

Ultimate Street Bowl RuleZ

Updated for 2012 and Beyond

THE BASIC RULES:

Street Bowl is played using standard Blood Bowl CRP/ LRB 6.0 rules, except for the following changes:

Game Length:

Street Bowl is made up of two 6-turn halves, rather than the normal 8-turn halves used in Blood Bowl.

The Pitch:

Because it is played on the streets, it is quite simple to mark out an area the same length as a normal Blood Bowl pitch. The narrow streets and alleys of the slums mean that the Street Bowl pitch is only 7 squares wide, 3 squares in the center and 2 squares in each of the wide zones.

The Set Up:

A Street Bowl team is comprised of at least 7 players. The coach MUST set up as many players as he can for each kick off, up to a maximum of 7 players for each drive. Due to the narrower width of the pitch, it is only mandatory to set up one player on the line of scrimmage, though more can be set up if desired. Only one player may be set up in each wide zone.

The Cobblestones:

The hard playing surface is much more dangerous than playing on grass. Add +1 to the Armor Roll for any player that is knocked over while playing Street Bowl (whether by a block, failed action, or in any other way). This helps to explain the violent reputation of Street Bowl and the fact it is extremely unpopular with Halflings! In addition, the hard surface makes the ball bounce much more than on grass. The ball scatters as normal when kicked or an inaccurate pass is thrown, but bounces

twice if it is dropped after a failed catch, or hits the ground after a pass, kick or crowd throw in. If a ball does hit the ground, roll a D8 and scatter the ball in that direction. If the square is not occupied, roll another D8 to bounce the ball a second time. After this the ball will stop bouncing and play can continue as normal. The ball may be caught if it bounces into an occupied square, but it scatters twice more if is not caught.

The Walls:

The playing area is surrounded on both sides by walls, boarded up windows, and metal grates. Each end zone has low blockades to stop fans running onto the pitch. This means that the ball can never leave the pitch except over the low barriers at each endzone. If the ball ever bounces out of bound in the endzone, the fans will throw it back in using the same rules as in Blood Bowl, bouncing twice when it hits the pitch. If, at any time, a ball bounces into a wall during play, it will scatter D6 squares in a random direction using the standard Throw-in Template. It will then bounce twice upon hitting the ground as described above. This rule affects bouncing balls and any kick offs which hit a wall. Note that there is no touchback in Street Bowl unless the ball bounces back into the half of the kicking team or out the endzone.

Blocking Players Into Walls:

Being pushed into a brick wall hurts, even if the player is not knocked over! A player is pushed into the wall if there is no unoccupied square using the standard Blood Bowl pushing and chain pushing rules. When a player is pushed back against a wall but not knocked over, leave the player standing, but make an Armor roll adding +1 because the wall is as hard as the

cobbles. If the armor is penetrated, the blocked player falls down, and you may roll for injury straight away. If not, then leave the player standing upright next to the wall.

If a player is pushed back against a wall and knocked over, then the blocking player may add +2 to the Armor roll (+1 for the wall and +1 for the cobblestones). If the armor is penetrated, roll to injure as normal. Note: a block against the wall is eligible for CAS SPPs. If a player is pushed into the crowd at either end of the street, roll to injure using the same rules as Blood Bowl.

Passing the Ball:

Passing the ball in Street Bowl often involves more risk as the narrow pitch makes interceptions more likely. To counteract this, some throwers will deliberately try to pass the ball to another player by bouncing it off a wall. Passing a ball off a wall is extremely difficult, as well as quite unpredictable. Any such pass suffers a modifier of -1 to the Agility roll to pass the ball. A pass which is bounced off the wall can never be intercepted, though players with Pass Block may still move to place tackle zones on either the thrower or intended receiver.

Holding the range ruler sideways, it is possible to bend the ruler so that it goes from the thrower to the intended receiver (or to an empty square) and also touches one of the walls along the side of its intended path. This marks the section of the wall, which the thrower is aiming for when he makes the pass.

Make the Pass action, taking into account the -1 modifier for bouncing it off the wall as described above. If the throw is fumbled, it lands at the thrower's feet as normal and bounces twice. If the throw is inaccurate it hits the wall, but then scatters unexpectedly

D6 squares in a random direction using the Throw-in template. An inaccurate pass which bounces off the wall in this way may be caught by any player on either team in the same way as a bouncing ball, failing which it will hit the ground and bounce twice. If the pass is accurate, the ball successfully bounces off the wall and the receiver may attempt to catch it as normal.

Note on Throw Teammate:

Throw Teammate works the same way it does in CRP, with the exception of the thrown player hitting one of the walls. If a thrown teammate scatters into a wall, roll a D6. On a 1-5 the player stops scattering as they violently hit the wall. Treat them as if they were pushed back and down against the wall (+2 to the AV roll). If the armor is not broken, the thrown player may attempt to land as normal. If armor is broken, roll for injury right away and, if the thrown player was carrying the ball, the ball will scatter from the square in which the thrown player landed. On a 6, however, the player has managed to successfully kick him or herself off of the wall. The passing coach then determines in which direction the player will continue in using the Throw-in Template. Roll a D3 to determine the number of squares the player will travel from the wall, and then treat the landing roll as normal in that square.

No Referee:

Street Bowl games are not watched over by a Referee, as no one is bored or crazy enough to bother. This means players cannot be sent off for fouling, but they can be hurt by angry fans in retribution for such a dirty play! A player wishing to commit a foul does so as normal, taking assists and skills into account.

Irrespective of the success of the foul attempt, the opposing fans will throw rocks

and bottles at the offending player. The coach of the fouled player may roll a D6: on a 1-3, the bottles miss and nothing happens. On a 4+, the fans have hit their target. Make an AV roll for the player committing the foul, adding +1 to the roll. If the roll is enough to break amour, make an injury roll as normal. If amour is broken on the player committing the foul, his team suffers a turnover.

Weather:

Before each match, roll 2D6 and consult the Weather Table below:

CREATING YOUR TEAM

Teams are made up of at least 7 players and no more than 11 players, purchased using the team list at the end of this rulebook. The head coach has 600 gps with which to choose his starting line-up.

The Staff:

Aside from the head coach, there are no other staff members on a Street Bowl team, well no professional staff anyway. Wizards have little time for such violent nocturnal pursuits and there are no Apothecaries who would dirty their hands with the blood of Street Bowl players. Therefore, no Wizards, Apothecaries, Assistant Coaches or Cheerleaders may be included in a Street Bowl team.

