

# **Blitz Bowl: Ultimate Edition**

## **Team Strategy Guide**

## Team Guide: Document Overview

The main purposes of this document are two-fold: to provide rookie coaches with a guide on which teams would be the best to start with, and to assist experienced coaches with answering the question "This game is superb - which team should I get next?"

The document is divided into the following sections:

**Blitz Bowl Pitches**: A quick look into how a pitch might affect gameplay from a Bash and Dash standpoint

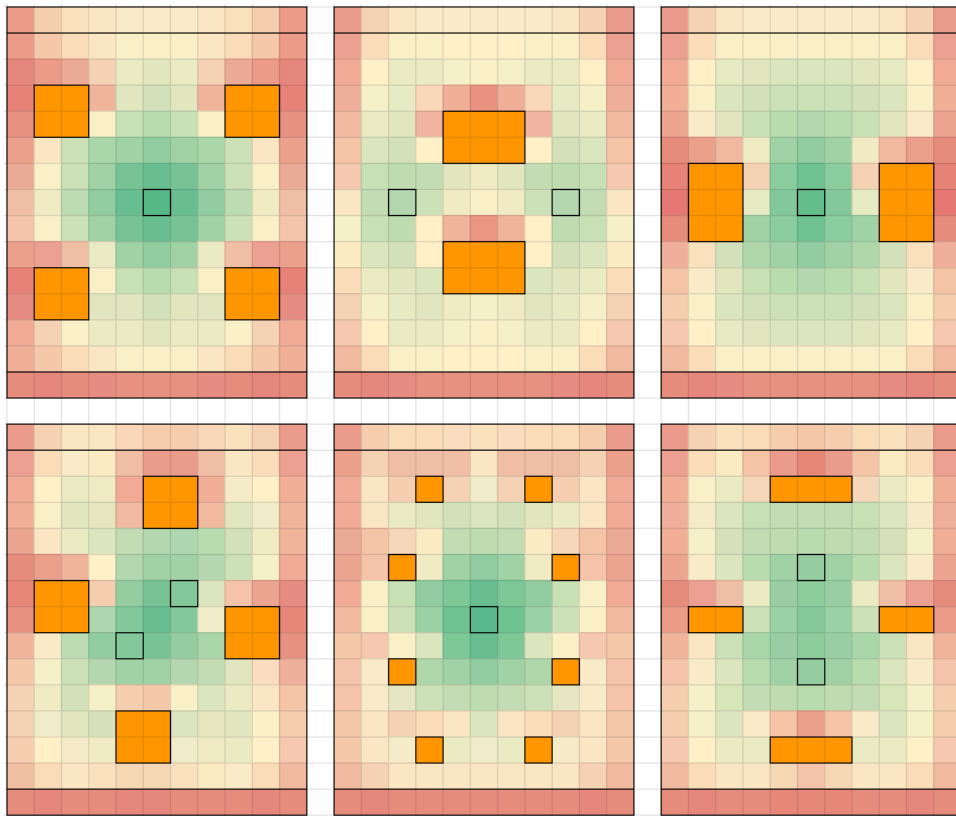
**Team Recommendations**: Suggestions for coaches to expand upon the core teams of Human, Orc, Dwarf, and Skaven to branch out into other teams

**Team Details**: A deeper dive into each team, highlighting their strengths and weaknesses along with their roster and basics of team-specific strategy, of both the 19 official teams as well as unofficial community-made teams.

## Blitz Bowl Pitches

There are six pitches between the three editions of Blitz Bowl, and none of them play the same. The graphic and relative Bash/Dash of these pitches are derived from the analysis found in [Blitz Bowl: Ultimate 1 Math Edition document, Chapter 19](#).

The graphic below displays the relative openness of each square from the perspective of a team heading up. From left to right, pitches 1 - 3 in the first row, and Pitches 4 - 6 in the second row.

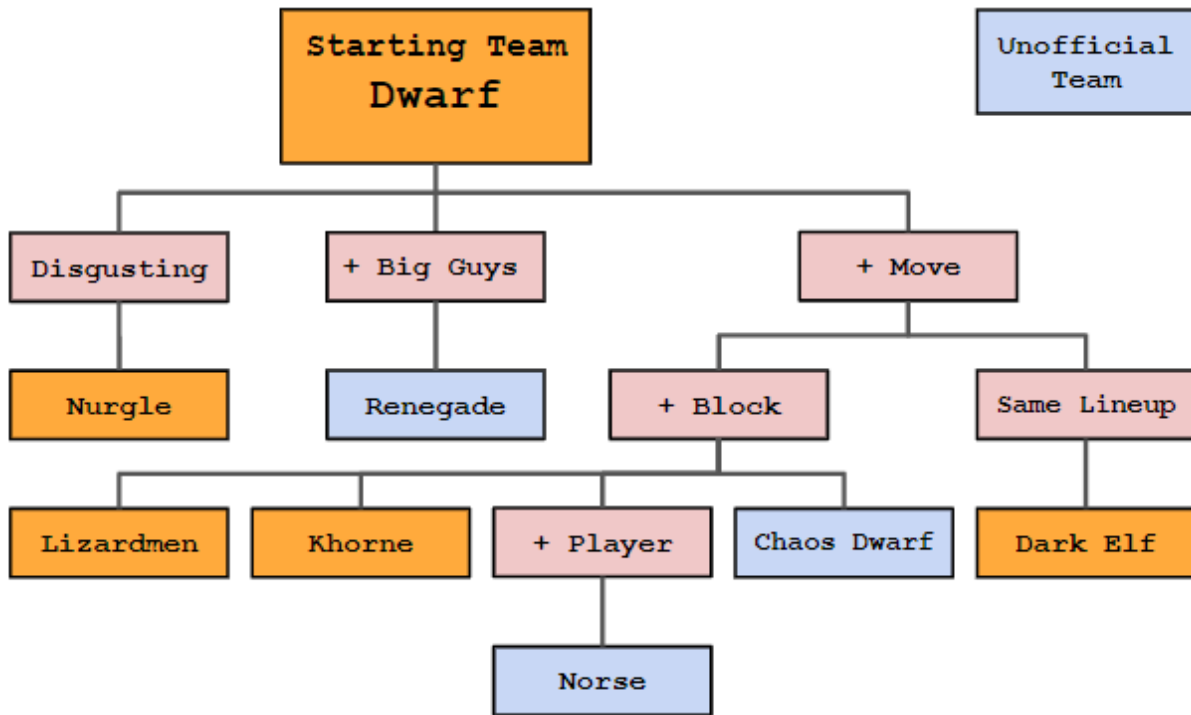


From slowest to fastest pitch:

Pitch 4	(Bottom Left):	78		<b>Bash</b>	■	■	■	■	■	<b>Dash</b>
Pitch 3	(Top Right):	88		<b>Bash</b>	■	■	■	■	■	<b>Dash</b>
Pitch 6	(Bottom Right):	89		<b>Bash</b>	■	■	■	■	■	<b>Dash</b>
Pitch 2	(Top Middle):	93		<b>Bash</b>	■	■	■	■	■	<b>Dash</b>
Pitch 1	(Top Left):	95		<b>Bash</b>	■	■	■	■	■	<b>Dash</b>
Pitch 5	(Bottom Middle):	100		<b>Bash</b>	■	■	■	■	■	<b>Dash</b>

## Team Recommendations

Goblins, Elves, and Lizardmen, oh my! With so many teams to choose from, it can be a daunting task for the budding Blitz Bowl coach to select the next team to coach. Below are considerations for choosing one's next team, starting from the teams that are found within the three core Blitz Bowl editions: [Dwarf](#), [Human](#), [Orc](#), and [Skaven](#).



**Dwarf** are a team that favor a defensive-minded, positional coach who can mitigate poor Move speed with careful placement of players around the pitch. Consider the following teams if one is a Dwarf coach:

**Nurgle**, a team with slow players such as two Bloaters with Stand Firm.

**Renegade**, a Bash-first team with two Hulking Brutes.

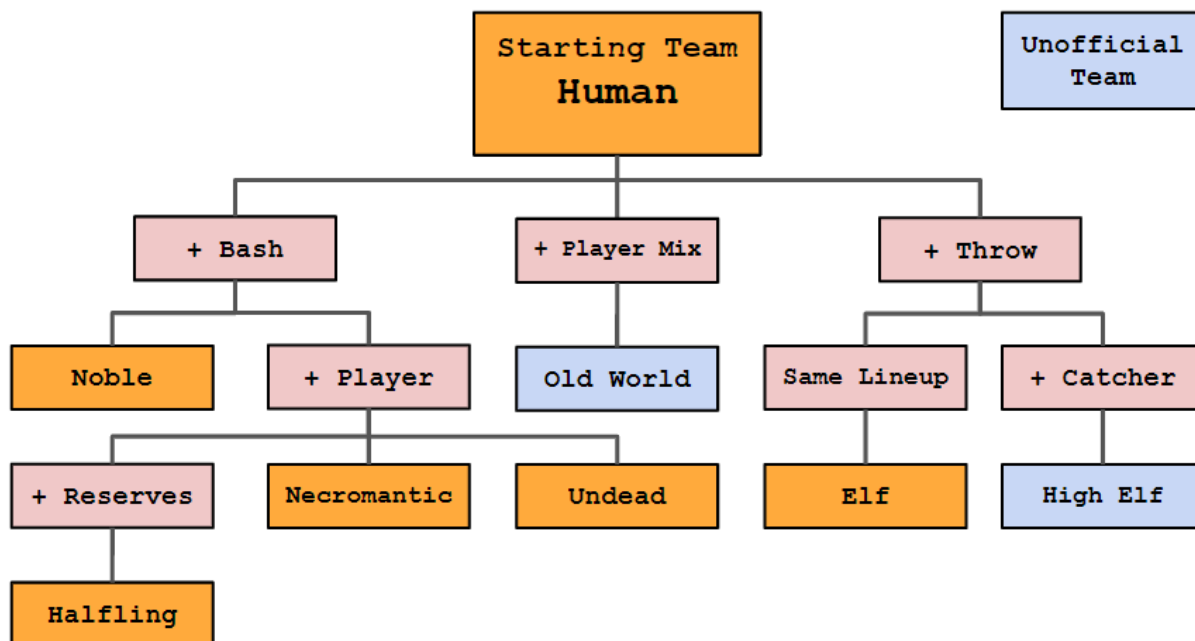
**Lizardmen** for a well-rounded team that boosts Move with Block from the Saurus Blockers.

