

NARROW-TIER BLOOD BOWL 2013

Variety is the spice of life! Ever since I started playing 3rd edition Blood Bowl, I've wanted the teams to be on *more* (but not *completely*) equal footing. The tier 2 and 3 teams are a joy and a challenge to both coach and play against, but they're so weak that they're a rare choice for league play. To make matters worse it seems to me that there is effectively a fourth tier - tier 0 - the überteams: Teams with a distinct advantage in short term play, making them an all too alluring choice.

The Narrow-Tier BB house rules are intended to diversify Blood Bowl. NTBB has 2 components: Firstly, 10 rules changes nicknamed CRP+, approved for further testing by 3 of the 4 members of the former BBRC. CRP+ deals mainly with the long term dominance of bash.

Secondly, NTBB contains my own suggested nerfs and buffs for half of the existing teams - making tier 2 and 3 more viable while reining in tier 0. These roster changes have been forged in online discussion and improved in playtest - most notably in the open play by email playtest league: The NTBBL. It is my hope that these rules will appeal to anyone who share my view of the BB tiers.

TIER 0: SMALL NERF	
AMAZON	Blitzers lose Block but gain Wrestle. However, the team finishes weak, so all players gain A-access, while Catchers gain Diving Catch to avoid redundancy.
DWARF	Troll Slayers lose Block, but gain Juggernaut. After all they are suicidal.
ORC	+10K price bump on the excellent Orc Blitzers
UNDEAD	Mummies lose Mighty Blow, but gain Grab.
WOOD ELF	Wardancers trade Block, for Fend – making Strip Ball a less broken first choice.
TIER 1: NO CHANGE	
CHAOS, CHAOS DWARF, DARK ELF, ELF, HIGH ELF, LIZARDMEN, NECROMANTIC, NORSE, NURGLE, PACT, SKAVEN, (+OPTIONAL: KHORNE & BRETONNIANS)	
TIER 1: CRP+ BUFFS	
HUMAN	10K off the ogre. AV8 catchers to make human catchers shine at <i>something</i> .
KHEMRI	Thick Skull on the Blitz-Ras and Thro-Ras to match their price and the linemen. AV8 replaces Decay on the guardians. Guardians gain Break Tackle for +10K.
TIER 2: SMALL BUFF	
SLANN	10K off the Blitzers to make them a tad more viable.
UNDERWORLD	10K off the rerolls.
VAMPIRE	Thick Skull on the thralls for free.
TIER 3: BIGGER BUFF	
GOBLIN	The trolls lose loner, and the 3 weapons gain Sneaky Git for +10K each.
HALFLING	Halflings split into linemen (AV+) and catchers (AG+, 50K).
OGRE	A 10K discount on both ogres and rerolls, along with +1MA and +1AV on snotlings for free. Furthermore, Titchy prevents attackers from using Tackle on the block dice.

THE CRP+ RULES

10 rules to increase the tactical diversity in Blood Bowl, all of them approved for playtesting by former BBRC members GalakStarscraper, DoubleSkulls and Babs.

On-pitch Rules

1) *"Pile On (Strength): The player is adept at landing a second blow on a player who is already incapacitated. The player may use this skill after he has made a block as part of one of his Block or Blitz Actions, but only if the Pile On player has just made an injury roll and is currently standing adjacent to the victim. You may re-roll **Injury** roll for the victim. The Pile On player is Placed Prone in his own square -- it is assumed that he rolls back there after flattening his opponent (do not make an Armour roll for him as he has been cushioned by the other player!). Pile On does not cause a turnover unless the Pile On player is carrying the ball. Pile On cannot be used with the Stab or Chainsaw skills."*

2) *Claw (Mutation): A player with this skill is blessed with a huge crab like claw or razor sharp talons that make armour useless. When an opponent is Knocked Down by this player during a block, any Armour roll of 8 or more **before** modifications automatically breaks armour.*