Some unscrupulous herbalists have been known to sell what they claim to be “magic potions” to unsuspecting coaches before a game. All coaches may roll D3 before each match. The result represents the number of potions that the coach has been able to purchase for this match only. If any potions are left after the match, they may not be carried over for future matches as the “magic” of the potion wears off. Teams which do not normally employ an Apothecary (Undead, Nurgle’s Rotters, Necromantic, Khemri, etc.) may not use magic potions.

The Weather Table	
Roll	Result
2	Smog: The pitch is covered with a thick smog, making it almost impossible to see how many players are on the street. Each coach rolls a D6 prior to each kickoff, on a roll of 1, they may only field 6 players, on a roll of 6 they may field 8 players (if they have the reserves). The Smog also makes it impossible for the fans to see fouls, so no fouls will be spotted as long as the Smog persists. The horrible Smog also prevents players from throwing very far, so only Quick Passes may be attempted.
3	Very Windy: Strong winds are whistling down the street, making passing the ball very difficult. All attempts to pass the ball are subjected to an additional -1 modifier.
4-10	Nice: Perfect Street Bowl Weather
11	Pouring Rain: It’s raining, making the ball slippery and difficult to hold. A -1 modifier applies to all catch, intercept, and pick-up rolls.
12	Blizzard: It’s cold and snowing! The ice on the pitch means that any player attempting to move an extra square (GFI) will slip and be Knocked Down on a roll of 1-2. The snow also means that only Quick or Short Passes can be attempted.

Magic Potions are used before a kickoff to possibly heal any player that has been sent to the Casualty box (even if they are dead). Pick an injured player, roll a D8, and consult the Potion Table below. In league games, the effect of the injury will still be applied after the match is over, unless you were lucky enough to get a Healing Balm. This will completely heal the player and he will not suffer the result of the casualty table, even if dead.

The Gate

Who wouldn't want to watch a Street Bowl match? Well, besides anyone who has a life. The Gate roll at the beginning of the game is 1D6 + Fan Factor x10, rather than the 2D6 used in Blood Bowl. FAME is determined in the same way as listed in CRP.

Kick Off:

Use the Kick-Off Table on the next page for each Kick-Off

Potion Table	
Roll	Potion
1	Squig Pish!: That damned herbalist sold you poison! The player is dead. Steal some money and call the undertaker before his corpse starts to smell too bad. The player may not be given any more potions, he is dead dead dead.
2	Sewer Water: You've been duped! You curse the herbalist while trying not to get the player's vomit on your boots. He misses the next drive, but you could try again after that if you like to take stupid risks...
3	Laudanum: The player slowly rises to his feet, asks who you are and stumbles onto the street. He suffers from Really Stupid and -2 AG for the remainder of the match, but benefits from Thick Skull, as he is almost totally immune to pain.
4	Dwarf Ale: Player returns to play, but is well past his best. He suffers -1 AG and Boneheaded for the rest of the match and, most probably, a bad hangover tomorrow...
5	Fungus Beer: Somehow the herbalist managed to get some Goblin Brew. The player suddenly roars out as his muscles double in size and he bursts into the opposition. He counts as having +2 ST and Frenzy for the rest of the match, but also has Wild Animal as his body struggles to contain the rage. Before this player takes an action of any kind you must roll a D6, on a 2+ he is fine and may complete the action. On a 1 he dies of a heart attack and cannot be revived again by another potion (but a regeneration roll may be made as normal). This only causes a turnover if the player was holding the ball.
6	Warpstone: Wow! The player sprints off and retakes to the field immediately! He has gained Sprint and Jump Up for the rest of the match, but he MUST be the first player on his team to act each turn as he is too excited to stand still for more than a few seconds at a time! If there are multiple players on the street with Warpstone, it doesn't matter what order they go in but they must move before players without Warpstone.
7	Shrinking Potion: Drink me! After finishing the potion the player begins to feel a bit unstable. The player begins to shrink to the size of a Halfling. The player may take the street but will have the stat-line of a rookie Halfling for the rest of the match. If the player had the Stunty skill before taking the potion then the potion will have the reverse effect. The player will grow to the size of an Ogre; they may retake the street with the stat-line of a rookie Ogre for the rest of the match.
8	Healing Balm: Well, the herbalist got it right for once! The player looks considerably healthier as he retakes to the field in time for this drive (the player ignores the result of the casualty table and is placed in the reserves)