**Khorne**, a Block-first, Block-second team with two formidable Bloodseekers with Enforcer.

**Norse**, a seven-player team with strong Blocking in the Valkyrie, Berserker, and Ulfwerener, along with the unique Beer Boar player.

**Chaos Dwarf**, the Dwarf team's more evil cousin, with slow Lineman, mediocre Hobgoblins, but the super-player Bull Centaur.

**Dark Elf**, a faster, weaker-Armor version of Dwarf with the same lineup of player roles.



**Human** are a well-balanced team that can run well, Throw, and have solid Armor. Consider the following teams if one is a Human coach:

**Noble**, a team with weaker Linemen but two Guards with Stand Firm.

**Halfling**, an entertaining team that relies on a unique Emergency Reserves 2 to keep sending Hopefuls into the game.

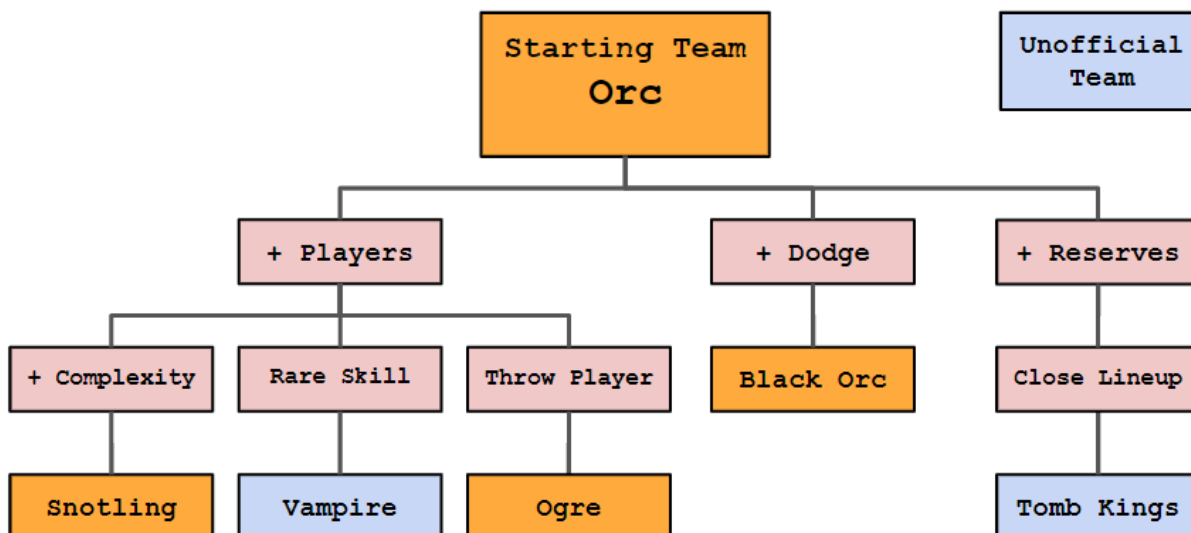
**Necromantic**, a diverse lineup led by the speedy Werewolf and Ghoul.

**Undead**, a cousin to the Necromantic team, sharing the Ghoul, but adding on a pair of Skeletons with the Regenerate ability.

**Old World Alliance**, a diverse blend of Human, Dwarf, Halfling, and Ogre players!

**Elf**, a team that can air out the ball and has the same lineup as the Human squad (Lineman x 3, Blitzer, Thrower, and Catcher).

**High Elf**, a team that combines great Throwing with multiple Catchers to maximize free actions and run after catches.



**Orc** are the Bashiest team (absolute scale) in the game. They are suitable for the coach that would rather injure an opponent or two instead of scoring. Consider the following teams if one is an Orc coach:

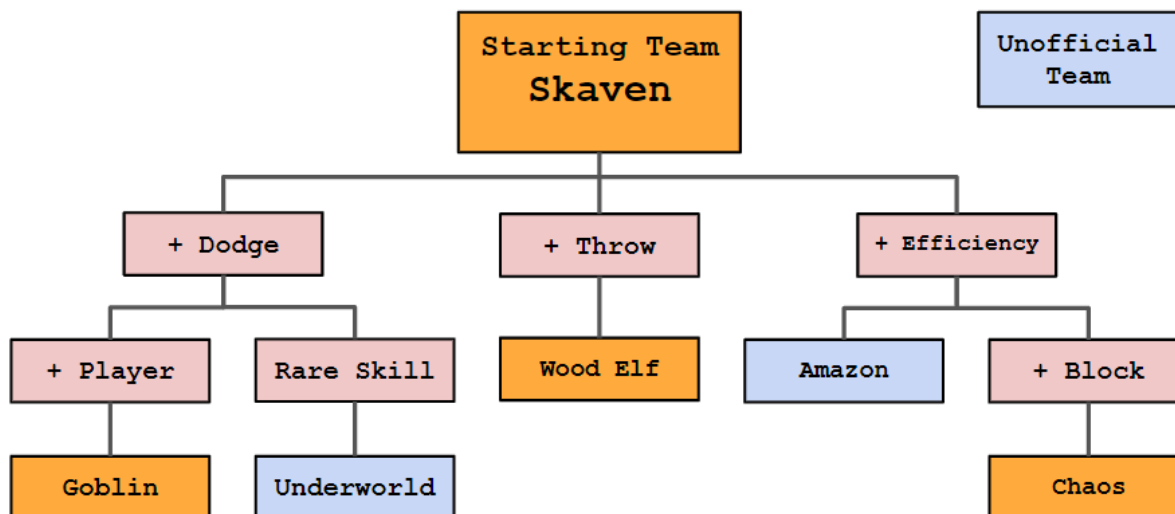
**Snotling**, a 10-player team that is the most complex in the game, but one that can be deadly in the hands of a highly experienced coach.

**Ogre**, a slow team with Move 5 across the board, but one led by the two Hulking Brutes that can chuck Gnoblars across the pitch.

**Black Orc**, a team with three Bash and three Dash players, the latter of whom have the powerful Elusive skill (Dodge).

**Vampire**, a team led by three powerful eponymous players along with four lowly Thralls with the "Bloodlust" ability.

**Tomb Kings**, another team with Reserve 3 that has a lineup quite similar to that of Orc, as both teams have a Thrower, Blitzzer, and at least one Block 2 player.



**Skaven** are a very fast team that like to score plenty of Touchdowns. Led by an excellent Skaven Blitzzer and the Move 9 Gutter Runner, Skaven is ideal for the coach that enjoys dashing away from opposing players. Consider the following teams if one is a Skaven coach:

**Goblin**, a team bolstered by six players with the Elusive ability, along with the slow but powerful Troll.

**Underworld**, a team from the depths of the darkest sewers with Goblins, mutated Skaven players, and a monstrous Rat Ogre and its Prehensile Tail ability.

**Wood Elf**, the speediest team in the game that can also Move the ball through the air if running it wasn't enough already.

**Amazon**, a team with five players with potential action efficiency gains, four via the Evade ability and one via Rush.

**Chaos**, a hard-hitting team with four Headbutt players in addition to two Chosen Blockers that can pack a punch.

## Team Details

The remainder of this document will focus on each team in turn, listing details including their complexity, Bash/Dash, and Power. In addition, the entire team roster along with a brief, general guide of specific team strategy.

## Official Teams

<a href="#">Black Orc</a>	<a href="#">Human</a>	<a href="#">Orc</a>
<a href="#">Chaos</a>	<a href="#">Khorne</a>	<a href="#">Skaven</a>
<a href="#">Dark Elf</a>	<a href="#">Lizardmen</a>	<a href="#">Snotling</a>
<a href="#">Dwarf</a>	<a href="#">Necromantic</a>	<a href="#">Undead</a>
<a href="#">Elf</a>	<a href="#">Noble</a>	<a href="#">Wood Elf</a>
<a href="#">Goblin</a>	<a href="#">Nurgle</a>	
<a href="#">Halfling</a>	<a href="#">Ogre</a>	

## Unofficial Teams

<a href="#">Amazon</a>	<a href="#">Norse</a>	<a href="#">Underworld</a>
<a href="#">Chaos Dwarf</a>	<a href="#">Old World</a>	<a href="#">Vampire</a>
<a href="#">Gnome</a>	<a href="#">Chaos Renegade</a>	
<a href="#">High Elf</a>	<a href="#">Tomb Kings</a>	

For each team, values are assigned stars for top third, middle third, and bottom third, if applicable. The following data are provided for each team:

1. [Team Card](#), containing Player Statistics and Abilities
2. [Team Complexity](#)
3. [Team Bash/Dash](#)
4. [Team Power](#), which is further grouped into four categories:  
Move, Throw, Block, and Armor
5. [Player Power Values](#)
6. [Team Strategy](#)



## 1. Team Card for Team Stats and Abilities

The Team Card is a modified version of the one found in the game box.