3) *A generic +1 modifier applies to the Armour roll when fouling.*

4) *Sneaky Git (Agility): The player is a sneaky silver tongued git. Whenever you roll for K.O. recovery, you may also roll a d6 for each sneaky git who is currently sent off. On a 4+ the penalty is revoked, and he may return to play provided that he isn't KO'd or injured. To track the status of a git who is both injured and sent off, simply place him prone in the proper box of the dug-out.*

5) *Wizard: The cost of hiring a wizard is increased to 200K.*

League Rules

6) *Bank: The first 100K in the Treasury is considered to be Banked, and does not count towards Team Value. All remaining cash does count towards TV. Any Banked cash moved to Petty Cash during the Pre-Match sequence will add to Team Value is normal.*

7) *Concessions: The team that receives the concession no longer gets the conceding team's cash. The cash is just lost.*

8) *Spiralling Expenses: The recommended Spiralling Expenses are set at a starting point of 180, with steps of 10.*

Rosters

9) *Humans: The human team does not live up to the fluff. To restore them to glory the team gets 10K off the ogre and AV8 on the catchers to make them uniquely good at something.*

10) *Khemri: GalakStarscraper considers the CRP Khemri team to be a poor compromise. The team is made more forgiving by removing Decay from the guardians and less bland by making the guardians AV8 with Break Tackle.*

AMAZON TEAMS

The amazons lend a certain femininity to Blood Bowl. As graceful as they are dangerous, they do not shun the brutality that is otherwise associated with the men-folk.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linewomen	50,000	6	3	3	7	Dodge	GA
0-2	Catchers	70,000	6	3	3	7	Dodge, Catch, Diving Catch	GA
0-2	Throwers	70,000	6	3	3	7	Dodge, Pass	GPA
0-4	Blitzers	90,000	6	3	3	7	Dodge, Wrestle	GSA

Re-roll counter: 50,000 gold pieces each

Star Players: Helmut (110K), Willow (150K), Roxanna (250K), Zara (270K), Bertha (280K), Morg (420K)



CHAOS TEAMS

The chaos worshippers pay tribute to their foul gods in many ways - one being blood bowl, and there is no doubt that they're all about the 'Blood' in Blood Bowl.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Beastmen	60,000	6	3	3	8	Horns	GSM
0-4	Chaos Warriors	100,000	5	4	3	9	None	GSM
0-1	Minotaur	150,000	5	5	2	8	Horns, Mighty Blow, Frenzy, Loner, Thick Skull, Wild Animal	SM

Re-roll counter: 60,000 gold pieces each

Star Players: Max (130K), Lewdgrip (150K), Brick (280K), Borak (300K), Grashnak (310K), Morg (420K)



CHAOS DWARF TEAMS

The twisted followers of Hashut are hard hitting and tough. The chaos dwarves make up for their lack of speed by employing "loyal" hobgoblin slaves to steal the necessary touchdowns.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Hobgoblins	40,000	6	3	3	7	None	G
0-6	Chaos Dwarf Blockers	70,000	4	3	2	9	Block, Tackle, Thick Skull	GSM
0-2	Bull Centaurs	130,000	6	4	2	9	Sprint, Sure Feet, Thick Skull	GS
0-1	Minotaur	150,000	5	5	2	8	Horns, Mighty Blow, Frenzy, Loner, Thick Skull, Wild Animal	SM

Re-roll counter: 70,000 gold pieces each. Minotaurs and chaos dwarf blockers may take a mutation on a doubles skill roll.