Kick Off Table	
Roll	Kick Off Event
2	Riot! Both coaches roll a D6 for each opposing player on the pitch and add their FAME to the roll. If the total is 6 or more after modifications, the player is Stunned (players with the Ball & Chain are KO'd). A roll of 1 before adding FAME will always have no effect.
3	Stray Pony. The stable boy at a nearby tavern forgot to bolt the door! Suddenly a galloping pony runs right across the street, throwing the game into disarray. Each player on the Line of Scrimmage must make a successful Dodge roll directly back. This is an unmodified roll - you are dodging from the pony and not dodging from your opponents so any skills or abilities they may have do not apply. If the dodge fails, the player is knocked over into the square directly behind them. If another player is occupying that square, he is pushed straight backwards but stays on his feet. Roll armor for the knocked over player as normal, adding +2 to the roll: +1 for the cobblestones and +1 for the trampling hooves of the pony.
4	Perfect Defense. The kicking team's coach may reorganize his players – in other words he can set them up again into another legal defense. The receiving team must remain in the set-up chosen by their coach.
5	Happy Hour! A local tavern opens its doors just as the kickoff is about to take place. D3 randomly chosen players from each team currently on the pitch will run off for a pint or three. Place these players in the Reserves box. This can never take a team below one player; if it does then the coach may keep one player of their choice on the street.
6	High Kick. The ball is kicked very high, allowing a player on the receiving team time to move into the perfect position to catch it. Any one player on the receiving team who is not in an opposing player's tackle zone may be moved into the square where the ball will land no matter what their MA may be, as long as the square is unoccupied.
7	Changing Weather. Make a new roll on the Weather table (see page 3). Apply the new Weather roll. If the new Weather roll is a 'Nice' result, then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.
8	Quick Snap! The offense starts their drive a fraction before the defense is ready, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the pitch.
9	Scramble! Just as the kick off has taken place, an overexcited spectator accidentally drops a bag of cash into the middle of one of the end zones. Each player rolls a D6 and adds their FAME, re-rolling ties. The winning player determines into which end zone the purse has been dropped. Place a marker in the middle square of that end zone and roll a D6 for every player on the pitch, starting with the lowest roster number on the receiving team and go up from there, alternating between teams. On a roll of 3 or less, the player moves D6 squares up to their maximum movement allowance straight towards the endzone where the purse landed (i.e. a Dwarf Blocker rolling a 6 would move 4 squares). Players may enter the opposing half and ignore tackle zones during this free move. Players should move in a straight line toward the endzone with the bag of gold, only deviating from this to go around other players. Once resolved, the drive continues as normal. The first player who reaches the purse allows the coach to gain a re-roll for the rest of the game, as well as collecting the money from the purse. The team that reaches the purse may add 10gps to their treasury after the match. Grabbing the gold ends the player's movement - he must remain in the square with the gold as he counts it and gives it to the coach.
10	Blitz! The defense starts their drive a fraction before the offense is ready, catching the receiving team flatfooted. The kicking team receives a free 'bonus' turn; however, players that are in an enemy tackle zone at the beginning of this free turn may not perform an Action. The kicking team may use team re-rolls during a Blitz. If any player suffers a turnover, the bonus turn ends immediately.
11	Mrs. Miggins. An elderly neighbor has been awoken by all the noise and decides to exact some revenge. Each coach rolls a D6 and adds their team's FAME to the score, re-rolling ties. The high scorer's fans convince the old crone that it was the other team making all the noise and she sends out Fluffy, her Rottweiler, to get one of them! Decide randomly which player on the other team was bitten (only players on the street are eligible) and roll for the effects of the injury straight away. No Armor roll is required.
12	Hit the Dirt! Someone thinks they see the guards and start yelling. Roll a D6 for each player on the pitch. On a roll of 4+, the player hits the dirt and attempts to hide from the guards. Place the player prone. On a roll of 1-3, the player remains standing. After all the rolls are made, the receiving coach rolls an additional D6. On a roll of 2+, it was a false alarm. Bounce the ball and play can resume. However, on a roll of 1, the Guards arrive and arrest one random standing player the receiving team. An arrested player misses the rest of this match.

Casualty Table

The players on the Street aren't conditioned as well as their professional counterparts and don't have anyone looking out for their well being. Thus, they are more prone to injuries - it is rare to see a Street Bowl player that does not show some lingering signs of the brutal game they play. Replace the Casualty table in CRP with the following table. Note it is a D88 table rather than a D68 table (Roll the D8 twice to determine result.)

D88	Casualty Effect
11-28	Badly Hurt: No long-term effect
31-38	Serious Injury: Miss Next Game
41-58	Lingering Injury: Niggling Injury
61-65	Severe Injury: -1 MA
66-72	Severe Injury: -1 AV
73-75	Severe Injury: -1 AG
76-78	Severe Injury: -1 ST
81-88	Death: Dead!

CHANGES TO SKILLS

The Description of some skills listed in the CRP should be changed for the street, as well as the addition of a few skills.

Regeneration (Extraordinary) If the player suffers a Casualty result on the Injury Table, then roll a D6 for Regeneration after the roll on the Casualty table. On a result of 4+, the player will heal the injury after a short period of time. Place the player in the reserves box. The player isn't quite in perfect shape, however, and will suffer from a Niggling Injury for the rest of this match. This Niggling Injury is not permanent, though, and the player will be fine in future league games.

Secret Weapon (Extraordinary) Some players are armed with special pieces of equipment that are called 'secret weapons'. Although the Street Bowl

rules specifically ban the use of any weapons, the game has a long history of teams trying to get weapons of some sort onto the street. Who likes rules anyway? Nonetheless, the fans look down on the use of secret weapons. The craziest of fans have a nasty habit of finding players with weapons as they come off the street, and giving them a few well-placed blows to the head. Weapons that Street Bowl players often get their hands on are not the professionally made weapons you see on the Blood Bowl pitch, but more likely something the player has put together from the local scrap yard. Because of this, the weapons are notoriously dangerous for their users. Roll a D6 before the player performs an action. On a roll of 1, the weapon breaks down in some way and player runs off the street to try and repair his weapon. They will be back with their weapon in time for the next game, but their work is done for this game. Remove the player from the pitch. This is not a turnover unless the player was holding the ball.

At the end of a drive in which the weapon-carrying player is still on the pitch, they will be chased and beaten by crazed fans seeking justice. Make an armor roll for the player, and apply any injuries if applicable.

Sneaky Git (Agility) This player has the quickness and finesse to stick the boot to a downed opponent without drawing the fans' attention unless they hear the armor crack. During a Foul Action, a player with this skill does not have an object thrown at them unless the Armor roll was successful.

Loner (Extraordinary) Loners don't work well, or practice at all, with the rest of the team. Because of this they may never use a team reroll. Also since the rest of the team resents them for their lack of effort, they may never be given "speshul stuff" from the Lil' Shoppe of 'Orrors.

Gunslinger (Passing) The player loves to improvise plays rather than sticking to the play that is called. All attempts to intercept a pass from this player are made at a -1 instead of the normal -2.

Drunk (Extraordinary) The player loves his drinks. If "happy hour" is rolled on the kickoff table, this player must be one of the players removed as they run off for cheap drinks. Place them in the reserves box until the next drive.

Blockhead (Extraordinary) This skill is given to any player that already has a negaskill (Bonehead, Really Stupid, Wild Animal, Take Root, Blood Lust) and has to gain another negaskill because of a Potion or some other reason. Instead of having two negaskills, they gain Blockhead. This player is addled beyond belief or has been temporarily knocked stupid, it is hard to tell. Before this player takes any action, they must roll a 4+ to make sure they remember where they are. If they fail the roll, then they lose their tackle zone and Action until they manage to pass a successful 4+ roll at the start of a future Action or the drive ends.

