

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
0-8 Re-Roll di Squadra: 70.000 gp									Tier: 3	
Regole Speciali: Badlands Brawl, Low Cost Linemen, Old World Classic									Medico: SI	

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
PUÒ INCLUDERE SOLO UNO DEI SEGUENTI BIG GUY:										
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
0-8 Re-Roll di Squadra: 70.000 gp									Tier: 2	
Regole Speciali: Old World Classic									Medico: SI	

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
0-8 Re-Roll di Squadra: 60.000 gp									Tier: 2	
Regole Speciali: Badlands Brawl									Medico: 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
0-8 Re-Roll di Squadra: 70.000 gp									Tier: 1	
Regole Speciali: Masters of Undeath, Sylvanian Spotlight									Medico: 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
0-8 Re-Roll di Squadra: 50.000 gp									Tier: 1	
Regole Speciali: Underworld Challenge									Medico: 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
0-8 Re-Roll di Squadra: 60.000 gp									Tier: 3	
Regole Speciali: Bribery and Corruption, Low Cost Linemen, Underworld Challenge									Medico: 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
0-8 Re-Roll di Squadra: 70.000 gp									Tier: 2	
Regole Speciali: Sylvanian Spotlight									Medico: 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
PUÒ INCLUDERE SOLO UNO DEI SEGUENTI BIG GUY:										
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
0-8 Re-Roll di Squadra: 70.000 gp									Tier: 1	
Regole Speciali: Bribery and Corruption, Underworld Challenge									Medico: SI	

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
0-8 Re-Roll di Squadra: 70.000 gp									Tier: 2	
Regole Speciali: Sylvanian Spotlight									Medico: SI	

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
0-8 Re-Roll di Squadra: 50.000 gp									Tier: 1	
Regole Speciali: Elven Kingdoms League									Medico: SI	