Star Players: Zzharg (90K), Nobbla (130K), Rashnak (200K), Grashnak (310K), Hthark (330K), Morg (420K)



CHAOS PACT TEAMS

Among all species and nations there are those unable to resist the lure of chaos. Shun by their race, these outcasts will often band together, seeking to serve their dark lords while having a bit of old fashioned fun and bloodshed.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Marauders	50,000	6	3	3	8	None	GPMS
0-1	Skaven Renegade	50,000	7	3	3	7	Animosity	GM
0-1	Dark Elf Renegade	70,000	6	3	4	8	Animosity	GAM
0-1	Goblin Renegade	40,000	6	2	3	7	Dodge, Stunty, Right Stuff, Animosity	AM
0-1	Chaos Troll	110,000	4	5	1	9	Regenerate, Mighty Blow, Throw Team Mate, Loner, Really Stupid, Always Hungry	SM
0-1	Chaos Ogre	140,000	5	5	2	9	Thick Skull, Mighty Blow, Throw Team Mate, Loner, Bonehead	SM
0-1	Minotaur	150,000	5	5	2	8	Horns, Mighty Blow, Frenzy, Thick Skull, Wild Animal, Loner	SM

Re-roll counter: 70,000 gold pieces each. Troll, Ogre and Minotaur may only take a mutation on a doubles skill roll.

Star Players: Bomber (60K), Zzharg (90K), Ugroth (100K), Igor (120K), Lewdgrip (150K), Morg (420K)



DARK ELF TEAMS

Evil incarnate, the dark elves enjoy nothing more than humiliating the opposition - and they are both agile and vicious enough to do so. Few teams escape the dark elves with just their pride in bandages.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	70,000	6	3	4	8	None	GA
0-2	Runners	80,000	7	3	4	7	Dump-Off	GAP
0-2	Assassins	90,000	6	3	4	7	Shadowing, Stab	GA
0-4	Blitzers	100,000	7	3	4	8	Block	GA
0-2	Witch Elfs	110,000	7	3	4	7	Dodge, Frenzy, Jump Up	GA

Re-roll counter: 50,000 gold pieces each

Star Players: Eldril (200K), Horkon (210K), Ithica (220K), Roxanna (250K), Hubris (260K), Morg (420K)



DWARF TEAMS

Short, tough, and well-armoured, the dwarfs prefer a vicious smashing game, and completely disregard the rules in their attempt to clear the pitch of the opposing team's potential scorers.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Blockers	70,000	4	3	2	9	Thick Skull, Block, Tackle	GS
0-2	Blitzers	80,000	5	3	3	9	Thick Skull, Block	GS
0-2	Slayers	90,000	5	3	2	8	Thick Skull, Juggernaut, Frenzy, Dauntless	GS
0-2	Runners	80,000	6	3	3	8	Thick Skull, Sure Hands	GP
0-1	Deathroller	160,000	4	7	1	10	Mighty Blow, Break Tackle, Stand Firm, Dirty Player, Juggernaut, Secret Weapon, No Hands, Loner	S

Re-roll counter: 50,000 gold pieces each

Star Players: Barik (60K), Boomer (60K), Flint (130K), Grim (220K), Zara (270K), Morg (420K)



ELF TEAMS

Not all elves fled to Ulthuan or hid in fair Loren. Some elves stayed behind in the world of men, and these elves engage in whatever adventure they can find – such as Blood Bowl.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	60,000	6	3	4	7	None	GA
0-4	Catchers	100,000	8	3	4	7	Catch, Nerves of Steel	GA
0-2	Blitzers	110,000	7	3	4	8	Block, Side Step	GA
0-2	Throwers	70,000	6	3	4	7	Pass	GAP

Re-roll counter: 50,000 gold pieces each

Dolfar (150K), Eldril (200K), Moranion (230K), Hubris (260K), Jordell (260K), Morg (420K)



GOBLIN TEAMS

With the art of throwing sadly lost to them, the agile goblins have turned their diminutive size to their advantage. Moving through the opponents legs, they can leave the best drilled defense dumbfounded.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, Stunty	A
0-1	Bombardier	50,000	6	2	3	7	Dodge, Stunty, Bombardier, Secret Weapon, Sneaky Git	A
0-1	Looney	50,000	6	2	3	7	Stunty, Chainsaw, Secret Weapon, Sneaky Git	A
0-1	Pogoer	70,000	7	2	3	7	Dodge, Very Long Legs, Stunty, Leap	A
0-1	Fanatic	80,000	3	7	3	7	Ball & Chain, No Hands, Stunty, Secret Weapon, Sneaky Git	S
0-2	Trolls	110,000	4	5	1	9	Throw Team Mate, Loner, Regenerate, Mighty Blow, Really Stupid, Always Hungry	S

Re-roll counter: 60,000 gold pieces each. Goblins induce Bribes for just 50K.

