

Name	Cost	Skills	Special	MA	ST	AG	PA	AV
The Black Gobbo	225,000	Bombardier, Disturbing Presence, Dodge Loner (3+), Sidestep, Sneaky Git, Stab, Stunty	Sneakiest Out of The Lot: If your team includes the Black Gobbo, you may commit two Foul actions per team turn, provided one of your Foul actions is committed by the Black Gobbo himself.	6	2	3	3+	9
Deeproot Strongbranch	280,000	Block, Loner (4+), Mighty BLow (+2), Stand Firm, Strong Arm, Thick Skull, Throw Team-mate, Timmm-Catch, Dodge, Hypnotic Gaze, Loner (4+), Nerves of Steel, On the Ball	Reliable: If Deeproot fumbles a Throw Team-mate action, the player that was to be thrown will bounce as normal but will automatically land safely.	2	7	5	4+	11
Eldril Sidewinder	230,000	Catch, Dodge, Hypnotic Gaze, Loner (4+), Nerves of Steel, On the Ball	Mesmerizing Dance: Once per game, Eldril may re-roll a failed Agility test when attempting to use the Hypnotic Gaze trait.	8	3	2	5+	8
Glart Smashrip	195,000	Block, Claws, Grab, Juggernaut, Loner (4+), Stand Firm	Frenzied Rush: Once per game, when, Glart performs a Blitz action, he may gain the Frenzy skill, You must declare this special rule is being used when Glart is activated. Glart may not use the Grab skill during a turn in which he uses this special rule.	5	4	4	-	9
Gloriel Summerbloom	150,000	Accurate, Dodge, Loner (3+), Pass, Sidestep, Sure Hands	Shot to Nothing: Once per game, when Gloriel performs a pass action, she may gain the Hail Mary Pass skill, You must declare this special rule is being used when Gloriel is activated.	7	2	2	2+	8
Grak and Crumbleberry: Grak	Special (250,000)	Bone Head, Kick Team-mate, Loner (4+), Mighty Blow (+1), Thick Skull	Two for One: Grak and Crumbleberry must be hired as a pair and count as two Star Players, However, if either Grak or Crumbleberry is removed from play due to suffering a Ko'd or Casualty result on the Injury table, the other replaces the Loner (4+) trait with the Loner (2+) trait.	5	5	4	4+	10
Grak and Crumbleberry: Crumbleberry	Special (250,000)	Dodge, Loner (4+), Right Stuff, Stunty, Sure Hands	Two for One: Grak and Crumbleberry must be hired as a pair and count as two Star Players, However, if either Grak or Crumbleberry is removed from play due to suffering a Ko'd or Casualty result on the Injury table, the other replaces the Loner (4+) trait with the Loner (2+) trait.	5	2	3	6+	7
Gretchen Wächter 'The Blood Bowl Widow'	260,000	Jump Up, Dodge, Disturbing Presence, Foul Appearance, Loner (4+), No Hands, Regeneration,	Incorporeal: Once per game, after making an Agility test to dodge, Gretchen may choose to modify the dice roll by adding her strength characteristic to it.	7	3	2	-	9
Griff Oberwald	280,000	Block, Dodge, Fend, Loner (3+), Sprint, Sure Feet	Consummate Professional: Once per game, Griff may re-roll one dice that was rolled either as a single dice roll, as part of a multiple dice roll or as part of a dice pool (this cannot be a dice that was rolled as part of an Armour, Injury or Casualty roll).	7	4	2	3+	9
Grim Ironjaw	200,000	Block, Dauntless, Frenzy, Loner (4+), Multiple Block, Thick Skull	Slayer: Once per game, when an opposition player with a strength characteristic of 5 or more is Knocked Down as the result of a Block action performed by Grim, you may apply an additional +1 modifier to either the Armour roll or Injury roll. This modifier may be applied after the roll has been made..	5	4	3	-	9
