

# SQUADRE

In questo capitolo sono presentate le squadre ufficiali presentate nel Manuale Seconda Edizione 2020 e attualmente in produzione da parte della GW, insieme alle squadre ancora non ristampate e sottoposte a revisione delle regole per cui la GW ha pubblicato un documento ufficiale denominato "Teams of Legend" e individuate dal colore **VERDE** del nome della squadra.

Inoltre sono state anche inserite le squadre non ufficiali GW per cui alcune sono approvate ufficialmente dalla NAF alla fine del capitolo stesso.

AMAZON											
Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.	
0-16	Tribal Linewomen	50.000	6	3	3+	4+	8+	Dodge	G	AS	
0-2	Eagle Warrior Throwers	75.000	6	3	3+	3+	8+	Dodge, Pass	GP	AS	
0-2	Piranha Warrior Catchers	75.000	6	3	3+	5+	8+	Catch, Dodge	AG	S	
0-4	Koka Kalim Blitzers	90.000	6	3	3+	5+	8+	Block, Dodge	GS	A	
<b>0-8 Re-Roll di Squadra:</b> 50.000 gp									<b>Tier: 1</b>		
<b>Regole Speciali:</b> Lustrian Superleague									<b>Medico: SI</b>		

BLACK ORC											
Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.	
0-12	Goblin Bruiser Linemen	45.000	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty, Thick Skull	A	GPS	
0-6	Black Orcs	90.000	4	4	4+	5+	10+	Brawler, Grab	GS	AP	
0-1	Trained Troll	115.000	4	5	5+	5+	10+	Always Hungry, Loner (3+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-Mate	S	AGP	
<b>0-8 Re-Roll di Squadra:</b> 60.000 gp									<b>Tier: 2</b>		
<b>Regole Speciali:</b> Badlands Brawl, Bribery and Corruption									<b>Medico: SI</b>		

CHAOS CHOSEN											
Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.	
0-16	Beastmen Runner Linemen	60.000	6	3	3+	4+	9+	Horns	GMS	AP	
0-4	Chosen Blockers	100.000	5	4	3+	5+	10+		GMS	A	
<b>PUÒ INCLUDERE SOLO UNO DEI SEGUENTI BIG GUY:</b>											
0-1	Chaos Troll	115.000	4	5	5+	5+	10+	Always Hungry, Loner (4+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-Mate	MS	AG	
0-1	Chaos Ogre	140.000	5	5	4+	5+	10+	Bone Head, Loner (4+), Mighty Blow (+1), Thick Skull, Throw Team-Mate	MS	AG	
0-1	Minotaur	150.000	5	5	4+	-	9+	Loner (4+), Frenzy, Horns, Mighty Blow (+1), Thick Skull, Unchannelled Fury	MS	AG	
<b>0-8 Re-Roll di Squadra:</b> 60.000 gp									<b>Tier: 2</b>		
<b>Regole Speciali:</b> Favoured of ... (scegliere tra): Chaos Undivided, Khorne, Nurgle, Slaanesh o Tzeentch									<b>Medico: SI</b>		

## CHAOS DWARF

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-16	Hobgoblin Linemen	40.000	6	3	3+	4+	8+		G	AS
0-6	Chaos Dwarf Blockers	70.000	4	3	4+	6+	10+	Block, Tackle, Thick Skull	GS	AM
0-2	Bull Centaur Blitzers	130.000	6	4	4+	6+	10+	Sprint, Sure Feet, Thick Skull	GS	A
0-1	Enslaved Minotaur	150.000	5	5	4+	-	9+	Animal Savagery, Frenzy, Horns, Loner (4+), Mighty Blow (+1), Thick Skull	S	AGM
<b>0-8 Re-Roll di Squadra:</b> 70.000 gp									<b>Tier: 1</b>	
<b>Regole Speciali:</b> Badlands Brawl, Favoured of ..., Worlds Edge Superleague									<b>Medico: SI</b>	