Star Players: Bomber (60K), Fungus (80K), Nobbla (130K), Scrappa (150K), Ripper (270K), Morg (420K)



HALFLING TEAMS

Halflings enjoy the good things in life, including a fabulous post-match celebration gourmet dinner, and as big food corporations found their way into Blood Bowl, the halflings turned to their ancient allies for assistance.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Halflings	30,000	5	2	3	7	Dodge, Right Stuff, Stunty	A
0-4	Halfling Catchers	50,000	5	2	4	6	Dodge, Stunty, Right Stuff	A
0-2	Treemen	120,000	2	6	1	10	Throw Team Mate, Stand Firm, Thick Skull, Mighty Blow, Strong Arm, Take Root	S

Re-roll counter: 60,000 gold pieces each. May induce a Master Chef for just 100K

Star Players: Puggy (140K), Willow (150K), Zara (270K), Bertha (280K), Deeproot (300K), Morg (420K)



HIGH ELF TEAMS

The high elves prefer the passing game and their skill at it is unparalleled. Haughty and proud as they are, they expect to win no matter who they're facing.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	70,000	6	3	4	8	None	GA
0-2	Blitzers	100,000	7	3	4	8	Block	GA
0-4	Catchers	90,000	8	3	4	7	Catch	GA
0-2	Throwers	90,000	6	3	4	8	Pass, Safe Throw	GAP

Re-roll counter: 50,000 gold pieces each

Star Players: Dolfar (150K), Soaren (180K), Eldril (200K), Moranion (230K), Zara (270K), Morg (420K)



HUMAN TEAMS

Jack of all trades, master of none - the imperial team is made up of humans from the empire, and is arguably the best all round team there is.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	50,000	6	3	3	8	None	G
0-4	Catchers	70,000	8	2	3	8	Dodge, Catch	GA
0-4	Blitzers	90,000	7	3	3	8	Block	GS
0-2	Throwers	70,000	6	3	3	8	Sure Hands, Pass	GP
0-1	Ogre	130,000	5	5	2	9	Thick Skull, Mighty Blow, Throw Team Mate, Loner, Bonehead	S

Re-roll counter: 50,000 gold pieces each.

Star Players: Helmut (110K), Puggy (140K), Zug (260K), Zara (270K), Griff (320K), Morg (420K)



KHEMRI TEAMS

In the hot land of Khemri, the dead walk again. Animated by Nagash's awful spell, teams of undead have risen from the halls of fame deep within the ancient necropoli. These ancient players wander the world, in search of new opponents.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Skeletons	40,000	5	3	2	7	Regenerate, Thick Skull	G
0-2	Blitz-Ra	90,000	6	3	2	8	Regenerate, Thick Skull, Block	GS
0-2	Thro-Ra	70,000	6	3	2	7	Regenerate, Thick Skull, Pass, Sure Hands	GP
0-4	Tomb Guardians	110,000	4	5	1	8	Regenerate, Break Tackle	S

Re-roll counter: 70,000 gold pieces each. No Apothecary

Star Players: Sinnedbad (80K), Hack (120K), Humerus (130K), Ithica (220K), Nekbrekerekh (220K), Ramtut (380K)



