

# MBBL TEST TEAMS

## AMAZONIAN TEAMS

Long ago, driven by a desire for adventure the Valkyries of the Norse settlement in Lustria sailed away from their men-folk and founded a colony deep within the estuary of the river Amaxon. Now these ferocious warriors have taken to the Blood Bowl pitch – and Nuffle save those who dare play against them!



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linewomen	50,000	6	3	3	7	Fend	GA	SP
0-2	Runners	90,000	7	3	3	7	Dodge, Sure Hands	GAP	S
0-2	Catchers	90,000	7	3	3	7	Dodge, Catch	GA	SP
0-4	Blitzers	90,000	6	3	3	7	Dodge, Block	GAS	P

0-8 Re-roll counters: 50,000 gold pieces each

Star Players available for Inducement: Bertha Bigfist, Helmut Wulf, Lady Elanie, Morg 'n' Thorg, Willow Rosebark, Zara the Slayer

## BRETTONIAN TEAMS

Blood Bowl is a very well respected sport in Bretonnia. It is considered a great test of martial skills, and is considered equal to jousting, in preparing knights for the rigours of war. Competing in the royal court leagues is a considered a great honour. The Blitzers and Runners are the knights who have suited up for the game with their squires to assist them to best demonstrate their skills. Peasants are used to tie up the opposition but because of their status are rarely included in any team planning or practice.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	40,000	6	3	3	7	Loner	GA	SP
0-2	Runner's Squires	60,000	6	3	3	7	Sure Hands	GP	AS
0-2	Blitzer's Squires	70,000	6	3	3	8	Wrestle	GS	AP
0-2	Runners	100,000	7	3	3	8	Block, Catch	GS	AP
0-2	Blitzers	120,000	6	3	3	9	Block, Dauntless, Juggernaut	GS	AP

0-8 Re-roll counters: 50,000 gold pieces each

Star Players available for Inducement: Jules De Bergerac, Lady Elanie, Mighty Zug, Morg 'n' Thorg, Willow Rosebark, Zara the Slayer

## KHEMRI TEAMS

Over 8,000 years ago, the Khemri played the first games of Blood Bowl against the Slann. But, as the Kingdom died off, so did the game until its rediscovery. And as the game returned, it was inevitable that the ancient players and stars of the Khemri would return to the pitch they once played on.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Tomb Skeletons	40,000	5	3	2	7	Regeneration, Thick Skull	G	ASP
0-2	Thro-Ras	70,000	6	3	2	7	Pass, Regeneration, Sure Hands	GP	AS
0-2	Blitz-Ras	90,000	6	3	2	8	Block, Regeneration	GS	AP
0-4	Tomb Guardians	100,000	3	5	1	8	Break Tackle, Regeneration	S	GAP

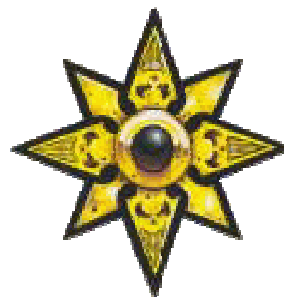
0-8 Re-roll counters: 70,000 gold pieces each

Star Players available for Inducement: Hack Enslash, Humerus Carpal, Ithaca Benoin, Ramtut III, Setekh, Sinnedbad

# MBBL TEST TEAMS

## CHAOS PACT

Chaos Pact teams are a mix of evil and chaotic races. The Marauders while enthusiastic have to be coached to fill the different needs of the team while other races provide the muscle and fineness to support the Marauders. However due to the arrogance, stupidity, or animalistic nature of the team members, it is rare to see a well organized and effective Chaos Pact team. The Chaos All-Stars are the best example of how great this team can be with the right coach.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-12	Marauders	50,000	6	3	3	8	None	GSPM	A
0-1	Goblin Renegade	40,000	6	2	3	7	Animosity, Dodge, Right Stuff, Stunty	AM	GSP
0-1	Skaven Renegade	50,000	7	3	3	7	Animosity	GM	ASP
0-1	Dark Elf Renegade	70,000	6	3	4	8	Animosity	GAM	SP
0-1	Chaos Troll	110,000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	S	GAPM
0-1	Chaos Ogre	140,000	5	5	2	9	Loner, Bone-head, Mighty Blow, Thick Skull, Throw Team-mate	S	GAPM
0-1	Minotaur	150,000	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	S	GAPM

0-8 Re-roll counters: 70,000 gold pieces each

Star Players available for Inducement: Bomber Dribblesnot, Mad Max, Morg 'n' Thorg, Pump Wagon, Ugroth Bolgrot, Zzharg Madeye

