	Blitzers	90,000	7	3	3+	5+	9+	Block	GS	AMP
0-1	Rat Ogre	150,000	6	5	4+	-	9+	Animal Savagery, Frenzy, Loner (4+), Mighty Blow (+1), Prehensile Tail	S	AGM
0-8 team re-rolls: 50,000 gold pieces each									Tier: 1	
Special Rules: Underworld Challenge									Apothecary: YES	



ORC TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Orc Linemen	50,000	5	3	3+	4+	10+	Animosity (Orc Linemen)	G	AS
0-2	Throwers	65,000	5	3	3+	3+	9+	Animosity (all team-mates), Pass, Sure Hands	GP	AS
0-4	Blitzers	80,000	6	3	3+	4+	10+	Animosity (all team-mates), Block	GS	AP
0-4	Big Un Blockers	90,000	5	4	4+	-	10+	Animosity (Big Un Blockers)	GS	A
0-4	Goblins	40,000	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty	A	GS
0-1	Untrained Troll	115,000	4	5	5+	5+	10+	Always Hungry, Loner (4+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-mate	S	AGP

0-8 team re-rolls: 60,000 gold pieces each

Tier: 1

Special Rules: Badlands Brawl

Apothecary: YES



SNOTLING TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Snotling Linemen	15,000	5	1	3+	5+	6+	Dodge, Right Stuff, Side Step, Stunty, Swarming, Titchy	A	G
0-2	Fungus Flingas	30,000	5	1	3+	4+	6+	Bombardier, Dodge, Right Stuff, Secret Weapon, Side Step, Stunty	AP	G
0-2	Fun-hoppas	20,000	6	1	3+	5+	6+	Dodge, Pogo Stick, Right Stuff, Side Step, Stunty	A	G
0-2	Stilty Runnas	20,000	6	1	3+	5+	6+	Dodge, Right Stuff, Side Step, Sprint, Stunty	A	G
0-2	Pump Wagons	105,000	4	5	5+	-	9+	Dirty Player (+1), Juggernaut, Mighty Blow (+1), Really Stupid, Secret Weapon, Stand Firm	S	AG
0-2	Trained Trolls	115,000	4	5	5+	5+	10+	Always Hungry, Loner (3+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-mate	S	AGP

0-8 team re-rolls: 60,000 gold pieces each

Tier: 3

Special Rules: Bribery and Corruption, Low Cost Linemen, Underworld Challenge

Apothecary: YES



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



SHAMBLING UNDEAD TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-12	Skeleton Linemen	40,000	5	3	4+	6+	8+	Regeneration, Thick Skull	G	AS
0-12	Zombie Linemen	40,000	4	3	4+	-	9+	Regeneration	G	AS
0-4	Ghoul Runners	75,000	7	3	3+	4+	8+	Dodge	AG	PS
0-2	Wight Blitzers	90,000	6	3	3+	5+	9+	Block, Regeneration	GS	AP
0-2	Mummies	125,000	3	5	5+	-	10+	Mighty Blow (+1), Regeneration	S	AG

0-8 team re-rolls: 70,000 gold pieces each

Tier: 1

Special Rules: Masters of Undeath, Sylvanian Spotlight

Apothecary: NO

UNDERWORLD DENIZENS TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-12	Underworld Goblin Linemen	40,000	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty	AM	GS
0-6	Underworld Snotlings	15,000	5	1	3+	5+	6+	Dodge, Right Stuff, Side Step, Stunty, Swarming, Titchy	AM	G
0-3	Skaven Clanrat	50,000	7	3	3+	4+	8+	Animosity (Underworld Goblin Linemen)	GM	AS
0-1	Skaven Thrower	85,000	7	3	3+	2+	8+	Animosity (Underworld Goblin Linemen), Pass, Sure Hands	GMP	AS
0-1	Gutter Runner	85,000	9	2	2+	4+	8+	Animosity (Underworld Goblin Linemen), Dodge	AGM	PS
0-1	Skaven Blitzer	90,000	7	3	3+	5+	9+	Animosity (Underworld Goblin Linemen), Block	GMS	AP

An Underworld Denizens team may include a single Big Guy, chosen from among the following:

0-1	Underworld Troll	115,000	4	5	5+	5+	10+	Always Hungry, Loner (4+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-mate	MS	AGP
0-1	Mutant Rat Ogre	150,000	6	5	4+	-	9+	Animal Savagery, Frenzy, Loner (4+), Mighty Blow (+1), Prehensile Tail	MS	AG