LIZARDMAN TEAMS

Millenia after the exodus of the old ones, the loyal lizardmen still try to implement their great plan, and one of their means of worship is blood bowl. Deep in the lustrian jungles, beyond the reach of 'civilisation', blood bowl is still played the way it was meant to be.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Skinks	60,000	8	2	3	7	Dodge, Stunty	A
0-6	Sauruses	80,000	6	4	1	9	None	GS
0-1	Kroxigor	140,000	6	5	1	9	Prehensile Tail, Mighty Blow, Thick Skull, Bonehead, Loner	S

Re-roll counter: 60,000 gold pieces each

Star Players: Helmut (110K), Hemlock (170K), Lottabottol (210K), Queztal (250K), Slibli (250K) Morg (420K)



NECROMANTIC TEAMS

Under the ruthless leadership of deranged necromancers Blood Bowl players who died long ago return to the scene of their former glory.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Zombies	40,000	4	3	2	8	Regenerate	G
0-2	Werewolves	120,000	8	3	3	8	Regenerate, Claw, Frenzy	GA
0-2	Wights	90,000	6	3	3	8	Regenerate, Block	GS
0-2	Ghouls	70,000	7	3	3	7	Dodge	GA
0-2	Flesh Golems	110,000	4	4	2	9	Stand Firm, Thick Skull, Regenerate	GS

Re-roll counter: 70,000 gold pieces each. No Apothecary. Free Necromancer: Raise the Dead.

Star Players: Hack (120K), J (180K), Nekbekerekh (220K), Wilhelm (240K), Ramtut (380K), Luthor (390K)



NORSE TEAMS

In the frozen land of Norsca, it's not just the crowd that goes berserk! The crazed norsemen work themselves into a frenzy and tackle polar bears for the sheer heck of it. It is not uncommon for the ball to get lost in the snow, in which case games tend to get rather violent. In fact, this is where "sudden death" overtime got its name.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-12	Linemen	50,000	6	3	3	7	Block	G
0-2	Throwers	70,000	6	3	3	7	Block, Pass	GP
0-2	Runners	90,000	7	3	3	7	Block, Dauntless	GA
0-2	Berserkers	90,000	6	3	3	7	Block, Frenzy, Jump Up	GS
0-2	Werewolves	110,000	6	4	2	8	Frenzy	GS
0-1	Yhetee	140,000	5	5	1	8	Disturbing Presence, Claws, Frenzy, Wild Animal, Loner	S

Re-roll counter: 60,000 gold pieces each

Boomer (60K), Helmut (110K), Wilhelm (240K), Zara (270K), Icepelt (330K), Morg (420K)



NURGLE TEAMS

The fact that these worshippers of the foul god Nurgle smell awful is assumed rather than proven. People simply tend to die before they get close enough to get an accurate whiff.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Rotters	40,000	5	3	3	8	Decay, Nurgle's Rot	GM
0-4	Pestigors	80,000	6	3	3	8	Horns, Nurgle's Rot, Regenerate	GSM
0-4	Nurgle Warriors	110,000	4	4	2	9	Disturbing Presence, Nurgle's Rot, Regenerate, Foul Appearance	GSM
0-1	Beast of Nurgle	140,000	4	5	1	9	Foul Appearance, Regenerate, Disturbing Presence, Mighty Blow, Really Stupid, Tentacles, Loner, Nurgle's Rot	SM

Re-roll counter: 70,000 gold pieces each, No apothecary. The Beast of Nurgle may only take a mutation on a doubles skill roll.

Star Players: Max (130K), Lewdgrip (150K), Brick (280K), Borak (300K), Grashnak (310K), Morg (420K)



OGRE TEAMS

Ogre teams aren't renowned for the finesse of their game plan, but their crude tactics have made ogre teams popular with the fans, if slightly less so with the opposing teams.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Snotlings	20,000	6	1	3	6	Dodge, Stunty, Right Stuff, Titchy*, Side Step	A
0-6	Ogre	130,000	5	5	2	9	Thick Skull, Mighty Blow, Throw Team Mate, Bonehead	S

Re-roll counter: 60,000 gold pieces each. Titchy stops attackers from using tackle on block dice.