## CHAOS RENEGADE

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-12	Renegade Human Linemen	50.000	6	3	3+	4+	9+		GM	AS
0-1	Renegade Human Thrower	75.000	6	3	3+	3+	9+	Animosity (all team-mates), Pass, Safe Pair of Hands	GMP	AS
0-1	Renegade Goblin	40.000	6	2	3+	4+	8+	Animosity (all team-mates), Dodge, Right Stuff, Stunty	AM	GP
0-1	Renegade Orc	50.000	5	3	3+	5+	10+	Animosity (all team-mates)	GM	AS
0-1	Renegade Skaven	50.000	7	3	3+	4+	8+	Animosity (all team-mates)	GM	AS
0-1	Renegade Dark Elf	75.000	6	3	2+	3+	9+	Animosity (all team-mates)	AGM	PS
<b>PUÒ INCLUDERE FINO A 3 DEI SEGUENTI BIG GUY:</b>										
0-1	Renegade Troll	115.000	4	5	5+	5+	10+	Always Hungry, Loner (4+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-Mate	S	AGM
0-1	Renegade Ogre	140.000	5	5	4+	5+	10+	Bone Head, Loner (4+), Mighty Blow (+1), Thick Skull, Throw Team-Mate	S	AGM
0-1	Renegade Minotaur	150.000	5	5	4+	-	9+	Loner (4+), Frenzy, Horns, Mighty Blow (+1), Thick Skull, Unchannelled Fury	S	AGM
0-1	Renegade Rat Ogre	150.000	6	5	4+	-	9+	Animal Savagery, Frenzy, Loner (4+), Mighty Blow (+1), Prehensile Tail	S	AGM
<b>0-8 Re-Roll di Squadra:</b> 70.000 gp									<b>Tier: 2</b>	
<b>Regole Speciali:</b> Favoured of ... (scegliere tra): Chaos Undivided, Khorne, Nurgle, Slaanesh o Tzeentch									<b>Medico: SI</b>	

## DARK ELF

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-12	Dark Elf Linemen	70.000	6	3	2+	4+	9+		AG	S
0-2	Runners	80.000	7	3	2+	3+	8+	Dump-Off	AGP	S
0-4	Blitzers	100.000	7	3	2+	4+	9+	Block	AG	PS
0-2	Assassins	85.000	7	3	2+	5+	8+	Shadowing, Stab	AG	PS
0-2	Witch Elves	110.000	7	3	2+	5+	8+	Dodge, Frenzy, Jump Up	AG	PS
<b>0-8 Re-Roll di Squadra:</b> 50.000 gp									<b>Tier: 1</b>	
<b>Regole Speciali:</b> Elven Kingdoms League									<b>Medico: SI</b>	

**DWARF**

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-12	Dwarf Blocker Linemen	70.000	4	3	4+	5+	10+	Block, Tackle, Thick Skull	GS	A
0-2	Runners	85.000	6	3	3+	4+	9+	Sure Hands, Thick Skull	GP	AS
0-2	Blitzers	80.000	5	3	3+	4+	10+	Block, Thick Skull	GS	AP
0-2	Troll Slayers	95.000	5	3	4+	-	9+	Block, Dauntless, Frenzy, Thick Skull	GS	A
0-1	Deathroller	170.000	4	7	5+	-	11+	Break Tackle, Dirty Player (+2), Juggernaut, Loner (5+), Mighty Blow (+1), No Hands, Secret Weapon, Stand Firm	S	AG

**0-8 Re-Roll di Squadra:** 50.000 gp**Tier:** 1**Regole Speciali:** Old World Classic, Worlds Edge Superleague**Medico:** SI**ELVEN UNION**

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-12	Linemen	60.000	6	3	2+	4+	8+		AG	S
0-2	Throwers	75.000	6	3	2+	2+	8+	Pass	AGP	S
0-4	Catchers	100.000	8	3	2+	4+	8+	Catch, Nerves of Steel	AG	S
0-2	Blitzers	115.000	7	3	2+	3+	9+	Block, Side Step	AG	PS