0-8 team re-rolls: 70,000 gold pieces each

Tier: 2

Special Rules: Bribery and Corruption, Underworld Challenge

Apothecary: YES

VAMPIRE TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-2	Thrower	110,000	6	4	2+	2+	9+	Bloodlust(2+), Hypnotic Gaze, Pass, Regeneration	AGP	S
0-2	Runner	100,000	8	3	2+	4+	8+	Bloodlust(2+), Hypnotic Gaze, Regeneration	AG	PS
0-2	Blitzer	110,000	6	4	2+	5+	9+	Bloodlust(3+), Hyp. Gaze, Regeneration, Juggernaut	AGS	-
0-16	Thrall Lineman	40,000	6	3	3+	4+	8+		G	AS
0-1	Vargheist	150,000	5	5	4+	-	10+	Bloodlust(3+), Claws, Frenzy, Loner(4+), Regen.	S	AG

0-8 team re-rolls: 60,000 gold pieces each

Tier: 2

Special Rules: Sylvanian Spotlight

Apothecary: YES

Bloodlust: Upon Player Activation but After Declaration - D6(+1 if blocking/blitzing): If lower than the (#) or a natural 1 the player may continue or re-declare action but still 'uses' a/the Blitz/pass/hand off/foul if initially declared. At the end of the activation the player may bite an adjacent Thrall(standing, prone, OR stunned). That thrall takes a "Badly Hurt" injury. This does not cause a turnover unless the Thrall had had the ball. If a Thrall was not bitten a turnover occurs: That player drops the ball(if had) and loses its' tackle zone until next activation. IF A PASS OR HAND-OFF was declared: The player MUST bite a thrall to complete the action.

Gnome Team

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Linemen	40,000	5	2	3+	4+	7+	Jump Up, Stunty, Right Stuff, Wrestle	A	GS
0-2	Beastmaster	55,000	5	2	3+	4+	8+	Guard, Jump Up, Stunty, Wrestle	A	GS
0-2	Illusionist	50,000	5	2	3+	3+	7+	Jump Up, Stunty, Trickster, Wrestle	AP	G
0-2	Fox	50,000	7	2	2+	-	6+	Dodge, My Ball, Sidestep, Stunty	-	A
0-2	Treeman	120,000	2	6	5+	5+	11+	Mighty Blow(+1), Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Teammate, Timm-berr!	S	AGP
0-8 Re-roll counters: 50,000 gold pieces each									Tier: 3	
Special Rules: Halfling Thimble Cup									Apothecary: Yes	



WOOD ELF TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-12	Wood Elf Linemen	70,000	7	3	2+	4+	8+	None	AG	S
0-2	Throwers	95,000	7	3	2+	2+	8+	Pass	AGP	S
0-4	Catchers	90,000	8	2	2+	4+	8+	Catch, Dodge	AG	PS
0-2	Wardancers	125,000	8	3	2+	4+	8+	Block, Dodge, Leap	AG	PS
0-1	Loren Forest Treeman	120,000	2	6	5+	5+	11+	Loner (4+), Mighty Blow (+1), Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate	S	AG
0-8 team re-rolls: 50,000 gold pieces each									Tier: 1	
Special Rules: Elven Kingdoms League									Apothecary: YES	

DAEMONS OF KHORNE TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Lineman	50,000	6	3	3+	4+	8+	Frenzy	GM	AS
0-4	Khornigor	70,000	6	3	3+	4+	9+	Horns, Juggernaut,	GMS	AP
0-4	Bloodseeker	110,000	5	4	4+	6+	10+	Frenzy,	GMS	A
0-1	Bloodthirster	160,000	5	5	4+	-	9+	Claw, Frenzy, Loner (4+), Mighty Blow(+1) Unchanneled Fury,	SM	GA
0-8 Re-roll counters: 60,000 gold pieces each									Tier: 2	
Special Rules: Favoured of Khorne									Apothecary: Yes	



SLANN TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Linemen	60,000	6	3	3+	4+	9+	Pogo Stick, Very Long Legs	G	AS
0-4	Catchers	80,000	7	2	2+	4+	8+	Diving Catch, Pogo Stick, Very Long Legs	GA	SP
0-4	Blitzers	110,000	7	3	3+	4+	9+	Diving Tackle, Jump Up, Pogo Stick, Very Long Legs	GAS	P
0-1	Kroxigor	140,000	6	5	5+	-	10+	Bonehead, Loner (4+), Mighty Blow (+1), Prehensile Tail, Thick Skull	S	GA
0-8 Re-roll counters: 50,000 gold pieces each									Tier: 2	
Special Rules: Lustria Superleague									Apothecary: Yes	