Star Players: Bomber (60K), Nobbla (130K), Scrappa (150K), Bertha (280K), Brick (280K), Morg (420K)



ORC TEAMS

The orcs viciousness and instinctual brutality make them terrifying blood bowl players - seemingly mindless force coupled with the deceptively effective running plays of their blitzers, is a winning combination.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	50,000	5	3	3	9	None	G
0-2	Throwers	70,000	5	3	3	8	Sure Hands, Pass	GP
0-4	Black Orcs	80,000	4	4	2	9	None	GS
0-4	Blitzers	90,000	6	3	3	9	Block	GS
0-4	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, Stunty	A
0-1	Troll	110,000	4	5	1	9	Regenerate, Mighty Blow, Throw Team Mate, Loner, Really Stupid, Always Hungry	S

Re-roll counter: 60,000 gold pieces each.

Star Players: Bomber (60K), Ugroth (100K), Scrappa (150K), Ripper (270K), Varag (300K), Morg (420K)



SKAVEN TEAMS

Speed is the essence of the skaven team - both when scoring their lightning fast touchdowns, and when fleeing their many lethal opponents.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	50,000	7	3	3	7	None	GM
0-4	Gutter Runners	80,000	9	2	4	7	Dodge	GAM
0-2	Blitzers	90,000	7	3	3	8	Block	GSM
0-2	Throwers	70,000	7	3	3	7	Sure Hands, Pass	GPM
0-1	Rat Ogre	150,000	6	5	2	8	Prehensile Tail, Mighty Blow, Frenzy, Loner, Wild Animal	SM

Re-roll counter: 60,000 gold pieces each. All players may only take a mutation on a doubles skill roll.

Star Players: Fezglitch (100K), Skitter (160K), Hakflem (200K), Glart (210K), Headsplitter (340K), Morg (420K)



SLANN TEAMS

In the dawn of the world, before the collapse of the warpgates the slann and the lizardmen celebrated their old one masters, by playing a mysterious ritual game. Now, millenia later, that game is known to the world as blood bowl - and the slann are still excellent at it!

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	60,000	6	3	3	8	Leap, Very Long Legs	G
0-4	Catchers	80,000	7	2	4	7	Very Long Legs, Diving Catch, Leap	GA
0-4	Blitzers	100,000	7	3	3	8	Very Long Legs, Jump Up, Leap, Diving Tackle	GAS
0-1	Kroxigor	140,000	6	5	1	9	Prehensile Tail, Mighty Blow, Thick Skull, Bonehead, Loner	S

Re-roll counter: 50,000 gold pieces each

Star Players: Helmut (110K), Hemlock (170K), Lottabottol (210K), Queztal (250K), Slibli (250K) Morg (420K)



UNDEAD TEAMS

In the warhammer world the dead do not rest easy. Undead teams rely on endurance and experience, and have the obvious advantage of being able to hit overtime with a full squad, which is likely more than can be said for their opponents.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Skeletons	40,000	5	3	2	7	Regenerate, Thick Skull	G
0-16	Zombies	40,000	4	3	2	8	Regenerate	G
0-2	Wights	90,000	6	3	3	8	Regenerate, Block	GS
0-4	Ghouls	70,000	7	3	3	7	Dodge	GA
0-2	Mummies	120,000	3	5	1	9	Regenerate, Grab	S

Re-roll counter: 70,000 gold pieces each. No Apothecary. Free Necromancer: Raise the Dead.
Star Players: Sinnedbad (80K), Hack (120K), J (180K), Nekbekerekh (220K), Ramtut (380K), Luthor (390K)