**0-8 Re-Roll di Squadra:** 50.000 gp**Tier:** 2**Regole Speciali:** Elven Kingdoms League**Medico:** SI**GOBLIN**

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-16	Goblin Linemen	40.000	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty	A	GPS
0-1	Bomma	45.000	6	2	3+	4+	8+	Bombardier, Dodge, Secret Weapon, Stunty	A	GPS
0-1	Looney	40.000	6	2	3+	-	8+	Chainsaw, Secret Weapon, Stunty	A	GS
0-1	Fanatic	70.000	3	7	3+	-	8+	Ball & Chain, No Hands, Secret Weapon, Stunty	S	AG
0-1	Pogoer	75.000	7	2	3+	5+	8+	Dodge, Pogo Stick, Stunty	A	GPS
0-1	'Ooligan	65.000	6	2	3+	6+	8+	Dirty Player (+1), Disturbing Presence, Dodge, Right Stuff, Stunty	A	GPS
0-1	Doom Diver	60.000	6	2	3+	6+	8+	Right Stuff, Stunty, Swoop	A	GS
0-2	Trained Trolls	115.000	4	5	5+	5+	10+	Always Hungry, Loner (3+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-Mate	S	AGP

**0-8 Re-Roll di Squadra:** 60.000 gp**Tier:** 3**Regole Speciali:** Badlands Brawl, Bribery and Corruption, Underworld Challenge**Medico:** SI

## HALFLING

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-16	Halfling Hopeful Linemen	30.000	5	2	3+	4+	7+	Dodge, Right Stuff, Stunty	A	GS
0-2	Halfling Heftys	50.000	5	2	3+	3+	8+	Dodge, Fend, Stunty	AP	GS
0-2	Halfling Catchers	55.000	5	2	3+	5+	7+	Catch, Dodge, Right Stuff, Sprint, Stunty	A	GS
0-2	Altern Forest Treemen	120.000	2	6	5+	5+	11+	Mighty Blow (+1), Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate, Timmm-ber!	S	AGP
<b>0-8 Re-Roll di Squadra:</b> 60.000 gp									<b>Tier: 3</b>	
<b>Regole Speciali:</b> Halfling Thimble Cup, Old World Classic									<b>Medico: SI</b>	

## HIGH ELF

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-16	Linemen	70.000	6	3	2+	4+	9+		AG	PS
0-2	Throwers	100.000	6	3	2+	2+	9+	Cloud Burster, Pass, Safe Pass	AGP	S
0-4	Catchers	90.000	8	3	2+	5+	8+	Catch	AG	S
0-2	Blitzers	100.000	7	3	2+	4+	9+	Block	AG	PS
<b>0-8 Re-Roll di Squadra:</b> 50.000 gp									<b>Tier: 2</b>	
<b>Regole Speciali:</b> Elven Kingdoms League									<b>Medico: SI</b>	

## HUMAN

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-16	Human Linemen	50.000	6	3	3+	4+	9+		G	AS
0-2	Throwers	80.000	6	3	3+	2+	9+	Pass, Sure Hands	GP	AS
0-4	Catchers	65.000	8	2	3+	5+	8+	Catch, Dodge	AG	PS
0-4	Blitzers	85.000	7	3	3+	4+	9+	Block	GS	AP
0-3	Halfling Hopefuls	30.000	5	2	3+	4+	7+	Dodge, Right Stuff, Stunty	A	GS
0-1	Ogre	140.000	5	5	4+	5+	10+	Bone Head, Loner (4+), Mighty Blow (+1), Thick Skull, Throw Team-Mate	S	AG
<b>0-8 Re-Roll di Squadra:</b> 50.000 gp									<b>Tier: 1</b>	
<b>Regole Speciali:</b> Old World Classic									<b>Medico: SI</b>	

## IMPERIAL NOBILITY

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-12	Imperial Retainer Linemen	45.000	6	3	4+	4+	8+	Fend	G	AS
0-2	Imperial Throwers	75.000	6	3	3+	3+	9+	Pass, Running Pass	GP	AS
0-2	Noble Blitzers	105.000	7	3	3+	4+	9+	Block, Catch	AG	PS
0-4	Bodyguards	90.000	6	3	3+	5+	9+	Stand Firm, Wrestle	GS	A
0-1	Ogre	140.000	5	5	4+	5+	10+	Bone Head, Loner (4+), Mighty Blow (+1), Thick Skull, Throw Team-Mate	S	AG
<b>0-8 Re-Roll di Squadra:</b> 70.000 gp									<b>Tier: 2</b>	
<b>Regole Speciali:</b> Old World Classic									<b>Medico:</b> SI	

