

STAR PLAYERS!

Although there are a handful of Star Players present in the Blood Bowl Third Season Edition Rulebook, there were many Star Players that we couldn't squeeze into the pages of that hallowed tome. Those missing Star Players are presented here for free! They are to be considered legal in any and all games of Blood Bowl Third Season Edition.

BARIK FARBLAST

MA	6
ST	3
AG	4+
PA	3+
AV	9+
	



SKILLS & TRAITS

Cannoneer, Hail Mary Pass, Loner (4+), Pass, Secret Weapon, Sure Hands, Thick Skull

PLAYS FOR

Old World Classic or Worlds Edge Superleague

SPECIAL RULES

Blast It! Whenever Barik makes a Hail Mary Pass, he may re-roll any Scatter results for determining where the ball lands, and any team-mate attempting to catch the ball applies a +1 modifier to the roll.

(*DWARF, THROWER*)

BILEROT VOMITFLESH

MA	4
ST	5
AG	4+
PA	6+
AV	10+
	



SKILLS & TRAITS

Dirty Player, Disturbing Presence, Foul Appearance, Lone Foul, Loner (4+), Regeneration, Unsteady

PLAYS FOR

Favoured of Nurgle

SPECIAL RULES

Putrid Regurgitation: Once per half, Bilerot may use the Projectile Vomit Special Action. This may still be used even if Bilerot has already performed a Block Action this Turn.

(*BLOCKER, HUMAN*)

THE BLACK GOBBO

MA 6

ST 2

AG 3+

PA 3+

AV 8+

GP
210,000



SKILLS & TRAITS

Bombardier, Disturbing Presence, Dodge, Loner (3+), Sidestep, Sneaky Git, Stab, Stunty

PLAYS FOR

Badlands Brawl or Underworld Challenge

SPECIAL RULES

Sneakiest of the Lot: If your team includes the Black Gobbo, then you may declare two Foul Actions per Turn rather than the usual one. However, one of these Foul Actions must be declared by the Black Gobbo himself.

(GOBLIN, SPECIAL)

BOA KON'SSTRIKTR

MA 6

ST 3

AG 3+

PA 4+

AV 9+

GP
180,000



SKILLS & TRAITS

Dodge, Fend, Hypnotic Gaze, Loner (4+), Prehensile Tail, Safe Pair of Hands, Sidestep

PLAYS FOR

Lustrian Superleague

SPECIAL RULES

Look Into My Eyes: Once per game, if Boa begins his activation Marking an opposition player in possession of the ball, he may roll a D6. On a 1, nothing happens. On a 2+, the opposition player loses possession of the ball, Boa immediately gains possession of the ball, and Boa's activation immediately ends.

(RUNNER, SNAKEMAN)

BOMBER DRIBBLESNOT

MA 6

ST 2

AG 3+

PA 3+

AV 8+

GP
80,000



SKILLS & TRAITS

Accurate, Bombardier, Dodge, Loner (4+), Right Stuff, Secret Weapon, Stunty

PLAYS FOR

Badlands Brawl or Underworld Challenge

SPECIAL RULES

Kaboom! Once per game, if an opposition player catches a bomb thrown by Bomber, you can choose to have it explode rather than the opposition player immediately attempting to throw it again.

(GOBLIN, SPECIAL)

CAPTAIN KARINA VON RIESZ

MA 7

ST 4

AG 2+

PA 3+

AV 9+

GP
230,000



SKILLS & TRAITS

Bloodlust (2+), Dodge, Hypnotic Gaze, Jump Up, Loner (4+), Regeneration

PLAYS FOR

Sylvanian Spotlight

SPECIAL RULES

Tasty Morsel: Once per game, when Karina fails a Bloodlust roll, she may choose to bite an opposition player with a ST of 3 or lower as if they were a **Thrall Lineman** team-mate. Karina may not bite Star Players with this special rule.

(RUNNER, VAMPIRE)

DEEPROOT STRONGBRANCH

MA 2

ST 7

AG 5+

PA 4+

AV 11+



SKILLS & TRAITS

Block, Bullseye, Loner (4+), Mighty Blow, Stand Firm, Strong Arm, Thick Skull, Throw Team-mate, Timmm-ber!