Hakflem Skuttlespike	210,000	Dodge, Extra Arms, Loner (4+), Prehensile Tail, Two Heads	Treacherous: Once per game, if a team-mate in an adjacent square to Hakflem is in possession of the ball when Hakflem is activated, that player may immediately be knocked Down and Hakflem may take possession of the ball. No Turnover is caused as a result of using this special rule.	9	3	2	3+	8
Helmut Wulf	140,000	Chainsaw, Loner (4+), Pro, Secret Weapon, Stand Firm	Old Pro: Once per game, Helmut may use his Pro skill to re-roll a single dice rolled as part of an Armour roll.	6	3	3	-	9
Karla Von Kill	210,000	Block, Dauntless, Dodge, Jump Up, Loner (4+)	Indomitable: Once per game, when Karla successfully rolls to use her Dauntless skill, she may increase her strength characteristic to double that of the nominated target of her Block action.	6	4	3	4+	9
Lord Borak	260,000	Block, Dirty Player (+2), Loner (4+), Mighty Blow (+1), Sneaky Git	Lord of Chaos: A team that includes Lord Borak gains an extra Team re-roll for the first half of the game. If this Team re-roll is not used during the first half, it may be carried over into the second half. However, if Lord Borak is removed from play before this re-roll is used, it is lost.	5	5	3	5+	10

Mighty Zug	220,000	Block, Loner (4+), Mighty Blow (+1)	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 roll has been made.	4	5	4	6+	10
Morg 'n' Thorg	380,000	Block, Loner (4+), Mighty Blow (+2), Thick Skull, Throw Team-mate	The Ballista: Once per game, if Morg fails the Passing Ability test when making a Pass action or a Throw Team-mate action, you may re-roll the D6.	6	6	3	4+	11
Roxanna Darknail	270,000	Dodge, Frenzy, Jump Up, Juggernaut, Leap, Loner (4+)	Burst of Speed: Once per game, Roxanna may attempt t Rush three times, rather than the usual two. declare you are using this special rule after Roxanna has rushed twice.	8	3	1	4+	8
Rumbelow Sheepskin	170,000	Block, Horns, Juggernaut, Loner (4+), No Hands, Tackle, Thick Skull	Ram: Once per game, when an opposite player is Knocked Down as the result of a Block action performed by Rumbelow, you may apply an additional +1 modifier to either the Armour roll or Injury roll, This modifier may be applied after the roll has been made.	6	3	3	-	8
Skrull Halfheight	150,000	Accurate, Loner (4+), Nerves of Steel, Pass, Regeneration, Sure Hands, Thick Skull	Strong Passing Game: Once per game, after making a Passing Ability test to perform a Pass Action, Skrull may decide to modify the dice roll by adding his strength characteristic to it.	6	3	4	4+	9
The Swift Twins: Lucien	Special (340,000)	Block, Loner (4+), Mighty Blow (+1), Tackle	Two for One: The Swift Twins must be hired as a pair and count as two Star Players, However, if either Lucien or Valen is removed from play due to suffering a Ko'd or Casualty result on the Injury table, the other replaces the Loner (4+) trait with the Loner (2+) trait.	7	3	2	5+	9
The Swift Twins: Valen	Special (340,000)	Accurate, Loner (4+), Nerves of Still, Pass, Safe Pass, Sure Hands	Two for One: The Swift Twins must be hired as a pair and count as two Star Players, However, if either Lucien or Valen is removed from play due to suffering a Ko'd or Casualty result on the Injury table, the other replaces the Loner (4+) trait with the Loner (2+) trait.	7	3	2	2+	8
Varag Ghoul-Chewer	280,000	Block, Jump Up, Loner (4+), Mighty Blow (+1), Thick Skull	Crushing Blow: Once per game, when an opposition player is Knocked Down as the result of a Block action performed by Varag, you may apply an additional +1 modifier to the armour roll. This modifier may be applied after roll has been made.	6	5	3	5+	10
