

TEAMS OF LEGEND

HIGH ELF TEAMS

When Blood Bowl first reached Ulthuan, there was much turning up of noses and loud disdainful tutting, for it appeared as nothing more than two teams of uncivilised jobs pummelling each other senseless. It quickly became apparent that this was not the sole way of playing, however, and in the years that followed High Elf teams revolutionised the sport's passing game. They have many advantages when it comes to winning (as opposed to slaughtering the opposition, which isn't always the same thing!), and their fine players are the epitome of the more graceful side of the game. The only real problem with High Elf teams is that they can be very picky about who, when or where they play, so we must be thankful they deign to play lesser races at all!

LEAGUES: ELVEN KINGDOM LEAGUES

SPECIAL RULES: NONE

TEAM ROSTER:

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	High Elf Lineman (Elf, Lineman)	65,000	6	3	2+	3+	9+	None	A, G	P, S
0-2	High Elf Thrower (Elf, Thrower)	100,000	6	3	2+	2+	9+	Cloud Burster, Pass, Safe Pass	A, G, P	S
0-4	High Elf Catcher (Elf, Catcher)	90,000	8	3	2+	3+	8+	Catch	A, G	S
0-2	High Elf Blitzter (Elf, Blitzter)	100,000	7	3	2+	4+	9+	Block	A, G	P, S
0-8 team re-rolls: 50,000 gold pieces each								Apothecary: YES		