## KHORNE

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-16	Bloodborn Marauder Linemen	50.000	6	3	3+	4+	8+	Frenzy	GM	AS
0-4	Khorngors	70.000	6	3	3+	4+	9+	Horns, Juggernaut	GMS	AP
0-4	Bloodseekers	110.000	5	4	4+	6+	10+	Frenzy	GMS	A
0-1	Bloodspawn	160.000	5	5	4+	-	9+	Claws, Frenzy, Loner (4+), Mighty Blow (+1), Unchannelled Fury	MS	AG
<b>0-8 Re-Roll di Squadra:</b> 60.000 gp									<b>Tier: 2</b>	
<b>Regole Speciali:</b> Favoured of Khorne									<b>Medico:</b> SI	

## LIZARDMEN

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-12	Skink Runner Linemen	60.000	8	2	3+	4+	8+	Dodge, Stunty	A	GPS
0-2	Chameleon Skinks	70.000	7	2	3+	3+	8+	Dodge, On the Ball, Shadowing, Stunty	A	GPS
0-6	Saurus Blockers	85.000	6	4	5+	6+	10+		GS	A
0-1	Kroxigor	140.000	6	5	5+	-	10+	Bone Head, Loner (4+), Mighty Blow (+1), Prehensile Tail, Thick Skull	S	AG
<b>0-8 Re-Roll di Squadra:</b> 70.000 gp									<b>Tier: 1</b>	
<b>Regole Speciali:</b> Lustrian Superleague									<b>Medico:</b> SI	

## NECROMANTIC HORROR

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-16	Zombie Linemen	40.000	4	3	4+	-	9+	Regeneration	G	AS
0-2	Ghoul Runners	75.000	7	3	3+	4+	8+	Dodge	AG	PS
0-2	Wraiths	95.000	6	3	3+	-	9+	Block, Foul Appearance, No Hands, Regeneration, Side Step	GS	A
0-2	Werewolves	125.000	8	3	3+	4+	9+	Claws, Frenzy, Regeneration	AG	PS
0-2	Flesh Golems	115.000	4	4	4+	-	10+	Regeneration, Stand Firm, Thick Skull	GS	A
<b>0-8 Re-Roll di Squadra:</b> 70.000 gp									<b>Tier: 2</b>	
<b>Regole Speciali:</b> Masters of Undeath, Sylvanian Spotlight									<b>Medico: NO</b>	

## NORSE

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-12	Norse Linemen	50.000	6	3	3+	4+	8+	Block	G	AS
0-2	Norse Throwers	70.000	6	3	3+	3+	8+	Block, Pass	GP	AS
0-2	Norse Catchers	90.000	7	3	3+	5+	8+	Block, Dauntless	AG	S
0-2	Norse Berserkers	90.000	6	3	3+	5+	8+	Block, Frenzy, Jump Up	GS	A
0-2	Ulfwereners	105.000	6	4	4+	-	9+	Frenzy	GS	A
0-1	Yhetee	140.000	5	5	5+	-	9+	Claws, Disturbing Presence, Frenzy, Loner (4+), Unchannelled Fury	S	AG
<b>0-8 Re-Roll di Squadra:</b> 60.000 gp									<b>Tier: 1</b>	
<b>Regole Speciali:</b> Lustrian Superleague, Old World Classic									<b>Medico: SI</b>	

## NURGLE

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-12	Rotter Linemen	35.000	5	3	4+	6+	9+	Decay, Plague Ridden	GM	AS
0-4	Pestigors	75.000	6	3	3+	4+	9+	Horns, Plague Ridden, Regeneration	GMS	AP
0-4	Bloaters	115.000	4	4	4+	6+	10+	Disturbing Presence, Foul Appearance, Plague Ridden, Regeneration	GMS	A
0-1	Rotspawn	140.000	4	5	5+	-	10+	Disturbing Presence, Foul Appearance, Loner (4+), Mighty Blow (+1), Plague Ridden, Really Stupid, Regeneration, Tentacles	S	AGM
<b>0-8 Re-Roll di Squadra:</b> 70.000 gp									<b>Tier: 2</b>	
<b>Regole Speciali:</b> Favoured of Nurgle									<b>Medico: NO</b>	