UNDERWORLD TEAMS

Decades of warring against the surface races has forged a special bond between the sneaky goblins and the industrious skaven. Add some warpstone to the mix and the result is guaranteed to be spectacular. Add Blood Bowl on top of that and you've got a big entertaining mess.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Underworld Goblin	40,000	6	2	3	7	Dodge, Stunty, Right Stuff	AM
0-2	Skaven Lineman	50,000	7	3	3	7	Animosity	GM
0-2	Skaven Thrower	70,000	7	3	3	7	Animosity, Sure Hands, Pass	GPM
0-2	Skaven Blitzzer	90,000	7	3	3	8	Animosity, Block	GSM
0-1	Warpstone Troll	110,000	4	5	1	9	Regenerate, Mighty Blow, Throw Team Mate, Loner, Really Stupid, Always Hungry	SM

Re-roll counter: 60,000 gold pieces each.

Star Players: Bomber (60K), Fezglitch (100K), Nobbla (130K), Skitter (160K), Glart (210K), Morg (420K)



VAMPIRE TEAMS

Hidden from the eyes of the world live the lords of the night - the vampires. Eternal unlife leaves them with a lot of spare time, so some of the unrulier ones have have taken up blood bowl.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Thralls	40,000	6	3	3	7	Thick Skull	G
0-6	Vampires	110,000	6	4	4	8	Regenerate, Bloodlust, Hypnotic Gaze	GAS

Re-roll counter: 70,000 gold pieces each

Star Players: Helmut (110K), Igor (120K), J (180K), Wilhelm (240K), Luthor (390K) Morg (420K)



WOOD ELF TEAMS

The epitome of elegance, the wood elves ignore the violence preferred by so many other teams, relying on their natural athletic ability to keep them out of trouble and in the lead.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	70,000	7	3	4	7	None	GA
0-4	Catchers	90,000	8	2	4	7	Dodge, Catch, Sprint	GA
0-2	Throwers	90,000	7	3	4	7	Pass	GAP
0-2	Wardancers	120,000	8	3	4	7	Dodge, Leap, Fend	GA
0-1	Treeman	120,000	2	6	1	10	Stand Firm, Thick Skull, Mighty Blow, Strong Arm, Take Root, Loner, Throw Team Mate,	S

Re-roll counter: 50,000 gold pieces each

Dolfar (150K), Willow (150K), Eldril (200K), Jordell (260K), Zara (270K), Morg (420K)



OPTIONAL TEAMS

BRETONNIA TEAMS

In the fair land of Bretonnia arrogant Bretonnian nobles and their yeomen are questing for an alternative grail - the Bloodweiser trophy. Convinced of their own skill, the young knights fill out their team with lineman levy, drafted from the many local and incompetent all-peasant teams.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	40,000	6	3	2	7	Fend	G
0-4	Blitzers	120,000	8	3	3	8	Block, Catch, Dauntless	GS
0-4	Yeomen	70,000	6	3	3	8	Wrestle	GS

Re-roll counter: 60,000 gold pieces each

Star Players: Dolfar (150K), Willow (150K) Zug (260K), Zara (270K), Griff (320K), Morg (420K)

The Bretonnian team is not an official team, nor is it a part of the NTBB rules.

For more information check out: <http://www.plasmoids.dk/bbowl/BBBretonnians.htm>



DAEMONS OF KHORNE TEAMS

Blood for the Blood God! This is the chant of the frenzied fans of the Khorne team demanding blood for Khorne, and the players are happy to give it to them often by launching opponents off the pitch for sacrificial mayhem.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Talent
0-16	Linemen	60,000	6	3	3	8	Frenzy	GP
0-4	Furies	80,000	6	3	3	7	Horns, Regenerate Juggernaut	GAS
0-2	Beastmen of Khorne	90,000	6	3	3	8	Horns, Frenzy, Juggernaut	GS
0-1	Bloodthirster	180,000	6	5	1	9	Horns, Frenzy, Claw, Juggernaut, Regenerate, Loner, Wild Animal	S

Re-roll counter: 70,000 gold pieces each

Star Players: Helmut (110K), Max (130K), Wilhelm (240K), Borak (300K), Grashnak (310K), Morg (420K)