## 2. Team Complexity

Team Complexity is a rating of how complex a team is to use, taking into account the following characteristics: variance in team statistics with respect to Move, Block, Throw, and Armor, deviations from the standard Roster Size 6 and Emergency Reserves 4, the number/complexity of different Abilities found on the roster, and playstyles (i.e. higher Armor, lower Throw) that make a team more difficult to use than would otherwise appear on the Team Card. After determining team complexity, each team is placed into one of five groups of complexity.

## 3. Team Bash/Dash Value

Team Bash/Dash provides an estimation of a team's Bash (Block and Armor Value) versus Dash (Move and Throw Value). For full details of how the model was derived, please consult the [Blitz Bowl: Ultimate | Math Edition document, Chapter 18](#). Teams are then placed into one of five groups from heavy dash, moderate dash, balanced, moderate bash, and heavy bash.

## 4. Team Power

Team Power provides a normalized rating of Overall Team Value - a gauge of team strength. Note that the majority of teams are all within a very narrow margin, such that the result of the game really boils down to coach quality, matchup favorability, pitch type, Nuffle's blessings more so than Team Strength. Thus, Power Values are not assigned with stars - the "Blood Bowl Tier System" doesn't really have an analogue here in Blitz Bowl. Power Values range from 74 - 100.

Overall Power Value consists of Raw Team Value with adjustments for Roster Size and Emergency Reserves. Raw Team Value is normalized and

broken down into Move, Block, Throw, and Armor Team Value. These four components are not equally weighted, but rather are weighted at Move 2.97, Block 2.15, Throw 1.00, and Armor 1.03.

Each team's Move, Block, Throw, and Armor Power Values are normalized to that of the best Official Team in that category, which is assigned a value of 100. Therefore, Unofficial Teams may have a number greater than 100 in certain categories. Stars are assigned for the Move/Block/Throw/Armor Power Values on basis of the following cutoffs:

☆☆☆☆☆: <40                      ★☆☆☆☆: 40 - 59                      ★★★★★: 60 - 74  
★★★★☆: 75 - 89                      ★★★★★★: 90+

For full details of how the model was derived, please consult the [Blitz Bowl: Ultimate | Math Edition document, Chapter 15](#). Values have shifted since this iteration of the Team Value System, but core principles of the valuation system remain the same.

## 5. Player Power Values

Player Power Value provides a normalized rating of a player's value to that of the best player on the official teams' rosters. Normalized values range from 24 (lowest) to 100 (highest), and players are also assigned ☆☆☆☆☆, ★☆☆☆☆, ★★★★★, ★★★★★☆, or ★★★★★★ depending on Player Power Value:

☆☆☆☆☆: <40                      ★☆☆☆☆: 40 - 59                      ★★★★★: 60 - 74  
★★★★☆: 75 - 89                      ★★★★★★: 90+

Note that Unofficial Teams may have players with values over 100.

## 6. Team Strategy

Team Strategy provides a few pointers for beginner and intermediate coaches on the general playstyle for the team of interest, such as key players and which Challenge Cards to be on the lookout for.

## Teams Summary

Teams presented by Complexity, Bash/Dash, and Power:

Official Teams	Easy	Complex	Bash	Dash	Power
Black Orc	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	87
Chaos	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	93
Dark Elf	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	93
Dwarf	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	81
Elf	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	90
Goblin	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	100
Halfling	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	87
Human	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	92
Khorne	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	83
Lizardmen	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	100
Necromantic	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	89
Noble	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	89
Nurgle	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	76
Ogre	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	75
Orc	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	93
Skaven	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	96
Snotling	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	87
Undead	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	92
Wood Elf	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	95
Unofficial Teams	Easy	Complex	Bash	Dash	Power
Amazon	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	92
Chaos Dwarf	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	93
Gnome	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	90
High Elf	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	92
Norse	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	94
Old World Alliance	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	92
Renegade	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	92
Tomb Kings	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	93
Underworld	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	95
Vampire	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	■ ■ ■ ■ ■	91

Teams presented by Move/Block/Throw/Armor, and Power:

Official Teams	Move	Block	Throw	Armor	Power
Black Orc	★★★☆☆	★★★★★	★★★★☆☆	★★★☆☆	87
Chaos	★★★★☆☆	★★★★★	★★★☆☆	★★★★☆☆	93
Dark Elf	★★★★☆☆	★★★★★	★★★★☆☆	★★★☆☆	93
Dwarf	★★★☆☆	★★★★★	★★★☆☆	★★★★★	81
Elf	★★★★☆☆	★★★★☆☆	★★★★★	★★★☆☆	90
Goblin	★★★★☆☆	★★★★★	★★★★★	★☆☆☆☆	100
Halfling	★★★☆☆	★★★★★	★★★★★	★★★☆☆	87
Human	★★★★☆☆	★★★★☆☆	★★★★★	★★★☆☆	92
Khorne	★★★☆☆	★★★★★	★★★☆☆	★★★☆☆	83
Lizardmen	★★★★☆☆	★★★★★	★★★☆☆	★★★★★	100
Necromantic	★★★☆☆	★★★★★	★☆☆☆☆	★★★★★	89
Noble	★★★★☆☆	★★★★☆☆	★★★★☆☆	★★★★☆☆	89
Nurgle	★★★☆☆	★★★★★	★☆☆☆☆	★★★★★	76
Ogre	★★★☆☆	★★★★☆☆	★★★☆☆	★★★☆☆	75
Orc	★★★☆☆	★★★★★	★★★★☆☆	★★★★★	93
Skaven	★★★★★	★★★★☆☆	★★★★★	★★★☆☆	96
Snotling	★★★★☆☆	★★★★★	★★★☆☆	★☆☆☆☆	87
Undead	★★★☆☆	★★★★★	★☆☆☆☆	★★★★★	92
Wood Elf	★★★★★	★★★★☆☆	★★★★★	★☆☆☆☆	95

Unofficial Teams	Move	Block	Throw	Armor	Power
Amazon	★★★★☆☆	★★★★★	★★★★☆☆	★★★☆☆	92
Chaos Dwarf	★★★☆☆	★★★★★	★☆☆☆☆	★★★★★	93
Gnome	★★★★☆☆	★★★★★	★★★★☆☆	★☆☆☆☆	90
High Elf	★★★★☆☆	★★★★☆☆	★★★★★	★★★☆☆	92
Norse	★★★☆☆	★★★★★	★★★★☆☆	★★★☆☆	94
Old World Alliance	★★★☆☆	★★★★★	★★★★★	★★★☆☆	92
Renegade	★★★☆☆	★★★★★	★★★★☆☆	★★★★★	92
Tomb Kings	★★★☆☆	★★★★★	★★★☆☆	★★★★★	93
Underworld	★★★★★	★★★★★	★★★★★	★☆☆☆☆	95
Vampire	★★★☆☆	★★★★★	★★★★☆☆	★★★☆☆	91

BLACK ORC TEAM					
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
GOBLINS (3)	6	1	4+	6+	<b>Elusive:</b> When performing a Run action, this player can move adjacent to opponents, but must end the action Open.
BLACK ORCS (3)	4	2	5+	2+	
<b>EMERGENCY RESERVES: 4</b>					

Easy Complex

Bash Dash

**Power Value:** 87

Move: 55 | ★★☆☆☆

Throw: 60 | ★★★★★

Block: 90 | ★★★★★

Armor: 59 | ★★★★★

**Player Power Values**

Goblin: 60 | ★★★★★

Black Orc: 73 | ★★★★★

Goblin: 60 | ★★★★★

Black Orc: 73 | ★★★★★

Goblin: 60 | ★★★★★

Black Orc: 73 | ★★★★★

**Team Strategy:**

Black Orc run through their three Block 2 players, but given the slower Move 4 liability of these greenskin brutes, "run" is a tenuous term at best. With three Black Orcs for Bash cards and three Goblins for Dash cards, the coach of this team has a lot to ponder every turn. In terms of Challenge Cards, a smooth tactic for this team would be to claim Get Moving! with the Goblins and then use the Sprint Bonus card later on with a Black Orc for some Bashing, or even run it in with a Goblin. Overall, Black Orc are challenging to coach

as there is a tradeoff for every player: strong but slow, or fast but weak.

CHAOS TEAM					
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
BEASTMAN (4)	6	1	4+	4+	<b>Headbutt:</b> If this player makes a Run action followed by a Mark action, they can immediately make a free Block action.
CHOSEN BLOCKER (2)	5	2	5+	2+	
<b>EMERGENCY RESERVES: 4</b>					

Easy  Complex

Bash  Dash

**Power Value:** 93

Move: 60 | ★★★★★

Throw: 57 | ★★☆☆☆

Block: 100 | ★★★★★

Armor: 62 | ★★★★★

**Player Power Values**

Beastman: 70 | ★★★★★

Beastman: 70 | ★★★★★

Beastman: 70 | ★★★★★

Chosen Blocker: 79 | ★★★★★

Beastman: 70 | ★★★★★

Chosen Blocker: 79 | ★★★★★

**Team Strategy:**

Chaos have the best action efficiency in the game with four Headbutt abilities from the Beastmen. That being said, it is important to maximize Assisted Blocks; Bonus cards such as Diving Tackle and Defensive Play, found on the back of Take Them Down! and Tie Them Up! can aid in this effort. The two Chosen Blockers hold their own with excellent Armor, but the game plan really runs through the Beastmen.

Overall, Chaos are great for the starting coach, as the game usually consists of the following: smash, smash, and more smash!