Grombrindal, The White Dwarf	210,000	Block, Loner (4+), Dauntless, Mighty Blow (+1), Stand Firm, Thick Skull	Wisdom of The White Dwarf: Once per team turn, when one of Grombrindal's team-mates that is in an adjacent square is activated, that player gains either the Break Tackle, Dauntless, Mighty Blow (+1), or Sure Feet skill until the end of their activation.	5	3	3	4+	10
Willow Rosebark	150,000	Dauntless, Loner (4+), Sidestep, Thick Skull	Indomitable: Once per game, when Willow successfully rolls to use her Dauntless skill, she may increase her strength characteristic to double that of the nominated target of her Block action.	5	4	3	6+	9
Zolcat the Zoast	230,000	Disturbing Presence, Juggernaut, Loner (4+), Mighty Blow (+1), Prehensile Tale, Regeneration, Sure Feet	Excuse me, are you a Zoast? Once per game, when Zolcat is activated, he may gain the Hypnotic Gaze trait. You must declare this special rule is usedwhen Zolcat is activated.	5	5	4	5+	10
Akhorne The Squirrel	80,000	Claws, Dauntless, Dodge, Frenzy, Jump Up, Loner	Blind Rage: Akhorne may choose to re-roll the D6 when rolling for the Dauntless skill.	7	1	2	-	6
Wilhelm Chaney	220,000	Catch, Claws, Frenzy, Loner (4+), Regeneration, Wrestle	Savage Mauling: Once per game, when Chaney makes an injury roll against an opposing player, he may choose to re-roll the result.	8	4	3	4+	9
Bryce 'The Slice' Cambuel	130,000	Chainsaw, Loner (4+), Regeneration, Secret Weapon, Stand Firm, Thick Skull	Ghostly Flames: Once per half, when Bryce makes the Chainsaw Attack Special Action as part of a Blitz action, he may add +4 to the Armour roll against an opponent rather than +3.	5	3	4	-	9
Frank 'n' Stein	250,000	Break Tackle, Loner (4+), Mighty Blow (+1), Regeneration, Stand Firm, Thick Skull	Brutal Block: Once per game, Frank makes an injury roll against an opponent as a result of a Block action, he may choose to add an additional +1 modifier to the Injury roll. This modifier may be applied after the roll has been made.	4	5	4	-	10
Kreek 'The Verminator' Rustgouger	170,000	Ball and Chain, Loner (4+), Mighty Blow (+1), No Hands, Prehensile Tail, Secret Weapon	I'll Be Back!: The first time in a game that Kreek Rustgouger would be Sent-off as per the Secret Weapon trait, he is not Sent-off and instead may continue as part of the game.	5	7	4	-	10
Grashnak Blackhoof	240,000	Frenzy, Horns, Loner (4+), Mighty Blow (+1), Thick Skull, Unchannelled Fury	Gored by he Bull: Once per game, when Grashnak performs a blitz action, Grashnak may roll one additional Block dice against the opposition player, regardless of the opposition player's strenght, to a maximum of three block dice. If Grashnak performs a second Block action due to the Frenzy skill, this second Block action will also benefit from this rule	6	6	4	-	9

Max Spleenripper	130,000	Chainsaw, Loner (4+), Secret Weapon	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.	5	4	4	-	9
Scyla Anfingrimm	200,000	Claws, Frenzy, Loner (4+), Mighty Blow (+1), Prehensile Tail, Thick Skull, Unchannelled Fury	Fury of the Blood God: Once per game, if Scyla rolls a 1 for Unchannelled Fury roll after declaring a Block action, instead of applying the usual effects of Unchannelled Fury, Scyla may perform two Block action instead.	5	5	4	-	10
Barik Farblast	80,000	Hail Mary Pass, Loner (4+), Pass, Secret Weapon, Cannoneer, Sure Hands, Thick Skull	Blast It!: once per game when Barik Farblast uses the Hail Mary skill, he may reroll any scatter results for determining where the ball lands, and any friendly player attempting to catch the ball gains an additional +1 modifier to the roll.	6	3	4	3+	9