Chaotic Character (Extraordinary) The Chaos gods do have a sense of humor. A team that has a player with this skill on their roster must roll before each match to see which monster has been sent to them for this match. Roll a D3:

- 1 = Troll
- 2 = Ogre
- 3 = Minotaur

If playing in a league, it is important to remember that this is still treated as one roster spot, or one player. So any injuries that would affect one monster apply to any that show up,

likewise for SPPs and skills gained. Note: all three Chaotic Characters have the Throw Team Mate skill

LEAGUE PLAY

Advancement Levels

Street Bowl players don't have the luxury of regular practices or experienced coaches to help them improve. As you can imagine, it takes a bit longer for a Street Bowl player to improve their skills. Replace the CRP Star Player Points table with the following table:

SPPs	Title	Star Player Rolls
0-5	Rookie	None
6-30	Experienced	One
31-75	Veteran	Two
76+	Emerging Star	Three

Player Values

Skill advancement is more rare and valuable to a street team in comparison to the Blood Bowl teams you are used to. To help compensate for this, use the below table to calculate Team Value.

+30	New Skill
+50	Skill that can only be taken on a double
+50	+1 MA, or +1 AV
+80	+1 AG
+100	+1 ST

Making Money on the Street

Even Street Bowl teams need to make a little cash. Most Street Bowl matches are arranged by Promoters who are there to make their money off the crowd that gathers to watch the match. The Promoters are generous enough to give a small kickback to the teams that are bringing the crowds in. After the match, make a

Promoter roll. While this is the main source of income for most teams, there are a couple of other ways teams make money as detailed below.

Promoters’ Roll

Each coach rolls a D6 and adds their FAME. Your team receives this amount x10 gps as their payment. If you won or tied the match, you receive an additional 10 gps.

Spiraling Expenses

As your team get more skilled, you find the bar tabs getting bigger. The players might even begin demanding uniforms! If your team’s Team Value exceeds 800, apply the following expense in the post match sequence as you are collecting your Promoter money.

Team Value	Expenses
< 800	0 gps
800 to 990	10 gps
1,000 to 1,190	20 gps
1,200 to 1,390	30 gps
Continuing in Steps of 200	+10 gps

Bookies’ Bounties

Believe it or not Bookies aren’t always the most honest of people. No, really! They have been known to place Bounties on players to insure that one team will have an advantage over the other. Never forget the Bookies’ motto “I’ve got my mind on my money, and my money on my mind.” If you managed to kill a skilled player from the other team by Block, Foul, or Secret Weapon Attack, you can collect the Bookies’ Bounty for that player. Bounties will be paid out according to how many advancements the player has received. Check the bounty list below:

Players Level	Payout
Rookie	A Pat on the Back
Experienced	10gps
Veteran	20gps
Emerging Star	30gps

Talent Scouts

The final money making method for the Street Bowl coach is the Talent Scout. Blood Bowl teams don’t like to admit it, but they do often recruit Street Bowl players to come and play for their teams. Street Bowl coaches don’t mind because they are often compensated for the player.

Talent Scout Offer (Veteran)	
D3 Roll	Offer
1	Player Value
2	Player Value + 20 gps
3	Player Value + 50 gps
Talent Scout Offer (Emerging Star)	
D3 Roll	Offer
1	Player Value + 20 gps
2	Player Value + 50 gps
3	Player Value + 100 gps

Once a Street Bowl player become a Veteran (31 SPPs), the Scouts might start coming around to watch him play, hoping to take him away to the ‘Big’ Leagues. During the post match sequence of any game after they reach that level of experience, roll a D6 to see if the Scouts were watching. On a roll of a 2+, a Scout approaches and offers you an amount of cash based upon a D3 and the table above. There is a separate table for Emerging Stars (76+ SPPs) as there is more

of an interest in these players. You need not accept the Scout's offer if you do not wish to do so; if you accept the offer, erase the player from your roster and add the Scout's offer to your treasury.

INDUCEMENTS ON THE STREET

Promoters have been known to use their connections to offer underdogs a little bit of help to insure that there is a good turnout for the Street Bowl matches they are promoting. This usually takes the form of giving teams money to higher a ringer for the match or maybe send them off to the Lil' Shoppe to buy some stuff. A hard fought even match is what most crowds want, and it is a Promoter's job to give them that. An underdog team may take the difference in Team Values between the teams and spend it on inducements. (Note this section completely replaces the inducement section in the CRP)

Inducement Options

Extra Training (0-1) – 100gps

Bribes (0-1) – 50gps

Counter Offer (0-1) - 50gps

Halfling Bartender (0-1) – Free for Halflings;
300gps all other teams

Med Student (0-1) – 150gps

Zlurpee Cart (0-1) – 50gps

Ringers (0-1) – varies, see list

Lil' Shoppe of 'Orrors (0-3) – 10gps

Extra Training - For 100gps, you manage to rent some space to hold a team practice session in. You may take an extra reroll for this match.

Bribes - Your team has decided it might be a good idea to get the fans on your side, investing 50gps in T-shirts and other team giveaways. You may use your bribe once a game when a foul committed, before your opponent rolls to see if the fans throw rocks and bottles at you. If you use your bribe, the fans decide to let your action go this time. Bribes may not be used to prevent

the beatings handed out to players with Secret Weapon at the end of a drive. In short, a secret weapon is only ever good for one drive.

Counter Offer - Your team has heard about your next opponents dirty tactics, and have tipped off some eagle-eyed fans. They may have even supplied these fans with sharp object to be thrown. You may use this to catch an opponent who commits a foul. Instead of roll a 4+ to catch them, it is automatic. Roll for armor as normal. A counter offer will also cancel out a Bribe

Halfling Bartender - You hire a famous stunty cocktail master. You automatically get 3 potions for the game and get to roll twice on the Magic Potion table for each potion and choose which result to use. This is free for Halfling teams and 300gps for any other team able to use Magic Potions.

Med Student - For 150gps, you manage to convince a struggling Apothecary student to help your team out. While not finished with his studies yet, he does know a little. You may use the Med Student on a player after they have suffered a casualty. Make a Med Student roll to see if he is familiar with the injury: on a D6 roll of 2+, he is familiar with the injury and can help, on a roll of 1 he does more harm than good. If the Med Student is familiar with the injury you may roll a second time on the Casualty table and choose which of the two injuries will apply. If he does more harm than good, add 10 to the CAS table roll (i.e. a roll of 58 will become a 68).

Zlurpee Cart - For 50gps, you convince the local Zlurpee Cart vendor to park his cart near your dugout. The delicious refreshment of the frozen beverages will allow your players to recover from KO's on a 3+ rather than a 4+ for this match.

Journeyman - Journeyman work the same way they do in CRP, though they may be even more important to a Street Bowl team. You will often see a coach ducking into the Pub just before kickoff trying to find some local 'talent'. Note: Journeyman on the street will be the 0-11 position on the team list and all journeymen on the street have a Niggling Injury and Loner.

