

## Extra Teams for Stockbowl Chaos Cup (SCC)

In addition to the usual 24 teams, the following six teams can be played in SCC

### Teams played in other leagues:

<b>BEASTMEN TEAMS</b>									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Ungors	40,000	6	2	3	8	Dodge	A	GSPM
0-4	Gors	60,000	6	3	3	8	Horns	GS	APM
0-2	Bestigors	100,000	6	3	3	9	Block, Horns	GS	APM
0-2	Centigors	110,000	7	3	3	8	Frenzy, Horns, Sprint, Wild Animal	GSM	AP
0-1	Minotaur	150,000	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	S	GAPM
0-8 Re-Roll counters: 70,000 gold pieces each									
0-1 Apothecary									
Star players available for Inducement: Zzharg Madeye (90k), Max Spleenripper (130k), Lewdgrip Whiparm (150k), Wilhelm Chaney (240k), Grashnak Blackhoof (310k), Morg'n'Thorg (430k)									

<b>BRETONNIAN TEAMS</b>									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Peasant Linemen	40,000	6	3	2	7	Fend	G	ASP
0-4	Yeomen	70,000	6	3	3	8	Wrestle	GS	AP
0-4	Knight Blitzers	110,000	7	3	3	8	Block, Dauntless, Catch	GP	AS
0-8 Re-Roll counters: 70,000 gold pieces each									
0-1 Apothecary									
Star players available for Inducement: Willow Rosebark (150k), Dolfar Longstride (150k), Mighty Zug (260k), Zara the Slayer (270k), Griff Oberwald (320k), Morg'n'Thorg (430k)									

<b>KHORNE TEAMS</b>									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Pit Fighters	60,000	6	3	3	8	Frenzy	GP	AS
0-4	Bloodletter Daemons	80,000	6	3	3	7	Horns, Juggernaut, Regeneration	GAS	P
0-2	Khorne Heralds	90,000	6	3	3	8	Frenzy, Horns, Juggernaut	GS	AP
0-1	Bloodthirster	180,000	6	5	1	9	Loner, Frenzy, Wild Animal, Claw, Horns, Juggernaut, Regeneration	S	GAP
0-8 Re-Roll counters: 70,000 gold pieces each									
0-1 Apothecary									
Star players available for Inducement: Grotty (& Brick Far'th) (0k), Max Spleenripper (130k), Lewdgrip Whiparm (150k), Brick Far'th (& Grotty) (290k), Lord Borak the Despoiler (300k), Grashnak Blackhoof (310k), Morg'n'Thorg (430k)									

Teams created and tested by MartinS and Pellevin:

SLAANESH TEAMS									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Slaanesh Followers	40,000	6	3	3	7	None	G	ASPM
0-2	Slaanesh Warriors	100,000	5	4	3	9	None	GSM	AP
0-4	Daemonettes	110,000	6	3	3	8	Claw, Disturbing Presence, Hypnotic Gaze, No Hands	GAM	SP
0-2	Witch Elves	110,000	7	3	4	7	Frenzy, Dodge, Jump Up	GA	SP

0-8 Re-Roll counters: 70,000 gold pieces each  
 0-1 Apothecary  
 Star players available for Inducement: Crazy Igor (120k), Max Spleenripper (130K), Lewdgrip Whiparm (150k), Roxanna Darknail (250k), Lord Borak the Despoiler (300k), Morg'n Thorg (430k)

TZEENTCH TEAMS									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-12	Blue Horrors	60,000	4	2	3	8	Dodge, Side Step, Stunty, Regeneration	A	GSP
0-4	Tzeentch Cultists	50,000	6	3	3	7	Random Mutation*	G	ASPM
0-2	Tzeentch Infiltrators	70,000	6	3	3	8	Side Step, Teleport**	GA	SPM
0-2	Tzeentch Warriors	100,000	7	3	3	8	Block, Side Step	GAS	PM
0-1	Chaos Spawn	140,000	D6	5	1	9	Loner, Really Stupid, Stand Firm, No GFI***, Tentacles, Horns, Mighty Blow	SM	GAP

0-8 Re-Roll counters: 70,000 gold pieces each  
 0-1 Apothecary  
 Star players available for Inducement: Grotty (& Brick Far'th) (0k), Max Spleenripper (130k), Lewdgrip Whiparm (150k), Brick Far'th (& Grotty) (290k), Lord Borak the Despoiler (300k), Grashnak Blackhoof (310k), Morg'n Thorg (430k)

\*Before each game, roll 2D6. This game, the player has; 2: Very Long Legs, 3: Prehensile Tail, 4: Horns, 5: Big Hand, 6: Disturbing Presence, 7: Thick Skull, 8: Foul Appearance, 9: Extra Arms, 10: Claw, 11: Tentacles, 12: Two Heads. After the game, the mutation is lost.  
 \*\*Teleportation means that you disappear from one square, and reappear in another. A player with this skill may choose to Teleport instead of moving. To successfully Teleport, the player needs to roll 2+. If he fails this roll, he stays in his square and is considered to have moved this turn. When teleporting, the player first nominates a square within the range of a Short Pass. Put the player in the nominated square, and scatter him three times. If the final square is unoccupied, the teleporting player remains there. If the teleporting player scatters off the pitch, he is beaten up by the crowd in the same manner as a player who has been pushed off the pitch. If the teleporting player would end up in the same square as another player, a collision has occurred. Both players have to roll once on the injured table. If the player occupying the hex is knocked out or becomes a casualty, and the teleported player is neither, the teleported player remains in the square. If the occupying player is unharmed, or the teleporting player is KO'd or injured, he is put in the appropriate box (reserves, KO or injured) off-pitch. A teleporting player ending up in the crowd, or off-pitch due to collision, does not cause a turn over, unless the teleporting player was holding the ball. A teleporting player can not 'Go For It'.  
 \*\*\* Roll a D6 each time you want to move a Chaos Spawn to see how many squares it may move this turn. Chaos Spawn can never 'Go For It' and cannot take the Sprint skill.

WOODLAND TEAMS									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-12	Halfings	30,000	5	2	3	6	Dodge, Right Stuff, Stunty	A	GSP
0-2	Wood Elf Linemen	70,000	7	3	4	7	Animosity	GA	SP
0-2	Human Rangers	70,000	6	3	3	8	Fend, Sure Feet	GP	AS
0-2	Dryads	90,000	5	4	2	8	Thick Skull	G	ASP
0-1	Treeman	120,000	2	6	1	10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team Mate	S	GAP

0-8 Re-Roll counters: 70,000 gold pieces each  
 0-1 Apothecary  
 Star players available for Inducement: Puggy Baconbreath (140k), Dolfar Longstride (150k), Willow Rosebark (150k), Jordell Freshbreeze (260k), Deeproot Strongbranch (300k), Morg'n Thorg (430k)