PLAYS FOR

Woodland League

SPECIAL RULES

Reliable: If Deeproot makes a Fumbled Throw when performing a Throw Team-mate Action, the player that was being thrown will Bounce as normal but will automatically land safely.

(BIG GUY, TREEMAN)

DRIBL

MA 8

ST 2

AG 3+

PA 4+

AV 8+



SKILLS & TRAITS

Dirty Player, Dodge, Loner (4+), Quick Foul, Sidestep, Sneaky Git, Stunty

PLAYS FOR

Lustrian Superleague

SPECIAL RULES

A Sneaky Pair: Dribl & Drull must be hired as a pair. Additionally, whenever Dribl or Drull perform either a Foul Action or a Stab Special Action against an opposition player Marked by both Dribl & Drull, they may apply a +1 modifier to the roll.

(SKINK, SPECIAL)

DRULL

MA 8

ST 2

AG 3+

PA 4+

AV 8+



SKILLS & TRAITS

Dodge, Loner (4+), Sidestep, Stab, Stunty

PLAYS FOR

Lustrian Superleague

SPECIAL RULES

A Sneaky Pair: Dribl & Drull must be hired as a pair. Additionally, whenever Dribl or Drull perform either a Foul Action or a Stab Special Action against an opposition player Marked by both Dribl & Drull, they may apply a +1 modifier to the roll.

(SKINK, SPECIAL)

ELDRIL SIDEWINDER

MA 8

ST 3

AG 2+

PA 3+

AV 8+



SKILLS & TRAITS

Catch, Dodge, Hypnotic Gaze, Loner (4+), Nerves of Steel, On the Ball

PLAYS FOR

Elven Kingdoms League

SPECIAL RULES

Mesmerising Dance: Once per half, Eldril may re-roll the dice when performing a Hypnotic Gaze Special Action.

(CATCHER, ELF)

ESTELLE LA VENEUX

MA 6

ST 3

AG 3+

PA 4+

AV 8+

GP 190,000



SKILLS & TRAITS

Disturbing Presence, Dodge, Guard, Loner (4+), Sidestep

PLAYS FOR

Lustrian Superleague

SPECIAL RULES

Baleful Hex: Once per game, at the beginning of Estelle's activation, she may select an opposition player within 5 squares and roll a D6. On a 2+, the selected player becomes Distracted and cannot be activated during their team's next Turn.

(HUMAN, LINEMAN)

FUNGUS THE LOON

MA 4

ST 7

AG 3+

PA -

AV 8+

GP 80,000



SKILLS & TRAITS

Ball & Chain, Loner (4+), Mighty Blow, No Ball, Secret Weapon, Stunty

PLAYS FOR

Badlands Brawl or Underworld Challenge

SPECIAL RULES

Whirling Dervish: Once per Activation, Fungus may re-roll the D6 when determining which direction he moves in.

(GOBLIN, SPECIAL)

GLART SMASHRIP

MA 5

ST 4

AG 4+

PA 6+

AV 9+

GP 175,000



SKILLS & TRAITS

Block, Claws, Grab, Juggernaut, Loner (4+), Stand Firm

PLAYS FOR

Underworld Challenge

SPECIAL RULES

Frenzied Rush: Once per half, when Glart declares a Blitz Action he may gain the Frenzy Skill until the end of his activation. Glart may not use the Grab Skill during a Turn in which he uses this special rule.

(BLOCKER, SKAVEN)

GLORIEL SUMMERBLOOM

MA 7

ST 2

AG 2+

PA 2+

AV 8+

GP 150,000



SKILLS & TRAITS

Accurate, Dodge, Loner (3+), Pass, Sidestep, Sure Hands

PLAYS FOR

Elven Kingdoms League

SPECIAL RULES

Shot to Nothing: Once per game, when Gloriel is activated she may use this special rule. If she does, Gloriel gains the Hail Mary Pass Skill until the end of her activation.