Ye Olde Lil' Shoppe of 'Orrors - For a minor fee of 10gps, a team's coach may choose to buy some "speshul stuff" from a nearby dealer. Roll a D8 and see which of the following items the coach can buy. Each item lasts for this match only, if used in a tournament setting the coach must reroll the "speshul stuff" before each game. Note: remember players with the Loner skill may not receive Lil' Shoppe items

Ye Olde Lil' Shoppe of 'Orrors	
D8 Roll	Lil' Shoppe Item
1	Sticky Bun Mitts - A player has brought a pair of gloves previously used for cooking something sticky (be it sticky buns or a barbequed Halfling). The player gets to use the Sure Hands skill during this match. In addition, because his hands are so sticky, he has a -1 for any pass attempts.
2	Skates - The Lil' Shoppes' self constructed new item. While they may not look very safe, the shop owner assures you that they will get the job done. The wheeled shoes make a player on your team much faster as they gain the Sprint skill for this match.
3	Scissor Hands - You have been given a dangerous glove with knives and scissors at the end of each finger. This very useful device will help the player take down the biggest of opponents, the player gains the Claw mutation. The Glove is very dangerous to the other team, but the player with the glove on is also in danger. Any time the player wearing the glove is knocked down and armor is broken, add +1 to the injury roll.
4	Oily Goo - The player has coated himself in, well, some oily goo substance. The oily goo makes it more difficult to push the player around. For this match the, player may use the Sidestep skill. However because of the oily goo, the player has a -1 modifier to catch, intercept, or pick up the ball.
5	Pots and Pans - The player has brought something to protect his noggin. He is treated as if he has the Thick Skull skill for this match.
6	Air Jordells - The player has managed to get enough scratch together to buy the new Jordells, which promise to make him 'Run a little Fasta, Jump a little Higha, and Feel a little Stronga'. Until he learns better, he believes them. The player may use the Leap skill for this game.
7	Bag o' Marbles - The dealer hands you a Bag o' Marbles, and explains that you can throw them at the feet of players that are trying to dodge away from you. You may give the marbles to a player and treat them as if they have the Diving Tackle skill for this match
8	Lucky Glove - The local Rat-Catcher has 'lost' his lucky glove. The dealer makes you an offer you can't refuse. Give the Lucky Glove to a player on your team they may use the Catch skill for this match.

Street Bowl Teams

The stats for Street Bowl players are exactly the same as their Blood Bowl counterparts, with two exceptions. If there are any discrepancies between this list and the rosters in the current Blood Bowl rules, the stats in the current Blood Bowl rosters take precedence. The two exceptions to this are (1) the Chaotic Character in the Chaos Pact team and (2) all “big guys” (Minotaurs, Kroxigors, etc., but NOT Mummies or Tomb Guardians) have the Throw Team Mate skill. This will add to the potential of a one-turn score if someone drinks a Shrinking Potion. Lastly, we never got the memo and still call them Ulfwereners and Snow Trolls...

Amazon Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Linewoman	50	6	3	3	7	Dodge	G	ASP
0-1	Thrower	70	6	3	3	7	Dodge, Pass	GP	AS
0-1	Catcher	70	6	3	3	7	Dodge, Catch	GA	SP
0-2	Blitzer	90	6	3	3	7	Dodge, Block	GS	AP
0-4	Reroll counters: 100 gold pieces each								

Chaos Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Beastmen	60	6	3	3	8	Horns	GSM	AP
0-2	Chaos Warrior	100	5	4	3	9	None	GSM	AP
0-1	Minotaur	150	5	5	2	9	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Throw Team-Mate, Wild Animal	SM	GAP
0-4	Reroll counters: 120 gold pieces each								

Chaos Dwarf Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Hobgoblin	40	6	3	3	7	None	G	ASP
0-3	Chaos Dwarf Blocker	70	4	3	2	9	Block, Tackle, Thick Skull	GS	APM
0-1	Bull Centaur	130	6	4	2	9	Sprint, Sure Feet, Thick Skull	GS	AP
0-1	Minotaur	150	5	5	2	9	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Throw Team-Mate, Wild Animal	SM	GAP
0-4	Reroll counters: 140 gold pieces each								

Chaos Pact Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Marauder	50	6	3	3	8	None	GSPM	A
0-1	Goblin Renegade	40	6	2	3	7	Animosity, Dodge, Right Stuff, Stunty	AM	GSP
0-1	Skaven Renegade	50	7	3	3	7	Animosity	GM	ASP
0-1	Dark Elf Renegade	70	6	3	4	8	Animosity	GAM	SP
0-1	Chaotic Character	130	?	?	?	?	As Per Player, all have Throw Team-Mate	S	GAPM
0-4	Reroll counters: 140 gold pieces each								

Dark Elf Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Linemen	70	6	3	4	8	None	GA	SP
0-1	Runner	80	7	3	4	7	Dump-Off	GAP	S
0-1	Assassin	90	6	3	4	7	Shadowing, Stab	GA	SP
0-2	Blitzer	100	7	3	4	8	Block	GA	SP
0-1	Witch Elf	110	7	3	4	7	Dodge, Frenzy, Jump Up	GA	SP
0-4	Reroll counters: 100 gold pieces each								

Dwarf Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Blockers	70	4	3	2	9	Block, Tackle, Thick Skull	GS	AP
0-1	Runner	80	6	3	3	8	Sure Hands, Thick Skull	GP	AS
0-1	Blitzer	80	5	3	3	9	Block, Thick Skull	GS	AP
0-1	Troll Slayer	90	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull	GS	AP
0-1	Deathroller	160	4	7	1	10	Loner, Break Tackle, Dirty Player, Juggernaut, Mighty Blow, No Hands, Secret Weapon, Stand Firm	S	GAP
0-4	Reroll counters: 100 gold pieces each								

Elf Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Linemen	60	6	3	4	7	None	GA	SP
0-1	Thrower	70	6	3	4	7	Pass	GAP	S
0-2	Catcher	100	8	3	4	7	Catch, Nerves of Steel	GA	SP
0-1	Blitzer	110	7	3	4	8	Block, Side Step	GA	SP
0-4	Reroll counters: 100 gold pieces each								

Goblin Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Goblin	40	6	2	3	7	Dodge, Right Stuff, Stunty	A	GSP
0-1	Bombardier	40	6	2	3	7	Bombardier, Dodge, Secret Weapon, Stunty	A	GSP
0-1	Looney	40	6	2	3	7	Chainsaw, Secret Weapon, Stunty	A	GSP
0-1	Fanatic	70	3	7	3	7	Ball & Chain, No Hands, Secret Weapon, Stunty	S	GAP
0-1	Pogoer	70	7	2	3	7	Dodge, Leap, Stunty, Very Long Legs	A	GSP
0-1	Troll	110	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate	S	GAP
0-4	Reroll counters: 120 gold pieces each								

Halfling Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Halfling	30	5	2	3	6	Dodge, Right Stuff, Stunty	A	GSP
0-1	Treeman	120	2	6	1	10	Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate	S	GAP
0-4	Reroll counters: 120 gold pieces each. Remember, Halfling Bartenders are Free for Halfling teams!								

