

OFFICIAL REFERENCE GUIDE

This section provides a handy, up to date summary of the current range of teams, as well as a summary of the Star Players presented earlier in the book.

CHAOS RENEGADES TEAMS

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

DARK ELF TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	70,000	6	3	4	8	None	GA	SP
0-2	Runners	80,000	7	3	4	7	Dump-off	GAP	S
0-2	Assassins	90,000	6	3	4	7	Shadowing, Stab	GA	SP
0-4	Blitzers	100,000	7	3	4	8	Block	GA	SP
0-2	Witch Elves	110,000	7	3	4	7	Dodge, Frenzy, Jump Up	GA	SP
o-8 Re-roll counters		50,000 gold pieces each							

DWARF TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Blockers	70,000	4	3	2	9	Block, Tackle, Thick Skull	GS	AP
0-2	Runners	80,000	6	3	3	8	Sure Hands, Thick Skull	GP	AS
0-2	Blitzers	80,000	5	3	3	9	Block, Thick Skull	GS	AP
0-2	Troll Slayers	90,000	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull	GS	AP
0-1	Deathroller	160,000	4	7	1	10	Break Tackle, Dirty Player, Juggernaut, Loner, Mighty Blow, No Hands, Secret Weapon, Stand Firm	S	GAP
o-8 Re-roll counters		50,000 gold pieces each							

ELVEN UNION TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	60,000	6	3	4	7	None	GA	SP
0-2	Throwers	70,000	6	3	4	7	Pass	GAP	S
0-4	Catchers	100,000	8	3	4	7	Catch, Nerves of Steel	GA	SP
0-2	Blitzers	110,000	7	3	4	8	Block, Side Step	GA	SP
o-8 Re-roll counters		50,000 gold pieces each							

GOBLIN TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, Stunty	A	GSP
0-1	Bomma	40,000	6	2	3	7	Bombardier, Dodge, Secret Weapon, Stunty	A	GSP
0-1	Looney	40,000	6	2	3	7	Chainsaw, Secret Weapon, Stunty	A	GSP
0-1	Fanatic	70,000	3	7	3	7	Ball & Chain, No Hands, Secret Weapon, Stunty	S	GAP
0-1	Doom Diver	60,000	6	2	3	7	Right Stuff, Stunty, Swoop	A	GSP
0-1	Pogoer	70,000	7	2	3	7	Dodge, Leap, Stunty, Very Long Legs	A	GSP
0-1	'Ooligan	70,000	6	2	3	7	Disturbing Presence, Dodge, Fan Favourite, Right Stuff, Stunty	A	GSP
0-2	Trolls	110,000	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	S	GAP
o-8 Re-roll counters		60,000 gold pieces each							

HIGH ELF TEAMS

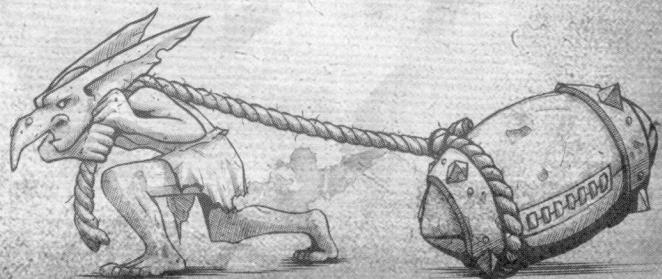
Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	70,000	6	3	4	8	None	GA	SP
0-2	Throwers	90,000	6	3	4	8	Pass, Safe Throw	GAP	S
0-4	Catchers	90,000	8	3	4	7	Catch	GA	SP
0-2	Blitzers	100,000	7	3	4	8	Block	GA	SP
0-8 Re-roll counters		50,000 gold pieces each							

HUMAN TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	50,000	6	3	3	8	None	G	ASP
0-4	Catchers	60,000	8	2	3	7	Catch, Dodge	GA	SP
0-2	Throwers	70,000	6	3	3	8	Pass, Sure Hands	GP	AS
0-4	Blitzers	90,000	7	3	3	8	Block	GS	AP
0-1	Ogre	140,000	5	5	2	9	Bone-head, Loner, Mighty Blow, Thick Skull, Throw Team-mate	S	GAP
0-8 Re-roll counters		50,000 gold pieces each							

NURGLE TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Rotters	40,000	5	3	3	8	Decay, Nurgle's Rot	GM	ASP
0-4	Pestigors	80,000	6	3	3	8	Horns, Nurgle's Rot, Regeneration	GSM	AP
0-4	Bloaters	110,000	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration	GSM	AP
0-1	Rotspawn	140,000	4	5	1	9	Disturbing Presence, Foul Appearance, Loner, Mighty Blow, Nurgle's Rot, Really Stupid, Regeneration, Tentacles	S	GAPM
0-8 Re-roll counters		70,000 gold pieces each							



ORC TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	50,000	5	3	3	9	None	G	ASP
0-4	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, Stunty	A	GSP
0-2	Throwers	70,000	5	3	3	8	Pass, Sure Hands	GP	AS
0-4	Black Orc Blockers	80,000	4	4	2	9	None	GS	AP
0-4	Blitzers	80,000	6	3	3	9	Block	GS	AP
0-1	Troll	110,000	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	S	GAP
0-8 Re-roll counters		60,000 gold pieces each							

SKAVEN TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	50,000	7	3	3	7	None	G	ASPM
0-2	Throwers	70,000	7	3	3	7	Pass, Sure Hands	GP	ASM
0-4	Gutter Runners	80,000	9	2	4	7	Dodge, Weeping Dagger	GA	SPM
0-2	Blitzers	90,000	7	3	3	8	Block	GS	APM
0-1	Rat Ogre	150,000	6	5	2	8	Frenzy, Loner, Mighty Blow, Prehensile Tail, Wild Animal	S	GAPM
0-8 Re-roll counters		60,000 gold pieces each							

UNDERWORLD DENIZENS TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-12	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, 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	Troll	110,000	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	SM	GAP
0-8 Re-roll counters		70,000 gold pieces each							

WOOD ELF TEAMS

Qty	Title	Cost (gp)	MA	ST	AG	AV	Skills	Normal	Double
0-16	Lineman	70,000	7	3	4	7	None	GA	SP
0-4	Catchers	90,000	8	2	4	7	Catch, Dodge, Sprint	GA	SP
0-2	Throwers	90,000	7	3	4	7	Pass	GAP	S
0-2	Wardancers	120,000	8	3	4	7	Block, Dodge, Leap	GA	SP
0-1	Treeman	120,000	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-mate	S	GAP
0-8 Re-roll counters		50,000 gold pieces each							

