



COLLEGE OF LIFE

(0-16) LINEMEN

POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
Halfling Hopeful Lineman	30.000	5	2	3+	4+	7+	Dodge, Right Stuff, Stunty	A	GS
Rotter Lineman	35.000	5	3	4+	6+	9+	Decay, Plague Ridden	GM	AS
Snotling Lineman	15.000	5	1	3+	5+	6+	Dodge, Righ Stuff, Side Step, Stunty, Titchy	A	G
Wood Elf Lineman	70.000	7	3	2+	4+	8+		AG	S

(0-4) RUNNERS

POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
Stilty Runna	20.000	6	1	3+	5+	6+	Dodge, Right Stuff, Side Step, Sprint, Stunty	A	G
Halfling Catcher	55.000	5	2	3+	5+	7+	Catch, Dodge, Right Stuff, Sprint, Stunty	A	GS
Wood Elf Catcher	90.000	8	2	2+	4+	8+	Catch, Dodge	AG	PS

(0-2) BLITZERS

POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
Wardancer	125.000	8	3	2+	4+	8+	Block, Dodge, Leap	AG	PS

(0-2) THROWERS

POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
Wood Elf Thrower	95.000	7	3	2+	2+	8+	Pass	AGP	S

(0-4) BLOCKERS

POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
Halfling Hefty	50.000	5	2	3+	3+	8+	Dodge, Fend, Stunty	AP	GS
Bloater	115.000	4	4	4+	6+	10+	Disturbing Presence, Foul Appearance, Plague Ridden, Regeneration	GMS	A

(0-4) SPECIALS

POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
Fungus Flinga	30.000	5	1	3+	4+	6+	Bombardier, Dodge, Right Stuff, Side Step, Stunty	AP	G
Fun-Hoppa	20.000	6	1	3+	5+	6+	Dodge, Pogo Stick, Right Stuff, Side Step, Stunty	A	G

(0-2) BIG GUYS

POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
Treeman	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
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
Rotspawn	140.000	4	5	5+	-	10+	Disturbing Presence, Foul Appearance, Loner (4+), Mighty Blow (+1), Plague Ridden, Really Stupid, Regeneration, Tentacles	S	AGM



COLLEGE OF BEASTS

(0-16) LINEMEN

POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
Beastmen Runner Lineman	60.000	6	3	3+	4+	9+	Horns	GMS	AP

(0-2) RUNNERS

POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
Werewolf	125.000	8	3	3+	4+	9+	Claws, Frenzy, Regeneration	AG	PS

(0-4) BLITZERS

POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
Pestigor	75.000	6	3	3+	4+	9+	Horns, Plague Ridden, Regeneration	GMS	AP
Khorngor	70.000	6	3	3+	4+	9+	Horns, Juggernaut	GMS	AP

(0-4) BLOCKERS

POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
Chaos Chosen Blocker	100.000	5	4	3+	5+	10+		GMS	A
Ulfwerener	105.000	6	4	4+	-	9+	Frenzy	GS	A

(0-2) SPECIALS

POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
Beer Boar	20.000	5	1	3+	-	6+	Dodge, No Hands, Pick-Me-Up, Stunty, Titchy	-	-

(0-3) BIG GUYS

POSIZIONE	COSTO	MA	ST	AG	PA	AV	ABILITA' & TRATTI	PRIM.	SECOND.
Minotaur	150.000	5	5	4+	-	9+	Frenzy, Horns, Loner (4+), Mighty Blow (+1), Thick Skull, Unchannelled Fury	MS	AG
Kroxigor	140.000	6	5	5+	-	10+	Bone Head, Loner (4+), Mighty Blow (+1), Prehensile Tail, Thick Skull	S	AG
Rat Ogre	150.000	6	5	4+	-	9+	Animal Savagery, Frenzy, Loner (4+), Mighty Blow (+1), Prehensile Tail	S	AGM
Bloodspawn	160.000	5	5	4+	-	9+	Claws, Frenzy, Loner (4+), Mighty Blow (+1), Unchannelled Fury	MS	AG
Yhetee	140.000	5	5	4+	-	9+	Claws, Disturbing Presence, Frenzy, Loner (4+), Unchannelled Fury	S	AG