DARK ELF TEAM					
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
LINEMEN (3)	6	1	4+	3+	
RUNNER	7	1	3+	4+	<b>Safe Hands:</b> If this player is Knocked Down while holding the ball, you can choose which adjacent square the ball bounces into instead of rolling a D8.
BLITZER	7	1	4+	3+	<b>Offensive Specialist:</b> Whenever this player makes a Block action, you can choose to re-roll the block dice.
WITCH ELF	7	1	5+	4+	<b>Frenzied:</b> After this player makes a Mark action, they can immediately perform a free Block action.
<b>EMERGENCY RESERVES: 4</b>					

Easy  Complex

Bash  Dash

**Power Value:** 93

Move: 72 | ★★★★★

Throw: 72 | ★★★★★

Block: 79 | ★★★★★

Armor: 55 | ★★★★★

**Player Power Values**

Lineman: 61 | ★★★★★

Runner: 76 | ★★★★★

Lineman: 61 | ★★★★★

Blitzer: 89 | ★★★★★

Lineman: 61 | ★★★★★

Witch Elf: 83 | ★★★★★

**Team Strategy:**

Dark Elf have a well-balanced attack consisting of the Blitzer and Witch Elf with excellent abilities in Offensive Specialist and Frenzied, respectively. The team has adequate speed - all players have Move 6 and 7 - and reasonable Armor 3+ and 4+. Interference is a great Bonus Play card for the Witch Elf or Blitzer, while Intervention allows the Witch Elf to go on the offensive during the opposing team's turn. Overall, the Dark Elf are a dangerous team that can throw down no matter the opponent or environment.



DWARF TEAM					
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
LINEMEN (3)	4	1	5+	2+	
RUNNER	6	1	4+	3+	<b>Safe Hands:</b> If this player is Knocked Down while holding the ball, you can choose which adjacent square the ball bounces into instead of rolling a D8.
BLITZER	5	1	4+	2+	<b>Offensive Specialist:</b> Whenever this player makes a Block action, you can choose to re-roll the block dice.
TROLLSLAYER	5	1	6+	4+	<b>Frenzied:</b> After this player makes a Mark action, they can immediately make a free Block action.
<b>EMERGENCY RESERVES: 4</b>					

Easy ■■■■ Complex

Bash ■■■■ Dash

Power Value: 81

Move: 35 | ★★★★★

Throw: 43 | ★★★★★

Block: 79 | ★★★★★

Armor: 89 | ★★★★★

**Player Power Values**

Lineman: 56 | ★★★★★

Runner: 64 | ★★★★★

Lineman: 56 | ★★★★★

Blitzer: 82 | ★★★★★

Lineman: 56 | ★★★★★

Trollslayer: 61 | ★★★★★

**Team Strategy:**

Dwarf have an analogous lineup to that of the Dark Elf, albeit with better-armored but slower players. The relative Bashiest team (accounting for Block and Armor), positioning is of utmost importance for the Dwarf team, making them a tricky team for a rookie coach. Touchdowns are not the tendency for these thick-skulled, long-bearded players, and the key to victory is strong defense throughout the game. Overall, there are many who might shy away from such a heavy-footed roster, but a well-coached Dwarf squad can fare well on a slow pitch.

ELF TEAM					
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
LINEMEN (3)	6	1	4+	4+	
THROWER	6	1	2+	4+	<b>Handling Skills:</b> Whenever this player is moved into a square containing the ball, they pick it up, as though they were making a Run action.
CATCHER	8	1	4+	5+	<b>Catcher's Instincts:</b> If this player is Open and the target of a successful Throw action (not a hand-off), they can make a free Run action.
BLITZER	7	1	3+	3+	<b>Offensive Specialist:</b> Whenever this player makes a Block action, you can choose to re-roll the block dice.
<b>EMERGENCY RESERVES: 4</b>					

Easy ■■■■ Complex

Bash ■■■■ Dash

Power Value: 90

Move: 72 | ★★★★★

Throw: 100 | ★★★★★★

Block: 69 | ★★★★★

Armor: 40 | ★★★★★

**Player Power Values**

Lineman: 55 | ★★★★★

Thrower: 76 | ★★★★★☆

Lineman: 55 | ★★★★★

Catcher: 76 | ★★★★★☆

Lineman: 55 | ★★★★★

Blitzer: 95 | ★★★★★★

**Team Strategy:**

Elf Union excel at Moving and Throwing. The latter is a strength that can open up another dimension, literally, to their game, and the Elf Union coach should lookout for Show Us A Completion! and Make A Risky Throw! While the three Linemen are mediocre, the team features a budding star in the Blitzer who is above-average in all four base statistics; this player must feature prominently in the game plan for success. Overall, Elf Union are a team that can air out the ball, so if the Catcher brings his A-game, the opposing team is in trouble.

GOBLIN TEAM					
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
GOBLINS (6)	6	1	4+	6+	<b>Elusive:</b> When performing a Run action, this player can move adjacent to opponents, but must end the action Open.
TROLL	4	2	5+	2+	<b>Hulking Brute:</b> When this player performs a Block action, treat results on the block dice of <b>Tackle</b> and <b>Smash!</b> results as <b>Kerrunch!</b> In addition, if this player is the target of a Block action, treat results of <b>Shove</b> as <b>Miss</b> . <b>Throw Team-mate:</b> This player may throw Goblin teammates as a Throw action (see Throw Team-mate Action, page 17).
<b>EMERGENCY RESERVES: 4</b>					

Easy ■■■■ ■ Complex

Bash ■■■■ ■ Dash

Power Value: 100

Move: 85 | ★★★★★☆

Throw: 97 | ★★★★★★

Block: 85 | ★★★★★☆

Armor: 33 | ★☆☆☆☆

**Player Power Values**

Goblin: 60 | ★★★★★☆☆

Goblin: 60 | ★★★★★☆☆

Goblin: 60 | ★★★★★☆☆

Goblin: 60 | ★★★★★☆☆

Goblin: 60 | ★★★★★☆☆

Troll: 94 | ★★★★★★

Goblin: 60 | ★★★★★☆☆

**Team Strategy:**

Goblin are among the most dangerous of all the teams in Blitz Bowl, as six players with Elusive are hard to defend. Dodge has little use, but Interference and Sprint make the team even more potent. The Troll does not need to feature as much as compared to its big-man counterparts (Ogre, Treeman), but it can be helpful for Throwing and pitch control. Overall, given the Armor 6+ for most of this roster, Goblin prefer to boat race the opposition rather than let them grind out the game.

HALFLING TEAM					
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
HOPEFULS (4)	5	1	4+	6+	
CATCHER	5	1	4+	6+	<b>Catcher's Instincts:</b> If this player is Open and the target of a successful Throw action (not a hand-off), they can make a free Run action.
HEFTY	5	1	4+	4+	<b>Stand Firm:</b> If this player is the target of a Block action, treat results on the block dice of <b>Shove</b> as <b>Miss</b> .
TREEMAN	2	2	5+	2+	<b>Hulking Brute:</b> When this player makes a Block action, treat results of <b>Tackle</b> and <b>Smash!</b> as <b>Kerrunch!</b> In addition, if this player is the target of a Block action, treat results of <b>Shove</b> as <b>Miss</b> . <b>Throw Team-mate:</b> This player may throw Halfling team-mates as a Throw action (see Throw Team-mate Action, page 17).
<b>EMERGENCY RESERVES: 2</b>					

Easy ■■■■ ■ Complex

Bash ■■ ■■ ■ Dash

Power Value: 87

Move: 41 | ★★☆☆☆

Throw: 80 | ★★★★★☆

Block: 85 | ★★★★★☆

Armor: 43 | ★★☆☆☆

**Player Power Values**

Hopeful: 41 | ★★☆☆☆

Catcher: 45 | ★★☆☆☆

Hopeful: 41 | ★★☆☆☆

Hefty: 59 | ★★☆☆☆

Hopeful: 41 | ★★☆☆☆

Treeman: 86 | ★★★★★☆

Hopeful: 41 | ★★☆☆☆

**Team Strategy:**

The unique aspect of the Halfling roster is the Emergency Reserves: 2; Hopefuls just keep on pouring out of the dugout throughout the game! The team itself is a slow Move 5 aside from the Treeman's abysmal Move 2, so Touchdowns are hard to score without Throw-Teammate. Keep an eye out for any Bonus Play card such as Interference that helps the Treeman get into the thick of action. Overall, success with Halfling requires a solid gameplan from the coach and some luck from the dice!

HUMAN TEAM					
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
LINEMEN (3)	6	1	4+	3+	
THROWER	6	1	3+	3+	<b>Handling Skills:</b> Whenever this player is moved into a square containing the ball, they pick it up, as though they were making a Run action.
CATCHER	8	1	4+	5+	<b>Catcher's Instincts:</b> If this player is Open and the target of a successful Throw action (not a hand-off), they can make a free Run action.
BLITZER	7	1	4+	3+	<b>Offensive Specialist:</b> When this player makes a Block action, you can choose to re-roll the Block dice.
<b>EMERGENCY RESERVES: 4</b>					

Easy Complex

Bash Dash

**Power Value:** 92

Move: 72 | ★★★★★☆

Throw: 82 | ★★★★★☆

Block: 69 | ★★★★★☆

Armor: 56 | ★★☆☆☆☆

**Player Power Values**

Linemen: 61 | ★★★★★☆☆

Thrower: 75 | ★★★★★☆☆

Linemen: 61 | ★★★★★☆☆

Catcher: 76 | ★★★★★☆☆

Linemen: 61 | ★★★★★☆☆

Blitzer: 89 | ★★★★★☆☆

**Team Strategy:**

Human are the default team found in each of the three seasons of Blitz Bowl, and they are a solid starting team to learn basics and advanced tactics. Surprisingly fast with players of Move 6, 7, and 8, the Human roster can keep up with most teams on the Touchdown front. Armor-wise, they fare fine except for the Catcher. The skill players are all quite strong, but their strengths lie in a Throw action or a Block action, so hunting for Raw Talents can prove to be useful. Overall, whether facing Orc, Elf, or Dwarf, Human are ready to go!

