

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
0-8 Re-Roll di Squadra: 70.000 gp									Tier: 2	
Regole Speciali: Old World Classic									Medico: 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
0-8 Re-Roll di Squadra: 60.000 gp									Tier: 2	
Regole Speciali: Favoured of Khorne									Medico: 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
0-8 Re-Roll di Squadra: 70.000 gp									Tier: 1	
Regole Speciali: Lustrian Superleague									Medico: 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
0-8 Re-Roll di Squadra: 70.000 gp									Tier: 2	
Regole Speciali: Masters of Undeath, Sylvanian Spotlight									Medico: NO	

NORSE

Q.TA'	POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
0-16	Norse Raider Linemen	50.000	6	3	3+	4+	8+	Block, Drunkard, Thick Skull	G	APS
0-2	Beer Boars	20.000	5	1	3+	-	6+	Dodge, No Hands, Pick-Me-Up, Stunty, Titchy	-	A
0-2	Norse Berserkers	90.000	6	3	3+	5+	8+	Block, Frenzy, Jump Up	GS	AP
0-2	Valkyries	95.000	7	3	3+	3+	8+	Catch, Dauntless, Pass, Strip Ball	AGP	S
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
0-8 Re-Roll di Squadra: 60.000 gp									Tier: 1	
Regole Speciali: Scegliere una tra "Favoured of... (Chaos Undivided o Khorne)" o "Old World Classic"									Medico: SI	

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
0-8 Re-Roll di Squadra: 70.000 gp									Tier: 2	
Regole Speciali: Favoured of Nurgle									Medico: NO	