## OGRE

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-16	Gnoblar Linemen	15.000	5	1	3+	5+	6+	Dodge, Righth Stuff, Side Step, Stunty, Titchy	A	G
0-1	Ogre Runt Punter	145.000	5	5	4+	4+	10+	Bone Head, Kick Team-Mate, Mighty Blow (+1), Thick Skull	PS	AG
0-5	Ogre Blockers	140.000	5	5	4+	5+	10+	Bone Head, Mighty Blow (+1), Thick Skull, Throw Team-Mate	S	AGP
<b>0-8 Re-Roll di Squadra:</b> 70.000 gp									<b>Tier: 3</b>	
<b>Regole Speciali:</b> Badlands Brawl, Low Cost Linemen, Old World Classic									<b>Medico: SI</b>	

## OLD WORLD ALLIANCE

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-12	Old World Human Linemen	50.000	6	3	3+	4+	9+		G	AS
0-1	Old World Human Thrower	80.000	6	3	3+	3+	9+	Animosity (all Dwarf and Halfling team-mates), Pass, Sure Hands	GP	AS
0-1	Old World Human Catcher	65.000	8	2	3+	5+	8+	Animosity (all Dwarf and Halfling team-mates), Catch, Dodge	AG	S
0-1	Old World Human Blitzer	90.000	7	3	3+	4+	9+	Animosity (all Dwarf and Halfling team-mates), Block	GS	A
0-2	Old World Dwarf Blockers	75.000	4	3	4+	5+	10+	Arm Bar, Brawler, Loner (3+), Thick Skull	GS	A
0-1	Old World Dwarf Runner	85.000	6	3	3+	4+	9+	Loner (3+), Sure Hands, Thick Skull	GP	AS
0-1	Old World Dwarf Blitzer	80.000	5	3	3+	4+	10+	Block, Loner (3+), Thick Skull	GS	A
0-1	Old World Dwarf Troll Slayer	95.000	5	3	4+	-	9+	Block, Dauntless, Frenzy, Loner (3+), Thick Skull	GS	A
0-2	Old World Halfling Hopefuls	30.000	5	2	3+	4+	7+	Animosity (all Dwarf and Human team-mates), Dodge, Right Stuff, Stunty	A	GS
<b>PUÒ INCLUDERE SOLO UNO DEI SEGUENTI BIG GUY:</b>										
0-1	Ogre	140.000	5	5	4+	5+	10+	Bone Head, Loner (4+), Mighty Blow (+1), Thick Skull, Throw Team-Mate	S	AG
0-1	Altern Forest Treeman	120.000	2	6	5+	5+	11+	Loner (4+), Mighty Blow (+1), Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate, Timmm-ber!	S	AGP
<b>0-8 Re-Roll di Squadra:</b> 70.000 gp									<b>Tier: 1</b>	
<b>Regole Speciali:</b> Old World Classic									<b>Medico: SI</b>	

## ORC

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-16	Orc Linemen	50.000	5	3	3+	4+	10+	Animosity (Orc Linemen)	G	AS
0-2	Throwers	65.000	5	3	3+	3+	9+	Animosity (all team-mates), Pass, Sure Hands	GP	AS
0-4	Blitzers	80.000	6	3	3+	4+	10+	Animosity (all team-mates), Block	GS	AP
0-4	Big Un Blockers	90.000	5	4	4+	-	10+	Animosity (Big Un Blockers)	GS	A
0-4	Goblins	40.000	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty	A	GS
0-1	Untrained Troll	115.000	4	5	5+	5+	10+	Always Hungry, Loner (4+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-Mate	S	AGP
<b>0-8 Re-Roll di Squadra:</b> 60.000 gp									<b>Tier: 1</b>	
<b>Regole Speciali:</b> Badlands Brawl									<b>Medico:</b> SI	