KHORNE TEAM					
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
MARAUDERS (3)	6	1	4+	4+	
KHORNGOR	6	1	4+	4+	<b>Headbutt:</b> If this player makes a Run action followed by a Mark action, they can immediately make a free Block action.
BLOOD-SEEKERS (2)	5	2	6+	3+	<b>Enforcer:</b> When this player makes a Block action, you must resolve the result of all the dice rolled, picking the order they are resolved in. For each knocked down result, the opposing coach must make an Armour check for the target player.
<b>EMERGENCY RESERVES: 4</b>					

Easy ■■■■ Complex

Bash ■■■■ Dash

**Power Value:** 83

Move: 51 | ★★☆☆☆

Throw: 52 | ★★☆☆☆

Block: 96 | ★★★★★

Armor: 47 | ★★☆☆☆

**Player Power Values**

Marauder: 55 | ★★☆☆☆

Khorngor: 70 | ★★☆☆☆

Marauder: 55 | ★★☆☆☆

Bloodseeker: 75 | ★★★★★

Marauder: 55 | ★★☆☆☆

Bloodseeker: 75 | ★★★★★

**Team Strategy:**

Khorne Bloodseekers have one of the best Block abilities in Enforcer but at the expense of losing subsequent player actions. While the Marauders are mediocre players with a 6/1/4+/4+ statline, they can be useful to set up assisted Blocks by the Khorngor. Khorne would do well to claim Free Up The Ball! and hope for a Blitz! Bonus Play card, allowing a Marauder to masquerade as a Khorngor for a turn of Bashing. Overall, Khorne have depth and complexity and are suitable for the coach that enjoys bashing and a bit of a challenge.

LIZARDMEN TEAM					
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
SKINK RUNNERS (2)	8	1	4+	6+	<b>Safe Hands:</b> If this player is Knocked Down while holding the ball, you can choose which adjacent square the ball bounces into instead of rolling a D8.
CHAMELEON SKINK CATCHER	7	1	3+	5+	<b>Catcher's Instincts:</b> If this player is Open and the target of a successful Throw action (not a hand-off), they can make a free Run action.
SAURUS BLOCKER (3)	6	2	6+	2+	
<b>EMERGENCY RESERVES: 4</b>					

Easy Complex

Bash Dash

Power Value: 100

Move: 80 |

★★★★☆

Block: 90 |

★★★★★

Throw: 52 | ★★☆☆☆

Armor: 61 | ★★★★★

**Player Power Values**

Skink: 68 |

★★★★☆

Skink: 68 |

★★★★☆

Cham. Skink: 76 |

★★★★☆

Saurus Blocker: 83 | ★★★★★

Saurus Blocker: 83 | ★★★★★

Saurus Blocker: 83 | ★★★★★

**Team Strategy:**

Lizardmen have it all with speed and strength aplenty. A trio of Saurus Blockers controlling the center of the pitch can wreak havoc on the opposing coach's plans, and the Skinks and Chameleon Skink can devastate on the scoring end on through excellent Dash capabilities.

Lizardmen do not necessarily need to hunt for any Challenge Cards,

but Bonus play cards that improve Throw can further open up gameplay possibilities for the Skinks. Overall, against any foe Lizardmen are the on-paper favorite, but be wary of fast pitches and even faster teams that will try to boat race this team from the get-go.

NECROMANTIC TEAM					
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
ZOMBIES (3)	4	1	6+	3+	
GHOUL	7	1	4+	4+	<b>Safe Hands:</b> If this player is Knocked Down while holding the ball, you can choose which adjacent square the ball bounces into instead of rolling a D8.
WRAITH	6	1	-	3+	<b>Ethereal:</b> When performing a Run action, they can move adjacent to opponents and through obstructions, but must end the action Open and not on an obstruction.
WEREWOLF	8	1	4+	3+	<b>Claws:</b> When this player makes a Block action, roll a D6 along with the Block dice. If the result is a 6, the target is automatically injured – do not resolve the block dice.
FLESH GOLEM	4	2	6+	2+	

**EMERGENCY RESERVES: 5**

Easy  Complex

Bash  Dash

**Power Value:** 89

Move: 53 | ★★☆☆☆

Throw: 35 | ★☆☆☆☆

Block: 86 | ★★★★★

Armor: 77 | ★★★★★

**Player Power Values**

Zombie: 44 | ★★☆☆☆

Wraith: 49 | ★★☆☆☆

Zombie: 44 | ★★☆☆☆

Werewolf: 84 | ★★★★★

Zombie: 44 | ★★☆☆☆

Flesh Golem: 72 | ★★★★★

Ghoul: 70 | ★★★★★

**Team Strategy:**

The star of the Necromantic team is the Werewolf with Move 8 and Claws, an ability that tears through strong-Armored opponents.

Necromantic are slow aside from the Werewolf and Ghoul, so it would benefit mightily from Sprint or Interference. Do not be fooled into



getting into a sprint race, as the team is built to grind out victory through positioning and denying scoring chances. Overall, Necromantic prefer slower pitches on which they can outlast the opponent.

NOBLE TEAM					
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
RETAINER (2)	6	1	4+	4+	
THROWER	6	1	3+	4+	<b>Handling Skills:</b> Whenever this player is moved into a square containing the ball, they pick it up, as though they were making a Run action.
BODYGUARD (2)	6	1	5+	3+	<b>Stand Firm:</b> If this player is the target of a Block action, treat results on the block dice of <b>Shove</b> as <b>Miss</b> .
BLITZER	7	1	4+	3+	<b>Offensive Specialist:</b> Whenever this player makes a Block action, you can choose to re-roll the block dice.
<b>EMERGENCY RESERVES: 4</b>					

Easy ■■■■ Complex

Bash ■■■■ Dash

Power Value: 89

Move: 63 | ★★★★★

Throw: 71 | ★★★★★

Block: 69 | ★★★★★

Armor: 67 | ★★★★★

**Player Power Values**

Linemen: 55 | ★★☆☆☆

Guard: 72 | ★★★★★

Linemen: 55 | ★★☆☆☆

Guard: 72 | ★★★★★

Thrower: 69 | ★★★★★

Blitzer: 89 | ★★★★★

**Team Strategy:**

Noble have a talented Move 7 Blitzer, along with two lumbering Guards with the durable Stand Firm ability. One tactic is to use Guards as ball carriers given their resistance to Push results; ball control can also be facilitated by the Thrower's Handling Skills. Step Aside and Distraction are excellent Bonus Play cards for the Noble team. Overall, Noble have a diverse mix of players, and a coach with a knack for positional play and firm knowledge of the Challenge Card deck can achieve surprising results with this team on any pitch.

NURGLE TEAM					
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
ROTTER (3)	5	1	6+	4+	
PESTIGOR	6	1	4+	3+	<b>Headbutt:</b> If this player makes a Run action followed by a Mark action, they can immediately make a free Block action.
BLOATER (2)	4	2	6+	3+	<b>Stand Firm:</b> If this player is the target of a Block action, treat results on the block dice of <b>Shove</b> as <b>Miss</b> .
<b>EMERGENCY RESERVES: 4</b>					

Easy ■■■■ Complex

Bash ■■■■ Dash

Power Value: 76

Move: 39 | ★★★★★

Throw: 26 | ★★★★★

Block: 85 | ★★★★★

Armor: 67 | ★★★★★

**Player Power Values**

Lineman: 43 | ★★☆☆☆

Pestigor: 76 | ★★★★★

Lineman: 43 | ★★☆☆☆

Bloater: 75 | ★★★★★

Lineman: 43 | ★★☆☆☆

Bloater: 75 | ★★★★★

**Team Strategy:**

On paper, the Nurgle team is slow, unable to Throw well, with Armor that is not quite up there with the best of teams. For success, the team requires strong positional play from the two Bloaters with Stand Firm to force the opponent to target Blocks against them. The Pestigor is an excellent headhunter, but he is more effective with an Assisted Block via a team-mate or with Defensive Play. Overall, Nurgle fare better against slower teams in a grind-it-out match, or on slow pitch with lots of obstacles.

OGRE TEAM					
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
GNOBLARS (6)	5	1	5+	6+	<b>Titchy:</b> Opponents may move adjacent to this player during a Run action, but doing so ends the action. When this player performs a Block action, treat results of Tackle as Miss.
OGRE (2)	5	2	5+	2+	<b>Hulking Brute:</b> When this player makes a Block action, treat results of Tackle and Smash! as Kerrunch! In addition, if this player is the target of a Block action, treat results of Shove as Miss. <b>Throw Team-mate:</b> This player may throw Gnoblar teammates as a Throw action (see Throw Team-mate Action, page 17).
<b>EMERGENCY RESERVES: 5</b>					

Easy ■■■■ ■ Complex

Bash ■■■■ ■ Dash

**Power Value:** 75

Move: 39 | ★★★★★

Throw: 56 | ★★★★★

Block: 74 | ★★★★★

Armor: 52 | ★★★★★

**Player Power Values**

Gnoblar: 22 | ★★★★★

Gnoblar: 22 | ★★★★★

Gnoblar: 22 | ★★★★★

Gnoblar: 22 | ★★★★★

Gnoblar: 22 | ★★★★★

Ogre: 100 | ★★★★★

Gnoblar: 22 | ★★★★★

Ogre: 100 | ★★★★★

**Team Strategy:**

The Ogre team runs heavily through its two eponymous players, as the six stunty Gnoblars are among the least imposing players in the game. If an Ogre gets knocked out to the dugout, it is imperative to bring him back with haste: Reserves is a Bonus Play card to claim. Overall, success with Ogre requires a high degree of risk tolerance by the coach, as Throw Team-mate needs to be used to stay in the game; Ogre are a team to pick for a coach who wants to challenge themselves.

