

UNDERWORLD TEAMS

On occasion the Skaven and Goblins living below all the hated races walking above in the sun team together to form Blood Bowl teams. The Underworld Creepers are the best known and most successful of these Underworld teams to date. However these teams often have very poor records as they spend most of their time infighting and blaming each other for the errors for each play. The one feature of this team that makes many fans attend is that the players sleep and bathe in Warpstone (and some eat it). While this kills off most of the potential players before they ever join a team, the ones that do survive often develop fascinating mutations.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-12	Underworld Goblins	40,000	6	2	3	7	Right Stuff, Dodge, Stunty	AM	GSP
0-2	Skaven Linemen	50,000	7	3	3	7	Animosity	GM	ASP
0-2	Skaven Throwers	70,000	7	3	3	7	Animosity, Pass, Sure Hands	GPM	AS
0-2	Skaven Blitzers	90,000	7	3	3	8	Animosity, Block	GSM	AP
0-1	Warpstone Troll	110,000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	SM	GAP

0-8 Re-roll counters: 70,000 gold pieces each

Star Players available for Inducement: Bomber Dribblesnot (60k), Fezglitch (100k),

Nobbla Blackwart (130k), Skitter Stab-Stab (160k), Glart Smashrip Jr. (210k), Morg 'n' Thorg (430k)