## SHAMBLING UNDEAD

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-12	Skeleton Linemen	40.000	5	3	4+	6+	8+	Regeneration, Thick Skull	G	AS
0-12	Zombie Linemen	40.000	4	3	4+	-	9+	Regeneration	G	AS
0-4	Ghoul Runners	75.000	7	3	3+	4+	8+	Dodge	AG	PS
0-2	Wight Blitzers	90.000	6	3	3+	5+	9+	Block, Regeneration	GS	AP
0-2	Mummies	125.000	3	5	5+	-	10+	Mighty Blow (+1), Regeneration	S	AG
<b>0-8 Re-Roll di Squadra:</b> 70.000 gp									<b>Tier: 1</b>	
<b>Regole Speciali:</b> Masters of Undeath, Sylvanian Spotlight									<b>Medico:</b> NO	

## SKAVEN

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-16	Skaven Clanrat Linemen	50.000	7	3	3+	4+	8+		G	AMS
0-2	Throwers	85.000	7	3	3+	2+	8+	Pass, Sure Hands	GP	AMS
0-4	Gutter Runners	85.000	9	2	2+	4+	8+	Dodge	AG	MPS
0-2	Blitzers	90.000	7	3	3+	5+	9+	Block	GS	AMP
0-1	Rat Ogre	150.000	6	5	4+	-	9+	Animal Savagery, Frenzy, Loner (4+), Mighty Blow (+1), Prehensile Tail	S	AGM
<b>0-8 Re-Roll di Squadra:</b> 50.000 gp									<b>Tier: 1</b>	
<b>Regole Speciali:</b> Underworld Challenge									<b>Medico:</b> SI	



## SNOTLING

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-16	Snotling Linemen	15.000	5	1	3+	5+	6+	Dodge, Right Stuff, Side Step, Stunty, Swarming, Titchy	A	G
0-2	Fungus Flingas	30.000	5	1	3+	4+	6+	Bombardier, Dodge, Right Stuff, Secret Weapon, Side Step, Stunty	AP	G
0-2	Fun-Hoppas	20.000	6	1	3+	5+	6+	Dodge, Pogo Stick, Right Stuff, Side Step, Stunty	A	G
0-2	Stilty Runnas	20.000	6	1	3+	5+	6+	Dodge, Right Stuff, Side Step, Sprint, Stunty	A	G
0-2	Pump Wagons	105.000	4	5	5+	-	9+	Dirty Player (+1), Juggernaut, Mighty Blow (+1), Really Stupid, Secret Weapon, Stand Firm	S	AG
0-2	Trained Trolls	115.000	4	5	5+	5+	10+	Always Hungry, Loner (3+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-Mate	S	AGP
<b>0-8 Re-Roll di Squadra:</b> 60.000 gp									<b>Tier:</b> 3	
<b>Regole Speciali:</b> Bribery and Corruption, Low Cost Linemen, Underworld Challenge									<b>Medico:</b> SI	

## TOMB KINGS

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-16	Skeleton Linemen	40.000	5	3	4+	6+	8+	Regeneration, Thick Skull	G	AS
0-2	Anointed Throws	70.000	6	3	4+	3+	8+	Pass, Regeneration, Sure Hands, Thick Skull	GP	A
0-2	Anointed Blitzers	90.000	6	3	4+	6+	9+	Block, Regeneration, Thick Skull	GS	AP
0-4	Tomb Guardians	100.000	4	5	5+	-	10+	Decay, Regeneration	S	AG
<b>0-8 Re-Roll di Squadra:</b> 70.000 gp									<b>Tier:</b> 2	
<b>Regole Speciali:</b> Sylvanian Spotlight									<b>Medico:</b> NO	