ORC TEAM					
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
LINEMAN (3)	5	1	4+	2+	
THROWER	5	1	3+	3+	<b>Handling Skills:</b> Whenever this player is moved into a square containing the ball, they pick it up, as though they were making a Run action.
BLITZER	6	1	4+	2+	<b>Offensive Specialist:</b> Whenever this player makes a Block action, you can choose to re-roll the block dice.
BIG 'UN	5	2	6+	2+	
<b>EMERGENCY RESERVES: 4</b>					

Easy  Complex

Bash  Dash

**Power Value:** 93

Move: 41 | ★★☆☆☆

Throw: 74 | ★★★★★

Block: 80 | ★★★★★

Armor: 100 | ★★★★★

**Player Power Values**

Lineman: 66 | ★★★★★

Thrower: 68 | ★★★★★

Lineman: 66 | ★★★★★

Blitzer: 88 | ★★★★★

Lineman: 66 | ★★★★★

Big 'Un Blocker: 77 | ★★★★★

**Team Strategy:**

Equipped with the best Armor in the game, the Orc team excels at claiming Challenge Cards and smashing opponents into the Astrogranite. Break Some Bones!, with the potential to get Blocking Play on its backside, is a card to keep an eye out for. The star of this team is the Orc Blitzer with Move 6 and Armor 2+. However, given the greenskins' relative slow-footedness, getting into a sprint race with Touchdowns will be against this team's strengths. Overall, Orc can hold their own against any other foe on any chosen pitch.

SKAVEN TEAM					
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
LINERATS (3)	7	1	4+	4+	
THROWER	7	1	3+	4+	<b>Handling Skills:</b> Whenever this player is moved into a square containing the ball, they pick it up, as though they were making a Run action.
GUTTER RUNNER	9	1	4+	5+	<b>Safe Hands:</b> If this player is Knocked Down while holding the ball, you can choose which adjacent square the ball bounces into instead of rolling a D8.
BLITZER	7	1	5+	3+	<b>Offensive Specialist:</b> Whenever this player makes a Block action, you can choose to re-roll the block dice.
<b>EMERGENCY RESERVES: 4</b>					

Easy Complex

Bash Dash

**Power Value:** 96

Move: 93 | ★★★★★

Throw: 77 | ★★★★★☆

Block: 69 | ★★★★★☆

Armor: 40 | ★★★★★☆

**Player Power Values**

Lineman: 66 | ★★★★★☆

Thrower: 84 | ★★★★★☆

Lineman: 66 | ★★★★★☆

Gutter Runner: 76 | ★★★★★☆

Lineman: 66 | ★★★★★☆

Blitzer: 85 | ★★★★★☆

**Team Strategy:**

Skaven boast the fastest player in the game in the Gutter Runner, whose Safe Hands can prove quite useful given the speedy remainder of the roster. However, the star of this team is the talented Blitzer who combines solid Move and Armor with the great Offensive Specialist ability. This team can score Touchdowns fast and often, and a Bonus Play card such as Dodge can allow a player to carve their way for a score. Overall, Skaven can duke it out with the best of them, but they tend to find even greater success on the open pitches.

SNOTLING TEAM					
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
SNOTLINGS (6)	5	1	5+	-	<b>Insignificant:</b> Opponents can move adjacent to this player during a Run action. When this player makes a Block action, treat results of <b>Tackle</b> as <b>Miss</b> .
FUNGUS-FLINGA	5	1	4+	-	<b>Bomber:</b> This player can perform a Block action whilst Open. Choose an Open or Marked opponent within 3 squares to be the target. This Block action cannot be assisted and Treat resultson the Block dice of <b>Shove</b> as <b>Miss</b> .
FUN-HOPPA	6	1	5+	-	<b>Leap:</b> When this player makes a Run action they can move adjacent to, and through players, but must end the action Open, not Marked.
STILTY RUNNA	7	1	5+	-	
PUMP WAGON	D6	3	-	3+	<b>War Machine:</b> This player may make a Run action when Marked. When this player makes a Run action they can move adjacent to opponents and finish the action Open or Marked. This player's Block action cannot be assisted.
<b>EMERGENCY RESERVES: 6</b>					

Easy  Complex

Bash  Dash

Power Value: 87

Move: 63 | ★★★★★

Throw: 58 | ★★★★★

Block: 86 | ★★★★★

Armor: 17 | ★★★★★

**Player Power Values**

Snotling: 21 | ★☆☆☆☆

Snotling: 21 | ★☆☆☆☆

Snotling: 21 | ★☆☆☆☆

Fungus-Flinga: 44 | ★★★★★

Snotling: 21 | ★☆☆☆☆

Fun-Hoppa: 53 | ★★★★★

Snotling: 21 | ★☆☆☆☆

Stilty Runna: 54 | ★★★★★

Snotling: 21 | ★☆☆☆☆

Pump Wagon: 81 | ★★★★★

**Team Strategy:**

Pump Wagon distinguishes itself with Block 3 and War Machine while the Stilty Runna and Fun-Hoppa are the main scoring threats. It is important to claim or discard Break Some Bones! Cards. Snotling can play excellent defense but they hemorrhage players, so Reserves can help to maintain a numbers advantage. Overall, Snotling are the most

complex team, but in the hands of an expert they can be tough to beat!

UNDEAD TEAM					
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
SKELETONS (2)	5	1	6+	4+	<b>Regenerate:</b> After the Pre-Turn sequence, but before you take your first Player Action, if this player is prone, they can make a free Stand-Up action.
ZOMBIES (2)	4	1	6+	3+	
GHOUL RUNNER	7	1	4+	4+	<b>Safe Hands:</b> If this player is Knocked Down while holding the ball, you can choose which adjacent square the ball bounces into instead of rolling a D8.
WIGHT BLITZER	6	1	5+	3+	<b>Offensive Specialist:</b> Whenever this player makes a Block action, you can choose to re-roll the block dice.
MUMMY	3	2	6+	2+	<b>Mighty Blow:</b> When this player makes a Block action, treat results on the block dice of <b>Smash!</b> as <b>Kerrunch!</b>
<b>EMERGENCY RESERVES: 4</b>					

Easy  Complex

Bash  Dash

**Power Value:** 92

Move: 47 | ★★☆☆☆

Throw: 32 | ★☆☆☆☆

Block: 96 | ★★★★★

Armor: 79 | ★★★★★☆

**Player Power Values**

Skeleton: 53 | ★★☆☆☆

Ghoul: 70 | ★★★★★☆

Skeleton: 53 | ★★☆☆☆

Wight: 73 | ★★★★★☆

Zombie: 44 | ★★☆☆☆

Mummy: 70 | ★★★★★☆

Zombie: 44 | ★★☆☆☆

**Team Strategy:**

While Zombies and Skeletons are slow and not much of a scoring threat, their solid Armor can help set up Assisted Blocks for the Wight and Mummy. The Ghoul is the main scoring threat on the team, so if a Touchdown is needed for a win, he had better be on the field. Free Up The Ball! with Intervention and Blitz! are cards that the Undead team seek to claim. Overall, Undead fare better facing against



slower teams which they can outbash, or playing on a slower pitch to do likewise.

WOOD ELF TEAM		ATHELORN AVENGERS			
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
LINEMEN (3)	7	1	4+	5+	
THROWER	7	1	2+	5+	<b>Handling Skills:</b> Whenever this player is moved into a square containing the ball, they pick it up, as though they were making a Run action.
CATCHER	8	1	4+	6+	<b>Catcher's Instincts:</b> If this player is Open and is the target of a successful Throw action (not a hand-off), they can make a free Run action.
WARDANCER	8	1	4+	5+	<b>Rush:</b> When this player makes a Run action, they can move adjacent to opponents, but doing so ends the action.
<p>It's not about winning; it's about looking fabulous! - <i>Jordell Freshbreeze</i></p>					
EMERGENCY RESERVES: 4			HEAD COACH: AED HOTHRISS		

Easy ■■■■ ■ Complex

Bash ■■■■ ■ Dash

**Power Value:** 95

Move: 100 | ★★★★★

Throw: 92 | ★★★★★

Block: 65 | ★★★★★

Armor: 20 | ★★★★★

**Player Power Values**

Lineman: 62 | ★★★★★

Thrower: 86 | ★★★★★

Lineman: 62 | ★★★★★

Catcher: 73 | ★★★★★

Lineman: 62 | ★★★★★

Wardancer: 87 | ★★★★★

**Team Strategy:**

Wood Elf are the fastest team in the game. The Wood Elf Thrower is accurate and deadly in facilitating an aerial attack while the Wardancer is immensely useful with Rush. The downside of the team is its Armor, and claiming Raw Talent or Tough Enough can help to mitigate this weakness. In addition, Reserves can serve to replenish Injured players or players who have scored. Overall, the variety of tactical options make this team complex to coach; Wood Elf can outrun

slow teams and probably are the best overall team on the fast Pitch  
5.

AMAZON TEAM		KARA TEMPLE HARPIES			
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
EAGLE WARRIOR (3)	6	1	4+	4+	Evade: This player can make a Run action when Marked.
PYTHON THROWER	6	1	3+	4+	Handling Skills: Whenever this player is moved into a square containing the ball, they pick it up, as though they were making a Run action.
PIRANHA WARRIOR	7	1	5+	3+	Rush: When this player makes a Run action, they can move adjacent to opponents, but doing so ends the action.
JAGUAR BLOCKER	6	2	5+	3+	Evade: This player can make a Run action when Marked.
<p>All Amazons possess a great deal of agility – after all, those that can't escape the jaws of a Carnosaur won't make it to the pitch anyway!</p>					
EMERGENCY RESERVES: 4			HEAD COACH: ISARA RAVENWING		

Easy  Complex

Bash  Dash

Power Value: 92

Move: 74 | ★★★★★☆

Throw: 71 | ★★★★★☆

Block: 81 | ★★★★★☆

Armor: 47 | ★★☆☆☆☆

**Player Power Values**

E. Warrior: 62 | ★★★★★☆

Python Thrower: 69 | ★★★★★☆

E. Warrior: 62 | ★★★★★☆

Piranha Warrior: 87 | ★★★★★☆

E. Warrior: 62 | ★★★★★☆

Jaguar Blocker: 83 | ★★★★★☆

**Team Strategy:**

Amazon have two excellent players in the Piranha Warrior and Jaguar Blocker, both of whom can pack a punch. In the hands of an experienced coach the team will have superior action efficiency via Evade and Rush. Accurate Pass and Throwing Play are useful cards to pick up for Amazon to synergize with the Evade ability. Overall, while Amazon do skew Dash, individual players can quickly flip the switch to Bash the opposition; Amazon are well-rounded and can hold their own on all pitches and matchups.