High Elf Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Linemen	70	6	3	4	8	None	GA	SP
0-1	Thrower	90	6	3	4	8	Pass, Safe Throw	GAP	S
0-2	Catcher	90	8	3	4	7	Catch	GA	SP
0-1	Blitzer	100	7	3	4	8	Block	GA	SP
0-4	Reroll counters: 100 gold pieces each								

Human Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Linemen	50	6	3	3	8	None	G	ASP
0-1	Thrower	70	6	3	3	8	Pass, Sure Hands	GP	AS
0-2	Catcher	70	8	2	3	7	Catch, Dodge	GA	SP
0-2	Blitzer	90	7	3	3	8	Block	GS	AP
0-1	Ogre	140	5	5	2	9	Loner, Bone-head, Mighty Blow, Thick Skull, Throw Team-Mate	S	GAP
0-4	Reroll counters: 100 gold pieces each								

Khemri Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Skeletons	40	5	3	2	7	Regeneration, Thick Skull	G	ASP
0-1	Throw-Ra	70	6	3	2	7	Pass, Regeneration, Sure Hands	GP	AS
0-1	Blitz-Ra	90	6	3	2	8	Block, Regeneration	GS	AP
0-2	Tomb Guardian	100	4	5	1	9	Decay, Regeneration	S	GAP
0-4	Reroll counters: 140 gold pieces each								

Lizardman Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Skinks	60	8	2	3	7	Dodge, Stunty	A	GSP
0-3	Saurus	80	6	4	1	9	None	GS	AP
0-1	Kroxigor	140	6	5	1	9	Loner, Bone-head, Mighty Blow, Prehensile Tail, Thick Skull, Throw Team-Mate	S	GAP
0-4	Reroll counters: 120 gold pieces each								

Necromatic Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Zombies	40	4	3	2	8	Regeneration	G	ASP
0-1	Ghoul	70	7	3	3	7	Dodge	GA	SP
0-1	Wight	90	6	3	3	8	Block, Regeneration	GS	AP
0-1	Flesh Golem	110	4	4	2	9	Regeneration, Stand Firm, Thick Skull	GS	AP
0-1	Werewolf	120	8	3	3	8	Claws, Frenzy, Regeneration	GA	SP
0-4	Reroll counters: 140 gold pieces each								

Norse Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Linemen	50	6	3	3	7	Block	G	ASP
0-1	Thrower	70	6	3	3	7	Block, Pass	GP	AS
0-1	Catcher	90	7	3	3	7	Block, Dauntless	GA	SP
0-1	Blitzer	90	6	3	3	7	Block, Frenzy, Jump Up	GS	AP
0-1	Ulfwerener	110	6	4	2	8	Frenzy	GS	AP
0-1	Snow Troll	140	5	5	1	8	Loner, Claw, Disturbing Presence, Frenzy, Throw Team-Mate, Wild Animal	S	GAP
0-4	Reroll counters: 120 gold pieces each								

Nurgle Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Rotters	40	5	3	3	8	Decay, Nurgle's Rot	GM	ASP
0-2	Pestigors	80	6	3	3	8	Horns, Nurgle's Rot, Regeneration	GSM	AP
0-2	Nurgle Warriors	110	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration	GSM	AP
0-1	Beast of Nurgle	140	4	5	1	9	Loner, Disturbing Presence, Foul Appearance, Mighty Blow, Nurgle's Rot, Really Stupid, Regeneration, Tentacles, Throw Team-Mate	S	GAPM
0-4	Reroll counters: 140 gold pieces each								

Ogre Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Snotlings	20	5	1	3	5	Dodge, Right Stuff, Side Step, Stunty, Titchy	A	GSP
0-3	Ogres	140	5	5	2	9	Bone-head, Mighty Blow, Thick Skull, Throw Team-Mate	S	GAP
0-4	Reroll counters: 140 gold pieces each								

Orc Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Linemen	50	5	3	3	9	None	G	ASP
0-2	Goblins	40	6	2	3	7	Dodge, Right Stuff, Stunty	A	GSP
0-1	Thrower	70	5	3	3	8	Pass, Sure Hands	GP	AS
0-2	Black Orcs	80	4	4	2	9	None	GS	AP
0-2	Blitzers	80	6	3	3	9	Block	GS	AP
0-1	Troll	110	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate	S	GAP
0-4	Reroll counters: 120 gold pieces each								

Skaven Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Linemen	50	7	3	3	7	None	G	ASPM
0-1	Thrower	70	7	3	3	7	Pass, Sure Hands	GP	ASM
0-2	Gutter Runners	80	9	2	4	7	Dodge	GA	SPM
0-1	Blitzer	90	7	3	3	8	Block	GS	APM
0-1	Rat Ogre	150	6	5	2	8	Loner, Frenzy, Mighty Blow, Prehensile Tail, Throw Team-Mate, Wild Animal	S	GAPM
0-4	Reroll counters: 120 gold pieces each								

Slann Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Linemen	60	6	3	3	8	Leap, Very Long Legs	G	ASP
0-2	Catchers	80	7	2	4	7	Diving Catch, Leap, Very Long Legs	GA	SP
0-2	Blitzers	110	7	3	3	8	Diving Tackle, Jump Up, Leap, Very Long Legs	GAS	P
0-1	Kroxigor	140	6	5	1	9	Loner, Bone-head, Mighty Blow, Prehensile Tail, Thick Skull, Throw Team-Mate	S	GAP
0-4	Reroll counters: 120 gold pieces each								