## UNDERWORLD DENIZENS

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-12	Underworld Goblin Linemen	40.000	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty	AM	GS
0-6	Underworld Snotlings	15.000	5	1	3+	5+	6+	Dodge, Right Stuff, Side Step, Stunty, Swarming, Titchy	AM	G
0-3	Skaven Clanrat	50.000	7	3	3+	4+	8+	Animosity (Underworld Goblin Linemen)	GM	AS
0-1	Skaven Thrower	85.000	7	3	3+	2+	8+	Animosity (Underworld Goblin Linemen), Pass, Sure Hands	GMP	AS
0-1	Gutter Runner	85.000	9	2	2+	4+	8+	Animosity (Underworld Goblin Linemen), Dodge	AGM	PS
0-1	Skaven Blitzler	90.000	7	3	3+	5+	9+	Animosity (Underworld Goblin Linemen), Block	GMS	AP
<b>PUÒ INCLUDERE SOLO UNO DEI SEGUENTI BIG GUY:</b>										
0-1	Underworld Troll	115.000	4	5	5+	5+	10+	Always Hungry, Loner (4+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-Mate	MS	AGP
0-1	Mutant Rat Ogre	150.000	6	5	4+	-	9+	Animal Savagery, Frenzy, Loner (4+), Mighty Blow (+1), Prehensile Tail	MS	AG
<b>0-8 Re-Roll di Squadra:</b> 70.000 gp									<b>Tier: 2</b>	
<b>Regole Speciali:</b> Bribery and Corruption, Underworld Challenge									<b>Medico: SI</b>	

## VAMPIRE

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-12	Thrall Linemen	40.000	6	3	3+	5+	8+		G	AS
0-6	Vampire Blitzers	110.000	6	4	2+	3+	9+	Animal Savagery, Hypnotic Gaze, Regeneration	AGS	P
<b>0-8 Re-Roll di Squadra:</b> 70.000 gp									<b>Tier: 2</b>	
<b>Regole Speciali:</b> Sylvanian Spotlight									<b>Medico: SI</b>	

## WOOD ELF

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-12	Wood Elf Linemen	70.000	7	3	2+	4+	8+		AG	S
0-2	Throwers	95.000	7	3	2+	2+	8+	Pass	AGP	S
0-4	Catchers	90.000	8	2	2+	4+	8+	Catch, Dodge	AG	PS
0-2	Wardancers	125.000	8	3	2+	4+	8+	Block, Dodge, Leap	AG	PS
0-1	Loren Forest Treeman	120.000	2	6	5+	5+	11+	Loner (4+), Mighty Blow (+1), Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate	S	AG
<b>0-8 Re-Roll di Squadra:</b> 50.000 gp									<b>Tier: 1</b>	
<b>Regole Speciali:</b> Elven Kingdoms League									<b>Medico: SI</b>	

## SQUADRE APPROVATE DALLA NAF

SLANN											
Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.	
0-16	Linemen	60.000	6	3	3+	4+	9+	Pogo Stick, Very Long Legs	G	AS	
0-4	Catchers	80.000	7	2	2+	4+	8+	Diving Catch, Pogo Stick, Very Long Legs	AG	PS	
0-4	Blitzers	110.000	7	3	3+	4+	9+	Diving Tackle, Jump Up, Pogo Stick, Very Long Legs	AGS	P	
0-1	Kroxigor	140.000	6	5	5+	-	10+	Bone Head, Loner (4+), Mighty Blow (+1), Prehensile Tail, Thick Skull	S	AG	
<b>0-8 Re-Roll di Squadra:</b> 50.000 gp									<b>Tier:</b> 2		
<b>Regole Speciali:</b> Lustrian Superleague									<b>Medico:</b> SI		



## SQUADRE NON UFFICIALI

## SIMYIN

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-12	Bonobo Lineapes	45.000	6	3	3+	4+	8+	Extra Arms	G	AS
0-2	Orangutan Throwers	70.000	5	3	3+	2+	9+	Extra Arms	GP	AS
0-2	Chimpanzee Runner	80.000	7	3	3+	4+	8+	Extra Arms, Wrestle	GA	S
0-4	Gorilla Blockers	100.000	5	4	4+	5+	9+	Extra Arms, Grab	AS	G
0-1	Silverback	140.000	5	5	4+	-	10+	Extra Arms, Grab, Loner (4+), Mighty Blow(+1), Unchannelled Fury	S	GA
<b>0-8 Re-Roll di Squadra:</b> 60.000 gp									<b>Tier: 2</b>	
<b>Regole Speciali:</b> Lustrian Superleague									<b>Medico: SI</b>	