CHAOS DWARF TEAM ZHAR-NAGGRUND ZIGGURATS					
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
HOBGOBLINS (2)	6	1	4+	4+	
CHAOS DWARFS (3)	4	1	6+	2+	<b>Bulldozer:</b> When this player makes a Block action, you can choose to re-roll results of <b>Shove</b> . When this player is the target of a Block action, treat results of <b>Shove</b> as <b>Miss</b> .
BULL CENTAUR	7	2	6+	2+	<b>Headbutt:</b> If this player makes a Run action followed by a Mark action, they can immediately make a free Block action.
<p>Chaos Dwarfs are short, fierce, and ready to rumble! Their legendary ferocity finds a perfect battleground on the Blood Bowl pitch. Most Chaos Dwarf coaches realize their race's inherent ponderousness, so Hobgoblin slaves fulfill a vital role as Runners and Throwers. Some lucky teams can boast the presence of Bull Centaurs, mighty mutated warriors who give a new meaning to 'horsepower'. Chaos Dwarf teams may not be quick, but you'd be a fool to stand in their way!</p>					
EMERGENCY RESERVES: 4			HEAD COACH: AZRAK IRONFIST		

Easy  Complex

Bash  Dash

Power Value: 93

Move:	50		Throw:	35		★★★★☆
	★★★★☆		Armor:	101		★★★★★
Block:	89					★★★★☆

**Player Power Values**

Hobgoblin:	55		Chaos Dwarf:	73		★★★★☆
	★★★★☆					★★★★☆
Hobgoblin:	55		Chaos Dwarf:	73		★★★★☆
	★★★★☆		Chaos Dwarf:	73		★★★★☆
			Bull Centaur:	110		★★★★★

**Team Strategy:**

Chaos Dwarf have three eponymous players with Bulldozer, a unique ability that combines Stand Firm with an extra punch. While the Hobgoblins are mediocre, the Bull Centaur is the best player in the game with Move 7 and Block 2 Headbutt. Chaos Dwarf, like their Dwarf rivals, prioritize Bashing the opposition over scoring. Sprint is a

great Bonus Play card to bolster the speed of a Chaos Dwarf. Overall, Chaos Dwarf excel on slower pitches and against slower teams, but well-placed players negate the advantages of speedier foes.

GNOME TEAM GLIMDWARROW GROUNDHOGS					
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
LINEMEN (4)	5	1	5+	6+	Magical illusions and forest beasts give Gnomes certain advantages not enjoyed by less gloriously bearded teams.
ILLUSIONIST	5	1	3+	6+	
BEASTMASTER	5	1	4+	5+	Claws: When this player makes a Block action, roll a D6 along with the block dice. If the result is a 6, the target is automatically injured – do not resolve the block dice.
FOX	7	1	-	-	My Ball: This player can take possession of the ball, but cannot make a Throw action (or a hand-off). When this player makes a Run action, they can move adjacent to opponents, but must end the action Open.
TREEMAN	2	2	5+	2+	Hulking Brute: When this player makes a Block action, treat results of Tackle and Smash! as Kerrunch!. In addition, if this player is the target of a Block action, treat results of Shove as Miss. Throw Team-mate: This player may throw team-mates.
EMERGENCY RESERVES: 6			HEAD COACH: MOSSY SNAGGLEFOOT		

Easy ■■■■ ■ Complex

Bash ■■ ■■ ■ Dash

Power Value: 90

Move: 61 |

★★★★☆☆

Block: 98 |

★★★★★★

Throw: 70 | ★★★★★☆☆

Armor: 37 | ★☆☆☆☆☆☆

#### Player Power Values

Lineman: 37 | ★☆☆☆☆☆☆

Illusionist: 56 | ★★☆☆☆☆☆

Lineman: 37 | ★☆☆☆☆☆☆

Beastmaster: 51 | ★★☆☆☆☆☆

Lineman: 37 | ★☆☆☆☆☆☆

Fox: 62 | ★★★★★☆☆

Lineman: 37 | ★☆☆☆☆☆☆

Treeman: 86 | ★★★★★☆☆

#### Team Strategy:

A varied team of eight players, Gnome have a potent ballscorer in the Fox player, along with two good blockers in the Beastmaster and

Treeman. While the individual Line players are weak, the team generally will have the advantage of numbers. Keep an eye out for Spread Out! or Get Together!, as given the high Emergency Reserves 6 the importance of keeping players on the pitch cannot be overstated. Overall, this team will keep the opposition guessing as there are a variety of tactics that can come into play.

HIGH ELF TEAM		GALADRIETH GLADIATORS			
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
LINEMEN (2)	6	1	3+	4+	
PHOENIX THROWER	6	1	2+	3+	<b>Handling Skills:</b> Whenever this player is moved into a square containing the ball, they pick it up, as though they were making a Run action.
LION CATCHER (2)	7	1	5+	4+	<b>Catcher's Instincts:</b> If this player is Open and the target of a successful Throw action (not a hand-off), they can make a free Run action.
DRAGON BLITZER	6	1	4+	3+	<b>Offensive Specialist:</b> When this player makes a Block action, you can choose to re-roll the block dice.
<p>High Elves glide across the pitch with an elegance and precision that is almost otherworldly. With throwers executing flawless passes with seemingly effortless grace, they transform the brutal game into a breathtaking spectacle of athletic artistry.</p>					
EMERGENCY RESERVES: 4			HEAD COACH: ILITHRION VAEL		

Easy  Complex

Bash  Dash

**Power Value:** 92

Move: 73 |

★★★★☆☆

Block: 69 |

★★★★☆☆

Throw: 97 | ★★★★★★

Armor: 47 | ★★☆☆☆☆

**Player Power Values**

Lineman: 61 |

★★★★☆☆

Lineman: 61 |

★★★★☆☆

Ph. Thrower: 82 |

★★★★★☆☆

Lion Catcher: 70 | ★★★★★☆☆

Lion Catcher: 70 | ★★★★★☆☆

Dragon Blitzler: 77 | ★★★★★☆☆

**Team Strategy:**

With two Catchers and a superb Thrower, this team excels in the passing game, and Throw 3+ on the Linemen ain't too shabby either. So this team can certainly move the ball up and down the field in a hurry! With regards to Bonus Play cards, Raw Talent, Throwing Play, and Accurate Pass are quite useful to further the High Elf throwing

threats. Overall, High Elf are ideal for a coach that likes to take risks, as Throw is always an option!



NORSE TEAM					NORSCA RAMPAGERS	
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY	
RAIDER (3)	5	1	5+	3+	Norse teams are drunk and disorderly, hard-hitting flagon-finishers.	
VALKYRIE	7	1	3+	4+	Offensive Specialist: When this player makes a Block action, you can choose to re-roll the block dice.	
BERSERKER	6	1	5+	4+	Frenzied: After this player makes a Mark action, they can immediately perform a free Block action.	
ULFWERENER	6	2	6+	3+	Enforcer: When this player makes a Block action, resolve the result of each dice rolled in any order. If the target is pushed by a Shove result, this player must make a follow-up move. For each knocked down result, the opposing coach must make an Armour check.	
BEER BOAR	5	1	-	6+	Pick-me-up: After this player makes a Run action, Prone team-mates adjacent to this player may make a free Stand-up action.	
EMERGENCY RESERVES: 5					HEAD COACH: MAD JAKE MCDEATH	

Easy  Complex

Bash  Dash

Power Value: 94

Move: 55 | ★★☆☆☆

Throw: 63 | ★★★★★

Block: 103 | ★★★★★

Armor: 57 | ★★★★★

**Player Power Values**

Raider: 55 | ★★☆☆☆

Berserker: 70 | ★★★★★

Raider: 55 | ★★☆☆☆

Ulfwerener: 81 | ★★★★★

Raider: 55 | ★★☆☆☆

Beer Boar: 32 | ★☆☆☆☆

Valkyrie: 81 | ★★★★★

**Team Strategy:**

Norse are a motley crew of players - five player types on a roster of seven. They have the best Blocking in Blitz Bowl with the Valkyrie, Berserker, and Ulfwerener bearing down on the opposition. A fun ability is the humble Beer Boar's Pick-me-up. Norse excel at claiming Bash cards, and they would do well to steal Sprint or Interference from the opposition to neutralize opposition scoring threats. Overall, Norse are an excellent team, one of the toughest to face in the game.