(ELF, THROWER)

GLOTL STOP

MA 6

ST 6

AG 5+

PA 6+

AV 10+

GP
260,000



SKILLS & TRAITS

Animal Savagery, Frenzy, Loner (4+), Mighty Blow, Prehensile Tail, Stand Firm, Thick Skull

PLAYS FOR

Lustrian Superleague

SPECIAL RULES

Primal Savagery: Once per game, when Glotl fails an Animal Savagery roll, it may lash out at an opposition player rather than a team-mate.

(BIG GUY, LIZARDMAN)

GRAK

MA 5

ST 5

AG 4+

PA 4+

AV 10+

GP
250,000



SKILLS & TRAITS

Bone Head, Kick Team-mate, Loner (4+), Mighty Blow, Thick Skull

PLAYS FOR

Any Team

SPECIAL RULES

I'll Carry You: Grak & Grumbleberry must be hired as a pair. Additionally, once per half, if Grak begins his activation adjacent to Crumbleberry he may pick up Crumbleberry; temporarily remove Crumbleberry from the pitch. At the end of Grak's activation, place Crumbleberry in an unoccupied square adjacent to Grak.

(BIG GUY, OGRE)

CRUMBLEBERRY

MA 5

ST 2

AG 3+

PA 5+

AV 7+

GP
250,000



SKILLS & TRAITS

Dodge, Lethal Flight, Loner (4+), Right Stuff, Stunty, Sure Hands

PLAYS FOR

Any Team

SPECIAL RULES

I'll Carry You: Grak & Grumbleberry must be hired as a pair. Additionally, whilst Crumbleberry is being carried by Grak, Grak gains the Break Tackle and Dodge Skills.

(HALFLING, LINEMAN)

GRASHNAK BLACKHORN

MA 6

ST 6

AG 4+

PA 6+

AV 9+

GP
240,000



SKILLS & TRAITS

Frenzy, Horns, Loner (4+), Mighty Blow, Thick Skull, Unchannelled Fury

PLAYS FOR

Chaos Clash

SPECIAL RULES

Gored by the Bull: Once per game, when Grashnak performs a Block Action as part of a Blitz Action, he may roll one additional Block Dice against the opposition player regardless of their ST, to a maximum of three Block Dice. If Grashnak performs a second Block Action due to the Frenzy Skill, the second Block Action will also benefit from this rule.

(BIG GUY, MINOTAUR)

GRETCHEN WÄCHTER

MA 7

ST 3

AG 2+

PA -

AV 9+

GP 180,000



SKILLS & TRAITS

Disturbing Presence, Dodge, Foul Appearance, Jump Up, Loner (4+), No Ball, Regeneration, Shadowing, Sidestep

PLAYS FOR

Sylvanian Spotlight

SPECIAL RULES

Incorporeal: Once per game, when Gretchen is activated she can use this special rule. Until the end of her activation, Gretchen does not have to make Dodge rolls for leaving a square within an opposition player's Tackle Zone.

(SPECIAL, UNDEAD, WRAITH)

GROMBRINDAL

MA 5

ST 3

AG 3+

PA 4+

AV 10+

GP 170,000



SKILLS & TRAITS

Block, Break Tackle, Dauntless, Loner (4+), Mighty Blow, Stand Firm, Sure Feet, Thick Skull

PLAYS FOR

Halfling Thimble Cup, Old World Classic or Worlds Edge Superleague

SPECIAL RULES

Wisdom of the White Dwarf: Once per game, when Grombrindal is activated he may select one team-mate within 2 squares. The selected team-mate gains one of the following Skills until the end of turn: Break Tackle, Dauntless, Mighty Blow, Sure Feet.

(BLOCKER, DWARF)

GUFFLE PUSMAW

MA 5

ST 4

AG 4+

PA 6+

AV 10+

GP 150,000



SKILLS & TRAITS

Foul Appearance, Loner (4+), Monstrous Mouth, Nerves of Steel, On the Ball, Plague Ridden

PLAYS FOR

Favoured of Nurgle

SPECIAL RULES

Quick Bite: Once per game, if Guffle is Marking an opposition player who catches the ball, he may immediately make an Armour Roll against that player. If the target's Armour is broken, Guffle immediately gains possession of the ball. No Turnover is caused as a result of using this special rule.