Undead Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Skeletons	40	5	3	2	7	Regeneration, Thick Skull	G	ASP
0-11	Zombies	40	4	3	2	8	Regeneration	G	ASP
0-2	Ghouls	70	7	3	3	7	Dodge	GA	SP
0-1	Wight	90	6	3	3	8	Block, Regeneration	GS	AP
0-1	Mummy	120	3	5	1	9	Mighty Blow, Regeneration	S	GAP
0-4	Reroll counters: 140 gold pieces each								

Underworld Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Underworld Goblins	40	6	2	3	7	Dodge, Right Stuff, Stunty	AM	GSP
0-1	Skaven Lineman	50	7	3	3	7	Animosity	GM	ASP
0-1	Skaven Thrower	70	7	3	3	7	Animosity, Pass, Sure Hands	GPM	AS
0-1	Skaven Blitzzer	90	7	3	3	8	Animosity, Block	GSM	AP
0-1	Warpstone Troll	110	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate	SM	GAP
0-4	Reroll counters: 140 gold pieces each								

Vampire Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Thralls	40	6	3	3	7	None	G	ASP
0-3	Vampires	110	6	4	4	8	Blood Lust, Hypnotic Gaze, Regeneration	GAS	P
0-4	Reroll counters: 140 gold pieces each								

Wood Elf Teams									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-11	Linemen	70	7	3	4	7	None	GA	SP
0-1	Thrower	90	7	3	4	7	Pass	GAP	S
0-2	Catchers	90	8	2	4	7	Catch, Dodge, Sprint	GA	SP
0-1	Wardancer	120	8	3	4	7	Block, Dodge, Leap	GA	SP
0-1	Treeman	120	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate	S	GAP
0-4	Reroll counters: 100 gold pieces each								

Street Bowl Ringers								
Team	Name	Position	Cost	MA	ST	AG	AV	Skills
Amazon	Typhoid Betty	Blitzer	140	4	3	3	7	Loner, Block, Dodge, Foul Appearance, Mighty Blow
	Liz Bordn	Lineman	100	6	3	2	7	Loner, Dirty Player, Guard, Sneaky Git
	Lova Taytoopoo	Weapon Ringer	220	5	7	1	8	Loner, Ball & Chain, Grab, Mighty Blow, No Hands, Really Stupid, Secret Weapon
Chaos	Lord Krakin	Chaos Warrior	140	4	4	2	9	Loner, Claw, Tentacles
	Golden Hoof Gorok	Beastman	100	5	3	3	8	Loner, Horns, Sprint, Sure Feet
	Lova Taytoopoo	Weapon Ringer	220	5	7	1	8	Loner, Ball & Chain, Grab, Mighty Blow, No Hands, Really Stupid, Secret Weapon
Chaos Dwarf	Jules Bashir (HG)	Weapon Ringer	110	4	5	2	6 Ni	Loner, Ball & Chain, No Hands, Secret Weapon
	Warren Slapp	Chaos Dwarf	120	4	2	2	9	Loner, Block, Tackle, Sprint, Sure Hands, Thick Skull
	Sir'boot Sir'boot	Hobgoblin	100	6	2	3	7	Loner, Dirty Player, Fan Favorite, Sneaky Git
Chaos Pact	Shwift-Shwift	Skaven Renegade	140	7	2	3	7	Loner, Animosity, Sprint, Sure Feet, Catch
	Bombz F'urMomz	Weapon Ringer	70	4	1	3	7	Loner, Bombardier, Dodge, Hail Mary Pass, Secret Weapon, Stunty
	Jean Jock	Marauder	120	5	3	3	8	Loner, Extra Arms, Horns, Two Heads
Dark Elf	Ulgoth Darkfate	Blitzer	160	7	3	4	8 Ni	Loner, Block, Fend, Gunslinger, Leap, Sprint
	Korouth Darell	Lineman	100	6	3	4	8	Loner, Disturbing Presence
	Dr. Jah-Kerth	Weapon Ringer	130	6	3	3	8	Loner, Chainsaw, No Hands, Secret Weapon, Shadowing
Dwarf	Gladrieal the Golden	Runner	100	6	2	3	8	Loner, Hail Mary Pass, Sure Hands, Thick Skull
	Kazag Gimballs	Slayer	130	5	2	2	8	Loner, Block, Dauntless, Frenzy, Sure Hands, Catch
	Lova Taytoopoo	Weapon Ringer	220	5	7	1	8	Loner, Ball & Chain, Grab, Mighty Blow, No Hands, Really Stupid, Secret Weapon
Elf	Etherion Visculyn	Weapon Ringer	100	6	3	3	7	Loner, Chainsaw, No Hands, Secret Weapon
	Bharnabus Ghumbyle	Lineman	80	5	3	3	7	Loner, Dauntless, Drunk, Wrestle
	Grytte Farview	Thrower	100	6	2	4	7	Loner, Pass, Accurate, Gunslinger
Goblin	Lil' Bill White Shoes	Goblin	120	6	2	3	7 Ni	Loner, Catch, Dodge, Right Stuff, Sprint, Stunty, Sure Feet
	Gritz the Greatz	Snotling	80	5	1	2	5	Loner, Dauntless, Dodge, Fan Favorite, Right Stuff, Side Step, Stunty, Titchy, Wrestle
	Lova Taytoopoo	Weapon Ringer	220	5	7	1	8	Loner, Ball & Chain, Grab, Mighty Blow, No Hands, Really Stupid, Secret Weapon
Halfling	Max Plank	Treeman	140	2	6	1	9 Ni	Loner, Grab, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate
	Porkem Pugglenutz	Weapon Ringer	30	5	2	3	6	Loner, Chainsaw, Dodge, No Hands, Secret Weapon, Stunty
	Styre Roy D'ungtossor	Halfling	80	5	2	3	6	Loner, Dodge, Hail Mary Pass, Right Stuff, Stunty, Sure Hands