Fungus the Loon	80,000	Ball and Chain, Mighty Blow (+1), Loner (4+), No Hands, Secret Weapon, Stunty	Whirling Dervish!: Once per activation, Fungus may re-roll the D6 when determining which direction he moves in.	4	7	3	-	8
Bomber Dribblesnot	50,000	Accurate, Bombardier, Dodge, Loner (4+), Right Stuff, Secret Weapon, Stunty	Kaboom!: Once per game, if an opponent player catches a Bomb thrown by Bomber, you can choose to have it explode immediately rather than rolling to see if the player can throw it again.	6	2	3	3+	8
Skrorg Snowpelt	250,000	Claws, Disturbing Presence, Juggernaut, Loner (4+), Mighty Blow (+1)	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. If this re-roll has not been used by the end of the drive, it is lost.	5	5	4	-	9
Thorsson Stoutmead	170,000	Block, Drunkard, Loner (4+), Thick Skull	Beer Barrel Bash! Once per drive, at the start of his activation, Thorsson may perform a Throw Keg Special action. When he does, select an opposition player within three squares of Thorsson and roll a D6. On a 3+, the player is immediately Knocked Down. However, on a 1, Thorsson is Knocked Down instead.	6	3	4	3+	8
Ivar Eriksson	245,000	Block, Guard, Loner (3+), Tackle	Raiding Party!: Once per drive, whenever Ivar begins his activation, he may choose one Open player on his team within five squares. The chosen player may immediately move one square, ignoring Tackle Zones, though they must end this move Marking an opposition player.	6	4	3	4+	9
Boa Kon'ssstrikr	200,000	Dodge, Hypnotic GazeLoner (4+), Prehensile Tail, Safe Pair Of Hands, Sidestep	Look Into My Eyes: Once per game, if Boa starts his activation Marking an opposition player with 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.	6	3	3	4+	9
Estelle la Veneaux	190,000	Disturbing Presence, Dodge, Guard, Loner (4+), Sidestep	Baleful Hex: Once per game, at the beginning of Estelle's activation, choose an opposition player within five squares and roll a D6. On a 2+ the chosen player loses their Tackle Zone and cannot be activated until the end of the opposition's next team turn.	6	3	3	4+	8
Glottl Stop	270,000	Animal Savagery, Frenzy, Loner (4+), Mighty Blow (+1), Prehensile Tail, Stand Firm, Thick Skull	Primal Savagery!: Primal Savagery! will kick in once per game, when Glottl fails an Animal Savagery roll it may lash out an opposition player rather than a Team-mate.	6	6	5	-	10
Count Luthor von Drakenborg	340,000	Block, Hypnotic Gaze, Loner (4+), Regeneration, Sidestep	Star of the Show: Once per game, when Count Luthor scores a touchdown, his controlling coach may gain one team re-roll. If this re-roll has not been used by the end of the next drive, it is lost.	6	5	2	3+	10
Captain Karina von Riesz	230,000	Bloodlust (2+), Dodge, Hypnotic Gaze, Jump Up, Loner (4+), Regeneration	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 Thral Lineman team-mate. Karina may not bite Star Players with this special rule.	7	4	2	4+	9
Ivan 'the Animal' Deathshroud	190,000	Block, Disturbing Presence, Juggernaut, Loner (4+), Regeneration, Strip Ball, Tackle	Dwarfen 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 Dwarfen player from any team, this may instead be a +2 modifier.	6	4	4	5+	9

Scrappa Sorehead	130,000	Dirty Player (+1), Dodge, Loner (4+), Pogo Stick, Right Stuff, Sprint, Stunty, Sure Feet	Yoink!: Once per game, when Scrappa attempts to interfere a Pass action, he may roll a D6. On a 2+, Scrappa does not need to roll to interfere with the Pass action, instead he automatically makes an interception and gains control of the ball.	7	2	3	5+	8