(BLOCKER, HUMAN)

HAKFLEM SKUTTLESPIKE

MA 8

ST 3

AG 2+

PA 3+

AV 8+

GP 200,000



SKILLS & TRAITS

Dodge, Extra Arms, Loner (4+), Prehensile Tail, Two Heads

PLAYS FOR

Underworld Challenge

SPECIAL RULES

Treacherous: Once per game, if Hakflem is adjacent to a team-mate who is in possession of the ball when he is activated, then Hakflem can choose to gain possession of the ball. If he does, then the team-mate will immediately be Knocked Down. This will not cause a Turnover even if the team-mate suffers a Casualty.

(RUNNER, SKAVEN)

HELMUT WULF



MA 6

ST 3

AG 3+

PA -

AV 9+



SKILLS & TRAITS

Chainsaw, Loner (4+), No Ball, Pro, Secret Weapon, Stand Firm

PLAYS FOR

Old World Classic

SPECIAL RULES

Old Pro: Once per game, Helmut may use his Pro Skill to re-roll a single dice rolled as part of an Armour Roll.

(HUMAN, SPECIAL)

H'THARK THE UNSTOPPABLE



MA 6

ST 6

AG 4+

PA 6+

AV 10+



SKILLS & TRAITS

Block, Break Tackle, Defensive, Juggernaut, Loner (4+), Sprint, Sure Feet, Thick Skull, Unsteady

PLAYS FOR

Badlands Brawl or Favoured of Hashut

SPECIAL RULES

Unstoppable Momentum: Whenever H'Thark performs a Block Action as part of a Blitz Action, he may re-roll a single Block Dice.

(BLITZER, DWARF)

IVAN 'THE ANIMAL' DEATHSHROUD



MA 6

ST 4

AG 4+

PA 5+

AV 9+



SKILLS & TRAITS

Block, Disturbing Presence, Hatred (Dwarf), Juggernaut, Loner (4+), Regeneration, Strip Ball, Tackle

PLAYS FOR

Sylvanian Spotlight

SPECIAL RULES

Dwarven Scourge: Once per game, when an opposition player is Knocked Down as a result of a Block Action performed by Ivan, you may apply an additional +1 modifier to the Armour Roll or Injury roll. If this is against a Dwarf player this may instead be a +2 modifier.

(BLITZER, HUMAN, SKELETON, UNDEAD)

IVAR ERIKSSON



MA 6

ST 4

AG 3+

PA 4+

AV 9+



SKILLS & TRAITS

Block, Guard, Loner (4+), Tackle

PLAYS FOR

Old World Classic

SPECIAL RULES

Raiding Party: Once per Drive, when Ivar begins his activation he may select one Open team-mate within 5 squares. The selected player may immediately move 1 square, though they must end this move Marking an opposition player.

(BLITZER, HUMAN)

JORDELL FRESHBREEZE

MA 8

ST 3

AG 1+

PA 3+

AV 8+

GP
280,000



SKILLS & TRAITS

Block, Diving Catch, Dodge, Leap, Loner (4+), Sidestep, Steady Footing

PLAYS FOR

Elven Kingdoms League or Woodland League

SPECIAL RULES

Swift as the Breeze: Once per game, Jordell can choose to pass a single Dodge, Leap or Rush Test on a 2+, regardless of any modifiers.

(BLITZER, ELF)

KARLA VON KILL

MA 6

ST 4

AG 3+

PA 3+

AV 9+

GP
210,000



SKILLS & TRAITS

Block, Dauntless, Dodge, Jump Up, Loner (4+)

PLAYS FOR

Lustrian Superleague or Old World Classic

SPECIAL RULES

Indomitable: Once per game, when Karla successfully rolls to use her Dauntless Skill, she may increase her ST characteristic to double that of the target of the Block Action.