OLD WORLD TEAM MIDDENHEIM MAULERS					
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
HUMAN LINEMEN (2)	6	1	4+	3+	A diverse blend of races, the Old World Alliance team forms a formidable force on the gridiron.
HUMAN THROWER	6	1	3+	3+	<b>Handling Skills:</b> Whenever this player is moved into a square containing the ball, they pick it up, as though they were making a Run action.
HALFLING CATCHER	5	1	4+	6+	<b>Catcher's Instincts:</b> If this player is Open and the target of a successful Throw (or Throw Team-mate) action, they can make a free Run action.
DWARF BLITZER	5	1	4+	2+	<b>Offensive Specialist:</b> When this player makes a Block action, you can choose to re-roll the block dice.
OGRE	5	2	5+	2+	<b>Hulking Brute:</b> When this player makes a Block action, treat results of <b>Tackle</b> and <b>Smash!</b> as <b>Kerrunch!</b> In addition, if this player is the target of a Block action, treat results of <b>Shove</b> as <b>Miss</b> . <b>Throw Team-mate:</b> This player may throw Halfling Catcher.
EMERGENCY RESERVES: 4			HEAD COACH: UTHAR HAGG		

Easy Complex

Bash Dash

Power Value: 92

Move: 50 | ★★☆☆☆

Throw: 82 | ★★★★★

Block: 85 | ★★★★★

Armor: 74 | ★★★★★

**Player Power Values**

Lineman: 61 | ★★★★★

Blitzer: 82 | ★★★★★

Lineman: 61 | ★★★★★

Ogre: 100 | ★★★★★

Thrower: 75 | ★★★★★

Catcher: 45 | ★★☆☆☆

**Team Strategy:**

Old World Alliance comprise a backbone of Human players along with a Halfling Catcher, Dwarf Blitzer, and an Ogre. One might think such an odd assortment of players would fare miserably on the teamwork front, but a card such as Get Moving! would be important to target for positioning purposes. With the assortment of player skills and talents, this team is suitable to throw down on any pitch.

CHAOS RENEGADE TEAM THE MONGREL HORDE					
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
RENEGADE HUMAN LINEMEN (2)	6	1	4+	3+	The Mongrel Horde is an evil group of violent thugs who hate each other, and most of them rarely bother to turn up for games.
RENEGADE SKAVEN	7	1	4+	4+	
RENEGADE GOBLIN	6	1	4+	6+	Elusive: When this player makes a Run action, they can move adjacent to opponents, but must end the action Open.
TROLL	4	2	5+	2+	Throw Team-mate: This player may throw Renegade Goblin. Hulking Brute: When this player makes a Block action, treat results of Tackle and Smash! as Kerrunch! In addition, if this player is the target of a Block action, treat results of Shove as Miss.
MINOTAUR	5	2	6+	3+	Headbutt: If this player makes a Run action followed by a Mark action, they can immediately make a free Block action.
EMERGENCY RESERVES: 5			HEAD COACH: ALEKSANDR FERSONNE		

Easy Complex

Bash Dash

Power Value: 92

Move: 59 | ★★☆☆☆

Throw: 60 | ★★★★★

Block: 93 | ★★★★★

Armor: 71 | ★★★★★

#### Player Power Values

Lineman: 61 | ★★★★★

Goblin: 60 | ★★★★★

Lineman: 61 | ★★★★★

Troll: 94 | ★★★★★

Linerat: 66 | ★★★★★

Minotaur: 102 | ★★★★★

#### Team Strategy:

Chaos Renegade is a team filled with monsters including the mighty Troll and ferocious Minotaur. Keep in mind that this team has a high Emergency Reserves 5, reflecting the animosity of Renegade players. As such, a Chaos Renegades coach must manage their Reserves well, so claiming Spread Out! or Get Together! goes a long way. This team is built to smash other teams, and it would do well on the closed-off Pitch 3, 4, and 6, though they do have the capability for speed via the Renegade Skaven and Renegade Goblin players.

TOMB KINGS TEAM				NETER-KHERTET	
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
SKELETONS (2)	5	1	6+	4+	<b>Regenerate:</b> After the Pre-Turn Sequence, but before making your first Player Action, if this player is prone, they can make a free Stand Up action.
ANOINTED THROWER	6	1	3+	3+	<b>Handling Skills:</b> Whenever this player is moved into a square containing the ball, they pick it up, as though they were making a Run action.
TOMB GUARDIANS (2)	4	2	6+	2+	<b>Mightier Blow:</b> When this player makes a Block action, treat results of <b>Tackle</b> and <b>Smash!</b> as <b>Kerrunch!</b>
ANOINTED BLITZER	6	1	6+	3+	<b>Offensive Specialist:</b> When this player makes a Block action, you can choose to re-roll the block dice.
<p>Over 8,000 years ago, the Neter-Khertet played the first games of Blood Bowl. And when the game returned, it was inevitable that they would return to the field on which they once played.</p>					
EMERGENCY RESERVES: 3			HEAD COACH: GRAND HIEROPHANT ITHIRIS		

Easy  Complex

Bash  Dash

Power Value: 93

Move: 40 | ★★☆☆☆

Block: 103 | ★★★★★

Throw: 40 |

★★☆☆☆

Armor: 80 |

★★★★☆

**Player Power Values**

Skeleton: 53 | ★★☆☆☆

Skeleton: 53 | ★★☆☆☆

Thrower: 75 | ★★★★★

Tomb Guardian: 80 |

★★★★☆

Tomb Guardian: 80 |

★★★★☆

Anointed Blitzer: 72 |

★★★★☆

**Team Strategy:**

Tomb Kings are a Bash-first team featuring two lumbering Tomb Guardians and an Anointed Blitzer that can smash face. In addition, with the Skeletons' Regenerate ability, this team excels at claiming Gang Up!, but a Defensive Play doesn't hurt either. Tomb Kings can easily turn the pitch into a Bashfest - a scenario that will favor

them greatly. With Emergency Reserves 3, the team can replenish players better than the opposition. Overall, Tomb Kings are an excellent option on slow pitches, in the hands of a defensive coach.

UNDERWORLD TEAM		CRAGMERE CRITTERS			
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY
GOBLINS (3)	6	1	4+	6+	<b>Elusive:</b> When this player makes a Run action, they can move adjacent to opponents, but must end the action Open.
MUTANT SKAVEN THROWER	7	1	2+	4+	<b>Handling Skills:</b> Whenever this player is moved into a square containing the ball, they pick it up, as though they were making a Run action.
MUTANT CLANRAT	7	1	4+	4+	<b>Extra Arms:</b> After this player makes a Run action, they can make a free Hand-off.
MUTANT RAT OGRE	6	2	6+	3+	<b>Prehensile Tail:</b> Before, while, or after this player makes a Mark action, you can move an opponent 1 square, if that move ends adjacent to this player.
<p>If the Cragmere Critters are notorious for anything, it's for being a horrific collection of mutant Skaven and Goblins that produce a terrible stink!</p>					
EMERGENCY RESERVES: 4			HEAD COACH: LANCE FLESHBARR		

Easy Complex

Bash Dash

Power Value: 95

Move: 86 | ★★★★★☆

Throw: 92 | ★★★★★★

Block: 77 | ★★★★★☆

Armor: 30 | ★☆☆☆☆

**Player Power Values**

Goblin: 60 | ★★★★★☆☆

Mutant Thrower: 90 | ★★★★★★

Goblin: 60 | ★★★★★☆☆

Mutant Clanrat: 74 | ★★★★★☆☆

Goblin: 60 | ★★★★★☆☆

Mutant Rat Ogre: 91 | ★★★★★★

**Team Strategy:**

Underworld add a distinctive flair with the Rat Ogre and its Prehensile Tail ability, which makes it much easier to claim Gang Up! for this team. Given the weak Armor 6+ of the Goblins, Tough Enough is an ideal Bonus Play card to claim. The Mutant Thrower has an excellent statline of 7/1/2/4 with Handling Skills, making them a focal point of the attack. The Mutant Clanrat can combine with the Goblins to cut through the heart of the enemy defense. Overall, Underworld are a deadly team that can flummox opposition with Elusive, Extra Arms, and Prehensile Tail.

VAMPIRE TEAM					DRAKFANG THIRSTERS				
PLAYER	MOVE	BLOCK	THROW	ARMOUR	ABILITY				
THRALL LINEMEN (4)	5	1	5+	5+	<b>Bloodlust:</b> When a Vampire team-mate starts or ends an action adjacent to this player, this player is knocked down – you must make an Armour check.				
VAMPIRE THROWER	6	2	2+	3+	<b>Handling Skills:</b> Whenever this player is moved into a square containing the ball, they pick it up, as though they were making a Run action.				
VAMPIRE RUNNER	8	1	4+	4+	<b>Safe Hands:</b> If this player is knocked down while holding the ball, you can choose which adjacent square the ball bounces into instead of rolling a D8.				
VAMPIRE BLITZER	6	2	5+	3+	<b>Offensive Specialist:</b> When this player makes a Block action, you can choose to re-roll the block dice.				

Vampires are undeniably powerful, but their teams can become undone when they occasionally give in to their Bloodlust and feed off their Thralls mid-game! But, if they can keep their hunger in check, their speed and strength make them a match for any other team out on the astrogranite.

**EMERGENCY RESERVES: 5** **HEAD COACH: VALERIA PAVALENCIA**

Easy Complex

Bash Dash

Power Value: 91

Move: 58 | ★★☆☆☆

Block: 96 | ★★★★★

Throw: 74 |

★★★★☆

Armor: 42 |

★★☆☆☆

**Player Power Values**

Thrall: 37 | ★☆☆☆☆

Thrall: 37 | ★☆☆☆☆

Thrall: 37 | ★☆☆☆☆

Thrall: 37 | ★☆☆☆☆

Vampire Thrower: 99 |

★★★★★

Vampire Runner: 76 |

★★★★☆

Vampire Blitzler: 84 |

★★★★☆

**Team Strategy:**

Another unique seven-player team that runs through three excellent Vampire players, though Bloodlust limits the effectiveness of Thralls as support. Therefore, Reserves is a useful Bonus Play card to have

on hand, especially given the roster's high Emergency Reserves 5. Overall, this team has players that are amongst the best of Blitz Bowl, led by the monstrous Vampire Thrower with Block 2 and Throw 2+, but poor positioning can hamper this team in the long run.