## SLANN TEAMS

The Slann team is an ancient race of space travellers stranded on our planets many ages ago. After realizing that rescue was never coming they settled down and began ordering the Lizardmen around as their leaders. While most Slann prefer to become fat and lazy lording over the Lizardmen, a few of younger and more energetic members enjoy travelling the realm and playing Blood Bowl. While the Slann have no passing game to speak of, their ability to leap, dive, and intercept are second to none.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Lineman	60,000	6	3	3	8	Leap, Very Long Legs	G	ASP
0-4	Catchers	80,000	7	2	4	7	Diving Catch, Leap, Very Long Legs	GA	SP
0-4	Blitzers	110,000	7	3	3	8	Diving Tackle, Jump Up, Leap, Very Long Legs	GAS	P
0-1	Kroxigor	140,000	6	5	1	9	Loner, Bone-head, Mighty Blow, Prehensile Tail, Thick Skull	S	GAP

0-8 Re-roll counters: 50,000 gold pieces each

Star Players available for Inducement: Helmut Wulf, Hemlock, Lottabottol, Morg 'n' Thorg, Quetzal Leap, Slibli

# MBBL TEST TEAMS

## UNDERWORLD TEAMS

On occasion the Skaven and Goblins living below all the hated races walking above in the sun, team together to form Blood Bowl teams. The Underworld Creepers are the best known and most successful of these Underworld teams to date. However these teams often have very poor records as they spend most of their time infighting and blaming each other for the errors for each play. The one feature of this team that makes many fans attend is that the players sleep and bathe in Warpstone (and some eat it). While this kills off most of the potential players before they ever join a team, the ones that do survive often develop fascinating mutations.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-12	Underworld Goblins	40,000	6	2	3	7	Right Stuff, Dodge, Stunty	AM	GSP
0-2	Skaven Linemen	50,000	7	3	3	7	Animosity	GM	ASP
0-2	Skaven Throwers	70,000	7	3	3	7	Animosity, Pass, Sure Hands	GPM	AS
0-2	Skaven Blitzers	90,000	7	3	3	8	Animosity, Block	GSM	AP
0-1	Warpstone Troll	110,000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	SM	GAP

0-8 Re-roll counters: 70,000 gold pieces each

Star Players available for Inducement: Bomber Dribblesnot, Fezglitch, Morg 'n' Thorg, Nobbla Blackwart, Sharr Peltzer, Skitter Stab-Stab

## NECROMANTIC TEAMS

The damned and the cursed do not always lurk in the forests or in the graveyards of the Old World. Sometimes they come together, forming a group to hunt those more fortunate of souls. Finding relief in crazed outbursts of terrible violence, these groups do the best they can to ease their suffering - they pop off for a nice game of Blood Bowl.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Zombies	40,000	4	3	2	8	Regeneration	G	ASP
0-2	Ghouls	70,000	7	3	3	7	Dodge	GA	SP
0-2	Wights	90,000	6	3	3	8	Block, Regeneration	GS	AP
0-2	Flesh Golems	100,000	4	4	2	9	Regeneration, Stand Firm, Thick Skull	GS	AP
0-2	Werewolves	120,000	8	3	3	8	Claws, Frenzy, Regeneration	GA	SP

0-8 Re-roll counters: 60,000 gold pieces each

Star Players available for Inducement: Count Luthor von Drakenborg, Hack Enslash, J Earlice, Ramtut III, Setekh, Wilhelm Chaney