(BLITZER, HUMAN)

KIROTH KRAKENEYE

MA 7

ST 3

AG 2+

PA 3+

AV 8+

GP
160,000



SKILLS & TRAITS

Disturbing Presence, Foul Appearance, Loner (4+), On the Ball, Tackle, Tentacles

PLAYS FOR

Elven Kingdoms League

SPECIAL RULES

Black Ink: Once per game, at the start of any of his activations, Kiroth can select an opposition player he is Marking. The selected player becomes Distracted until they are next activated.

(ELF, RUNNER)

KREEK RUSTGOUGER

MA 4

ST 7

AG 4+

PA -

AV 10+

GP
180,000



SKILLS & TRAITS

Ball & Chain, Loner (4+), Mighty Blow, No Ball, Prehensile Tail, Secret Weapon

PLAYS FOR

Underworld Challenge

SPECIAL RULES

I'll Be Back! The first time in a game that Kreek would be Sent-off as per the Secret Weapon Trait, he is not Sent-off and may instead continue as part of the game. Kreek's coach may not Argue the Call when Kreek uses this special rule.

(BIG GUY, SKAVEN, SPECIAL)

MAPLE HIGHGROVE

MA 3

ST 5

AG 5+

PA 5+

AV 11+

GP
210,000



SKILLS & TRAITS

Brawler, Grab, Loner (4+), Mighty Blow, Stand Firm, Tentacles, Thick Skull

PLAYS FOR

Woodland League

SPECIAL RULES

Vicious Vines: Once per half, when Maple declares a Block Action he may do so against an opposition player who is 2 squares away following all the normal rules for performing a Block Action, though he may not follow-up.

(BIG GUY, TREEMAN)

MAX SPLEENRIPPER

MA 5

ST 4

AG 4+

PA -

AV 9+

GP
130,000



SKILLS & TRAITS

Chainsaw, Loner (4+), No Ball, Secret Weapon

PLAYS FOR

Favoured of Khorne

SPECIAL RULES

Maximum Carnage: Once per game, after Max performs a Chainsaw Attack Special Action he may immediately perform another Chainsaw Attack Special Action that targets a different opposition player.

(HUMAN, SPECIAL)

THE MIGHTY ZUG

MA 5

ST 5

AG 4+

PA 6+

AV 10+

GP
220,000



SKILLS & TRAITS

Block, Loner (4+), Mighty Blow, Unsteady

PLAYS FOR

Old World Classic or Worlds Edge Superleague

SPECIAL RULES

Crushing Blow: Once per game, when an opposition player is Knocked Down as the result of a Block Action performed by Zug, you may apply an additional +1 modifier to the Armour Roll. This modifier may be applied after the Armour Roll has been made.

(BLOCKER, HUMAN)

NOBBLA BLACKWART

MA 6

ST 2

AG 3+

PA -

AV 8+

GP
120,000



SKILLS & TRAITS

Block, Chainsaw, Dodge, Loner (4+), No Ball, Saboteur, Secret Weapon, Stunty

PLAYS FOR

Badlands Brawl or Underworld Challenge

SPECIAL RULES

Kick 'em While They're Down!

Once per game, Nobbla may use the Chainsaw Attack Special Action against a Prone or Stunned opposition player. This does not count as a Foul Action and so Nobbla cannot be Sent-off when using this special rule.

(GOBLIN, SPECIAL)

RASHNAK BACKSTABBER

MA 7
ST 3
AG 3+
PA 5+
AV 8+



SKILLS & TRAITS

Loner (4+), Shadowing, Sidestep, Sneaky Git, Stab

PLAYS FOR

Badlands Brawl

SPECIAL RULES

Toxin Connoisseur: Once per game, when Rashnak successfully breaks an opposition player's armour as a result of a Stab Special Action, you may apply an additional +1 modifier to the Injury Roll. This modifier may be applied after the roll has been made.