Street Bowl Ringers								
Team	Name	Position	Cost	MA	ST	AG	AV	Skills
High Elf	Elleron "Golden Boy" Iltherion	Lineman	130	5	3	4	8 Ni	Loner, Dirty Player, Fan Favorite, Sneaky Git
	Tolish Faravel	Thrower	110	7	2	3	7	Loner, Gunslinger, Kick, Leap, Pass, Safe Throw
	Kethspar Dryearaltin	Weapons Ringer	100	6	3	4	7	Loner, Bombardier, Secret Weapon
Human	Sweeny Todd	Catcher	100	7	2	3	7	Loner, Catch, Dirty Player, Dodge
	Rookie Zugster	Lineman	80	4	4	2	8	Loner, Mighty Blow
	Lova Taytoopoo	Weapon Ringer	220	5	7	1	8	Loner, Ball & Chain, Grab, Mighty Blow, No Hands, Really Stupid, Secret Weapon
Khemri	Bones Jackson	Thro-Ra	140	6	3	2	6	Loner, Block, Dodge, Drunk, Dump-off, Gunslinger, Pass, Regeneration, Sure Hands
	Ashe (Skeleton)	Weapon Ringer	70	4	3	2	7	Loner, Chainsaw, No Hands, Regeneration, Secret Weapon, Thick Skull
	Bad Arm'pit	Skeleton	110	5	2	2	7	Loner, Dirty Player, Foul Appearance, Regeneration, Sneaky Git, Thick Skull
Lizardman	Skittatl	Skink	110	7	2	3	7	Loner, Dodge, Leap, Stunty, Very Long Legs
	Stinkchotl	Weapon Ringer	90	6	2	3	7	Loner, Bombardier, Dodge, Foul Appearance, Secret Weapon, Stunty
	Immototl	Saurus	120	4	4	1	9 Ni	Loner, Grab, Mighty Blow
Necromantic	Mallrat Mary	Zombie	140	4	4	2	7	Loner, Block, Dodge, Regenerate
	Fart Scarr	Ghoul	140	5	3	3	7	Loner, Dodge, Gunslinger, Pass, Sprint, Sure Feet
	Phlehgm Shaddy (Wight)	Weapons Ringer	90	5	2	3	7	Loner, Chainsaw, No Hands, Regeneration, Stand Firm, Secret Weapon
Norse	Ron Mexico	Thrower	90	5	3	3	7	Loner, Dump-off, Gunslinger, Hail Mary Pass, Nurgle's Rot, Pass
	Erik Da'Lost	Catcher	90	7	3	3	6	Loner, Block, Dauntless, Drunk, Horns, Juggernaut
	Lova Taytoopoo	Weapon Ringer	220	5	7	1	8	Loner, Ball & Chain, Grab, Mighty Blow, No Hands, Really Stupid, Secret Weapon
Nurgle	Durty Nellie (Rotter)	Weapon Ringer	70	5	3	3	7	Loner, Chainsaw, Decay, No Hands, Nurgle's Rot, Secret Weapon, Sneaky Git
	Maggonatrix	Pestigor	120	6	3	3	7	Loner, Horns, Nurgle's Rot, Regeneration, Shadowing, Tentacles
	Bealzebubba	Nurgle Warrior	150	3	4	1	8	Loner, Disturbing Presence, Foul Appearance, Piling On, Stand Firm
Ogre	Snarsky & Butch	Weapon Ringers	40	4	1	3	5 Ni	Loner, Chainsaw, Dodge, No Hands, Secret Weapon, Shadowing, Side Step, Stunty, Titchy
	Gritz the Greatz	Snotling	80	5	1	2	5	Loner, Dauntless, Dodge, Fan Favorite, Right Stuff, Side Step, Stunty, Titchy, Wrestle
	Lova Taytoopoo	Weapon Ringer	220	5	7	1	8	Loner, Ball & Chain, Grab, Mighty Blow, No Hands, Really Stupid, Secret Weapon
Orc	Bigg Ingrint	Black Orc	120	3	4	2	9	Loner, Mighty Blow, Stand Firm
	Shnotz Sticky 'ands	Goblin	90	6	2	3	6	Loner, Diving Catch, Dodge, Pass Block, Right Stuff, Stunty
	Lattle Bolgrot	Weapon Ringer	70	4	2	3	9	Loner, Chainsaw, No Hands, Secret Weapon

Street Bowl Ringers								
Team	Name	Position	Cost	MA	ST	AG	AV	Skills
Skaven	Skyre Hye	Gutter Runner	130	9	2	4	7 Ni	Loner, Dodge, Leap, Very Long Legs
	Slash	Weapons Ringer	100	6	3	2	7	Loner, Block, Chainsaw, No Hands, Secret Weapon
	Klaus Toh'd	Lineman	100	6	3	3	7	Loner, Claw, Dirty Player
Slann	Mandfred Slann	Weapon Ringer	100	6	3	3	7	Loner, Leap, Stab, Sneaky Git, Very Long Legs
	Rana Cates-Beiana	Catcher	120	7	2	4	7	Loner, Diving Catch, Leap, Pass Block, Shadowing, Very Long Legs
	Tad Polzinski	Lineman	100	5	3	3	8	Loner, Drunk, Gunslinger, Leap, Pass, Thick Skull, Very Long Legs
Undead	Mallrat Mary	Zombie	140	4	4	2	7	Loner, Block, Dodge, Regenerate
	Lola "Skullchucka" Jones (Zombie)	Weapons Ringer	60	4	3	2	7	Loner, Bombardier, Regenerate, Secret Weapon
	Hambone	Halfling Skeleton	90	5	2	2	6	Loner, Regeneration, Catch, Dodge, Stunty, Thick Skull
Underworld	Grabbash	Underworld Goblin	80	6	2	3	6	Loner, Big Hand, Dodge, Right Stuff, Stunty, Two Heads
	Dwitz Shrootz	Weapon Ringer	50	4	2	3	6	Loner, Bombardier, Hail Mary Pass, Pass, Secret Weapon, Strong Arm
	Thuxub	Warpstone Troll	170	3	5	1	8	Loner, Always Hungry, Disturbing Presence, Foul Appearance, Grab, Mighty Blow, Really Stupid, Regeneration, Throw Teammate, Tentacles
Vampire	Neo Da'Choosen	Thrall	100	5	3	3	7	Loner, Leader, Pass
	Jonny Bodybag	Thrall	100	6	3	3	6	Loner, Dirty Player, Kick, Stab
	Count Drunkula	Vampire	190	6	4	3	8	Loner, Bloodlust, Disturbing Presence, Drunk, Hypnotic Gaze, Mighty Blow, Regenerate
Wood Elf	Theo Kaz'nski	Weapon Ringer	90	6	3	3	7	Loner, Bombardier, Secret Weapon
	Lapidibus	Lineman	120	7	3	4	7 Ni	Loner, Mighty Blow, Dirty Player
	Jo N'math	Thrower	140	6	3	4	7	Loner, Leader, Nerves of Steel, Pass