

UNOFFICIAL RACES

The races below are available in the online and computer versions of Blood Bowl and are presented here for information only. Tournament Organisers (TOs) can choose to include them in their tournament and tournaments including these rosters can be sanctioned by the NAF. Matches played with and against these rosters will not be recorded in the NAF database and will therefore not contribute towards rankings. NAF advice is that opposing coaches may choose not to play against one of these rosters at a NAF sanctioned tournament.

BRETONNIAN

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



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Linemen	40,000	6	3	2	7	Fend	G	ASP
0-4	Yeomen	70,000	6	3	3	8	Wrestle	GS	AP
0-4	Blitzers	110,000	7	3	3	8	Block, Catch, Dauntless	GP	AS

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

Star Players available for Inducement: Dolfar Longstride, Willow Rosebark, Mighty Zug, Zara the Slayer, Griff Oberwald, Morg 'n' Thorg

DAEMONS OF KHORNE

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. Uncontrollable rage turns the team into virtually unstoppable blitzers making the sidelines very dangerous. The Lord of Rage blesses the team with his Daemons along with the most feared raving blitzer monstrosity to walk into Blood Bowl: the Bloodthirster. Khorne desires, nay expects, the field and a victory to be his, and bloody...



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Pit Fighters	60,000	6	3	3	8	Frenzy	GP	AS
0-4	Bloodletter Deamons	80,000	6	3	3	7	Horns, Juggernaut, Regeneration	GAS	P
0-2	Khorne Heralds	90,000	6	3	3	8	Frenzy, Horns, Juggernaut	GS	AP
0-1	Bloodthirster	180,000	6	5	1	9	Loner, Frenzy, Wild Animal, Claw, Horns, Juggernaut, Regeneration	S	GAP

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

Star Players available for Inducement: Grashnak Blackhoof, Morg 'n' Thorg

SIMYIN

The Simyins handle the ball well with all the Extra Arms. The Silverback and Gorillas break up opposing formations with mass-Grab, while the Chimpanzees make excellent ball-hunters. Bonobos are versatile and the Orangutan can develop into a powerful thrower.



Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-12	Bonobo	50,000	6	3	3	7	Extra Arms	G	ASP
0-2	Orangutan	70,000	5	3	3	8	Extra Arms, Strong Arm	GP	AS
0-2	Chimpanzee	80,000	7	3	3	7	Extra Arms, Wrestle	GA	SP
0-4	Gorilla	100,000	5	4	2	8	Extra Arms, Grab	AS	GP
0-1	Silverback	140,000	5	5	1	9	Loner, Wild Animal Extra Arms, Grab, Mighty Blow	S	GAP

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

Star Players available for Inducement: Helmut Wulf, Furious George, Mighty Zug, King Boombastic, Griff Oberwald, Morg 'n' Thorg