GP 130,000

(GOBLIN, SPECIAL)

ROXANNA DARKNAIL

MA 8
ST 3
AG 1+
PA 3+
AV 8+



SKILLS & TRAITS

Dodge, Frenzy, Jump Up, Juggernaut, Leap, Loner (4+)

PLAYS FOR

Elven Kingdoms League

SPECIAL RULES

Slashing Nails: Once per half, when Roxanna declares a Blitz Action, she gains the Claws Skill until the end of her activation.

GP 270,000

(ELF, SPECIAL)

SCRAPPA SOREHEAD

MA 7
ST 2
AG 3+
PA 4+
AV 8+



SKILLS & TRAITS

Dirty Player, Dodge, Loner (4+), Pogo, Right Stuff, Sprint, Stunty, Sure Feet

PLAYS FOR

Badlands Brawl or Underworld Challenge

SPECIAL RULES

Yoink! Once per game, when Scrappa attempts to Intercept a Pass Action he may roll a D6. On a 2+, Scrappa doesn't need to roll to Intercept; instead, he will automatically Intercept the Pass Action and gains control of the ball.

GP 120,000

(GOBLIN, SPECIAL)

SCYLA ANFINGRIMM

MA 5
ST 5
AG 4+
PA 6+
AV 10+



SKILLS & TRAITS

Claws, Frenzy, Loner (4+), Mighty Blow, Prehensile Tail, Thick Skull, Unchannelled Fury

PLAYS FOR

Favoured of Khorne

SPECIAL RULES

Fury of the Blood God: Once per game, if Scyla rolls a 1 for his Unchannelled Fury roll after declaring a Block Action then, instead of applying the usual effects of Unchannelled Fury, Scyla may perform two Block Actions instead. The first Block Action must be fully resolved, including the use of the Frenzy Skill, before the second one is performed.

GP 200,000

(BIG GUY, SPAWN)

SKRORG SNOWPELT



MA 5

ST 5

AG 4+

PA 6+

AV 9+



SKILLS & TRAITS

Block, Claws, Disturbing Presence, Juggernaut, Loner (4+), Mighty Blow

PLAYS FOR

Old World Classic or Worlds Edge Superleague

SPECIAL RULES

Pump Up the Crowd: Once per game, when Skrorg causes an opposition player to be removed as a Casualty as the result of a Block Action, Skrorg's controlling coach gains one Team Re-roll until the end of the current Drive. If this Team Re-roll has not been used by the end of the Drive, it is lost.

(BIG GUY, YHETEE)

SKRULL HALFHEIGHT



MA 6

ST 3

AG 4+

PA 3+

AV 9+



SKILLS & TRAITS

Accurate, Loner (4+), Nerves of Steel, Pass, Regeneration, Sure Hands, Thick Skull

PLAYS FOR

Sylvanian Spotlight or Worlds Edge Superleague

SPECIAL RULES

Strong Passing Game: Once per game, when Skrull performs a Pass Action he may modify the result of the Passing Ability Test by the value of his ST characteristic, to a maximum of 6.

(DWARF, SKELETON, THROWER, UNDEAD)

LUCIEN SWIFT



MA 7

ST 3

AG 2+

PA 3+

AV 9+



SKILLS & TRAITS

Block, Loner (4+), Mighty Blow, Tackle

PLAYS FOR

Elven Kingdoms League

SPECIAL RULES

Working in Tandem: The Swift Twins must be hired as a pair. Additionally, if Lucien performs a Block Action against an opposition player who is also Marked by Valen, Lucien may re-roll a single Block Dice.

(BLITZER, ELF)

VALEN SWIFT



MA 7

ST 3

AG 2+

PA 2+

AV 9+



SKILLS & TRAITS

Accurate, Loner (4+), Nerves of Steel, Pass, Safe Pass, Sure Hands

PLAYS FOR

Elven Kingdoms League

SPECIAL RULES

Working in Tandem: The Swift Twins must be hired as a pair. Additionally, if Valen performs a Pass Action that targets a square containing Lucien, then Valen suffers no modifiers to the PA Test for the range of the Pass Action.