# MBBL TEST STAR PLAYERS

NAME	Team/Skills	COST	MA	ST	AG	AV
<b>Bertha Bigfist</b>	Amazon, Amazonian, Halfling or Ogre	230,000	6	5	2	9
Skills	Loner, Bone-head, Break Tackle, Dodge, Mighty Blow, Thick Skull, Throw Team-Mate					
<b>Bomber Dribblesnot</b>	Chaos Pact, Goblin, Orc, or Underworld	60,000	6	2	3	7
Skills	Loner, Accurate, Bombardier, Dodge, No Hands, Right Stuff, Secret Weapon, Stunty					
<b>Dolfar Longstride</b>	Elf, High Elf or Wood Elf	170,000	7	3	4	7
Skills	Loner, Diving Catch, Hail Mary Pass, Kick, Kick-off Return, Pass Block					
<b>Fezglitch</b>	Skaven or Underworld	80,000	4	7	3	7
Skills	Loner, Ball & Chain, Disturbing Presence, Foul Appearance, No Hands, Secret Weapon					
<b>Helmut Wulf</b>	Amazon, Amazonian, Human, Lizardman, Norse, Slann or Vampire	80,000	6	3	3	8
Skills	Loner, Chainsaw, No Hands, Secret Weapon, Stand Firm					
<b>Hemlock</b>	Lizardman or Slann	170,000	8	2	3	7
Skills	Loner, Block, Dodge, Side Step, Jump Up, Stab, Stunty					
<b>Humerus Carpal</b>	Khemri	130,000	7	2	3	7
Skills	Loner, Catch, Dodge, Regeneration, Nerves of Steel					
<b>Ithaca Benoin</b>	Dark Elf or Khemri	220,000	7	3	3	7
Skills	Loner, Accurate, Dump Off, Nerves of Steel, Pass, Regeneration, Sure Hands					
<b>J Earlice</b>	Necromantic, Undead or Vampire	180,000	8	3	3	7
Skills	Loner, Catch, Diving Catch, Dodge, Sprint					
<b>Jules De Bergerac</b>	Brettonian	280,000	7	4	3	9
Skills	Loner, Block, Dauntless, Juggernaut, Mighty Blow, Stand Firm, Strip Ball					
<b>Lady Elanie</b>	Brettonian	220,000	8	3	3	8
Skills	Loner, Block, Catch, Dodge, Fend, Side Step					
<b>Lottabottol</b>	Lizardman or Slann	220,000	8	3	3	8
Skills	Loner, Catch, Diving Tackle, Jump Up, Leap, Pass Block, Shadowing, Very Long Legs					
<b>Mad Max</b>	Chaos Pact or Vampire	130,000	6	3	3	8
Skills	Loner, Dauntless, Regeneration, Thick Skull (Note: Mad Max can be bitten by a Vampire on your team as if he was a Thrall)					
<b>Mighty Zug</b>	Brettonian or Human	230,000	4	5	2	9
Skills	Loner, Block, Mighty Blow					

# MBBL TEST STAR PLAYERS

NAME	Team/Skills	COST	MA	ST	AG	AV
<b>Nobbla Blackwart</b>	Chaos Dwarf, Goblin, Ogre or <b>Underworld</b>	100,000	6	2	3	7
Skills	Loner, Block, Dodge, Chainsaw, No Hands, Secret Weapon, Stunty					
<b>Pump Wagon</b>	<b>Chaos Pact</b> or <b>Ogre</b>	100,000	3	7	1	10
Skills	Loner, Ball & Chain, Guard, Mighty Blow, No Hands, Secret Weapon, Sprint, Stand Firm					
<b>Quetzal Leap</b>	Lizardman or Slann	250,000	8	2	4	7
Skills	Loner, Catch, Diving Catch, Fend, Kick-off Return, Leap, Nerves of Steel, Very Long Legs					
<b>Roxanna Darknail</b>	Amazon or Dark Elf	250,000	8	3	5	7
Skills	Loner, Dodge, Frenzy, Jump Up, Juggernaut, Leap					
<b>Sharr Peltzer</b>	Skaven or Underworld	70,000	7	3	3	7
Skills	Loner, Bombardier, Hail Mary Pass, No Hands, Pass, Secret Weapon					
<b>Sinnedbad</b>	Khemri or Undead	80,000	6	3	2	7
Skills	Loner, Block, Jump Up, Pass Block, Regeneration, Secret Weapon, Side Step, Stab					
<b>Sibli</b>	Lizardman or Slann	250,000	7	4	1	9
Skills	Loner, Block, Grab, Guard, Stand Firm					
<b>Skitter Stab-Stab</b>	Skaven or <b>Underworld</b>	160,000	9	2	4	7
Skills	Loner, Dodge, Prehensile Tail, Shadowing, Stab					
<b>Soaren Hightower</b>	High Elf	180,000	6	3	4	8
Skills	Loner, Fend, Kick-off Return, Pass, Safe Throw, Sure Hands, Strong Arm					
<b>Ugroth Bolgrot</b>	<b>Chaos Pact</b> or Orc	70,000	5	3	3	9
Skills	Loner, Chainsaw, No Hands, Secret Weapon					
<b>Willow Rosebark</b>	Amazon, Amazonian, Brettonian, Halfling or Wood Elf	150,000	5	4	3	8
Skills	Loner, Dauntless, Side Step, Thick Skull					
<b>Zara the Slayer</b>	Amazon, Amazonian, Brettonian, Dwarf, Halfling, High Elf, Human, Norse or Wood Elf	270,000	6	4	3	8
Skills	Loner, Block, Dauntless, Dodge, Jump Up, Stab, Stakes					
<b>Zzharg Madeye</b>	Chaos Dwarf or <b>Chaos Pact</b>	60,000	4	4	3	9
Skills	Loner, Hail Mary Pass, Pass, Secret Weapon, Strong Arm, Sure Hands, Tackle, Thick Skull					