Nobbla Blackwart	120,000	Block, Chainsaw, Dodge, Loner (4+), Secret Weapon, Stunty	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 ability.	6	2	3	-	8
Ripper Bolgrot	250,000	Grab, Loner (4+), Mighty Blow (+1), Regeneration, Throw Team-mate	Thinking Man's Troll: Once per half, Ripper may re-roll one dice that was rolled either as a single dice, as part of a multiple dice roll, or as part of a dice pool (this cannot be a dice that was rolled as part of an Armour, injury or casualty roll).	4	6	5	4+	10
Withergrasp Doubledrool	170,000	Loner (4+), Prehensile Tail, Tackle, Tentacles, Two Heads, Wrestle	Watch Out!: The first time each half that Withergrasp is the target of an opposition player's Block action, he counts as having the Dodge skill.	6	3	4	4+	9
Bilerot Vomitflesh	180,000	Dirty Player (+1), Disturbing Presence, Foul Appearance, Loner (4+)	Putrid Regurgitation: Once per game, Bilerot may use Projectile Vomit Special action. This may still be used even if Bilerot has already performed a Block action this turn.	4	5	4	6+	10
Puggy Baconbreath	120,000	Block, Dodge, Loner (3+), Nerves of Steel, Right Stuff, Stunty	Halfling Luck: Once per game, Puggy may re-roll one dice that was rolled either as a single dice, as part of a multiple dice roll, or as part of a dice pool (this cannot be a dice that was rolled as part of an Armour, Injury or Casualty roll).	5	3	3	4+	7
Cindy Piewhistle	50,000	Accurate, Bombardier, Dodge, Loner (4+), Secret Weapon, Stunty	All you can Eat: Once per game, Cindy may perform two Throw Bomb Special actions rather than one; though she must commit to doing so before making the first action, if she does, immediately after performing the second Thow Bomb Special action roll a D6. On a 1-3 Cindy is immediately Sent Off.	5	2	3	3+	7
Dribl and Drull: Dribl	Special (190,000)	Dirty Player (+1), Dodge, Loner (4+), Sidestep, Sneaky Git, Stunty	A Sneaky Pair: Dribl e Drull must be hired as a pair and count as two Star Players. Additionally, whenever Dribl or Drull perform either a Stab or Foul action against an opposition player marked by both Dribl e Drull, they may apply a +1 modifier to the injury roll.	8	2	3	4+	8
Dribl and Drull: Drull	Special (190,000)	Dodge, Loner (4+), Sidestep, Stab, Stunty	A Sneaky Pair: Dribl e Drull must be hired as a pair and count as two Star Players. Additionally, whenever Dribl or Drull perform either a Stab or Foul action against an opposition player marked by both Dribl e Drull, they may apply a +1 modifier to the injury roll.	8	2	3	4+	8
Skitter Stab-stab	150,000	Dodge, Loner (4+), Prehensile Tail, Shadowing, Stab	Master Assassin: Once per game, when Skitter successfully breaks an opposition player's armour as a result of a stab special action, he may choose to re-roll the injury roll.	9	2	2	4+	8
Kiroth Krakeneye	160,000	Disturbing Presence, Foul Appearance, Loner (4+), On the Ball, Tackle, Tentacles	Black Ink: Once per game, at the start of any of his activations, Kiroth can choose an opposition player he is marking. The chosen player loses their Tackle Zone until they are next activated.	7	3	2	3+	9
Rowana Forestfoot	160,000	Dodge, Dump-off, Guard, Horns, Jump Up, Leap,	Bounding Leap: Once per game, can ignore Leap modifiers and re-roll the result	6	3	3	4+	8
Rodney Roachbait	70,000	Catch, Diving Catch, Jump Up, Loner (4+), On the Ball, Sidestep, Stunty, Wrestle	Catch of the Day: Once per half, if Rodney is standing and begins his activation within 3 squares of a ball which is on the ground he may roll a D6. On a 1-2, nothing happens. On a 3+, Rodney immediately gains possession of the ball.	6	2	3	4+	7