(ELF, THROWER)

SWIFTVINE GLIMMERSHARD



MA 7

ST 2

AG 3+

PA 5+

AV 7+

GP 110,000

SKILLS & TRAITS

Disturbing Presence, Fend, Loner (4+), Sidestep, Stab, Stunty

PLAYS FOR

Woodland League

SPECIAL RULES

Furious Outburst: Once per half, so long as she is Standing at the start of her activation, Swiftvine can place herself adjacent to a Standing opposition player within 3 squares of her and immediately make a Stab Special Action against them. She may then place herself in an unoccupied square within 3 squares of her new position. Her activation then immediately ends. This counts as the team's Blitz Action for the turn.

(SPECIAL, SPITE)

THORSSON STOUTMEAD



MA 6

ST 3

AG 4+

PA 3+

AV 8+

GP 170,000

SKILLS & TRAITS

Block, Drunkard, Loner (4+), Thick Skull

PLAYS FOR

Old World Classic or Worlds Edge Superleague

SPECIAL RULES

Beer Barrel Bash: Once per Drive, at the start of his activation, Thorsson may select an opposition player within three squares and roll a D6. On a 3+, the selected player is immediately Knocked Down. On a 2, nothing happens. On a 1, Thorsson Falls Over. After using this special rule, Thorsson's activation immediately ends.

(HUMAN, LINEMAN)

WILHELM CHANEY



MA 8

ST 4

AG 3+

PA 4+

AV 9+

GP 220,000

SKILLS & TRAITS

Catch, Claws, Frenzy, Loner (4+), Regeneration, Wrestle

PLAYS FOR

Sylvanian Spotlight

SPECIAL RULES

Savage Mauling: Once per game, when Wilhelm makes an Injury Roll against an opposition player, he may choose to re-roll the result.

(BLITZER, UNDEAD, WEREWOLF)

WILLOW ROSEBARK



MA 6

ST 4

AG 3+

PA 5+

AV 9+

GP 160,000

SKILLS & TRAITS

Dauntless, Loner (4+), Sidestep, Thick Skull

PLAYS FOR

Woodland League

SPECIAL RULES

Woodland Fury: Once per game, when Willow performs a Block Action that would result in her being Knocked Down, she can choose to re-roll a single Block Dice.

(BLITZER, DRYAD)

WITHERGRASP DOUBLEDROOL

MA 6

ST 3

AG 3+

PA 4+

AV 9+



SKILLS & TRAITS

Foul Appearance, Loner (4+),
Prehensile Tail, Tackle, Tentacles,
Two Heads, Wrestle

PLAYS FOR

Favoured of Nurgle

SPECIAL RULES

Watch Out! The first time each Drive that Withergrasp is the target of a Block Action performed by an opposition player, he counts as having the Dodge Skill.

(**BEASTMAN, BLOCKER**)

ZZHARG MADEYE

MA 4

ST 4

AG 4+

PA 3+

AV 10+



SKILLS & TRAITS

Cannoneer, Hail Mary Pass,
Loner (4+), Nerves of Steel,
Secret Weapon, Thick Skull

PLAYS FOR

Favoured of Hashut

SPECIAL RULES

"Blastin' Solves Everything": Once per half, at the start of his activation, Zzharg may select a Standing opposition player within 3 squares and roll a D6. On a 3+, the selected player is hit. On a 2, the opposing coach selects a player (from either team, but not Zzharg) within 3 squares of the originally selected player to be hit instead. On a 1, Zzharg is hit instead. Make an Armour Roll for whichever player is hit. Zzharg's activation then immediately ends.

(**DWARF, SPECIAL**)

ZOLCATH THE ZOAT

MA 5

ST 5

AG 4+

PA 5+

AV 10+



SKILLS & TRAITS

Disturbing Presence, Juggernaut, Loner (4+), Mighty Blow, Prehensile Tail, Regeneration, Sure Feet

PLAYS FOR

Elven Kingdoms League or
Lustrian Superleague

SPECIAL RULES

"Excuse me, are you a Zoat?": Once per game, when Zolcath is activated he may select an opposition player within 3 squares. The selected player immediately loses their Tackle Zone until they are next activated.

(**BIG GUY, ZOAT**)