

Updated 06.10.2024

Blood Bowl Finland

“Taktiikkaa, tuuria ja tunteita.”



Attacking Demo teams 2025

| Qty | Cost | Lizardmen | MA | ST | AG | PA | AV | Skills and Traits |
|------|---------|-----------|----|----|----|----|-----|--|
| 0-12 | 60,000 | Skink | 8 | 2 | 3+ | 4+ | 8+ | Dodge , Stunty |
| 0-2 | 70,000 | Chameleon | 7 | 2 | 3+ | 3+ | 8+ | Dodge , On The Ball, Shadowing, Stunty |
| 0-6 | 85,000 | Saurus | 6 | 4 | 5+ | 6+ | 10+ | None |
| 0-1 | 140,000 | Kroxigor | 6 | 5 | 5+ | - | 10+ | Bone Head, Loner (4+), Mighty Blow (+1) , Prehensile Tail, Thick Skull |

| Qty | Cost | Human | MA | ST | AG | PA | AV | Skills and Traits |
|------|---------|----------|----|----|----|----|-----|---|
| 0-16 | 50,000 | Linemen | 6 | 3 | 3+ | 4+ | 9+ | None |
| 0-2 | 80,000 | Throwers | 6 | 3 | 3+ | 2+ | 9+ | Pass, Sure Hands |
| 0-4 | 65,000 | Catchers | 8 | 2 | 3+ | 5+ | 8+ | Catch, Dodge |
| 0-4 | 85,000 | Blitzers | 7 | 3 | 3+ | 4+ | 9+ | Block |
| 0-3 | 30,000 | Halfling | 5 | 2 | 3+ | 4+ | 7+ | Dodge , RightStuff, Stunty |
| 0-1 | 140,000 | Ogre | 5 | 5 | 4+ | 5+ | 10+ | BoneHead, L(4+), MBlow (+1) , ThickS*, Throw Team-mate |

| Qty | Cost | Amazon | MA | ST | AG | PA | AV | Skills and Traits |
|------|---------|-----------|----|----|----|----|----|--|
| 0-16 | 50,000 | Linewomen | 6 | 3 | 3+ | 4+ | 8+ | Dodge G AS |
| 0-2 | 80,000 | Throwers | 6 | 3 | 3+ | 3+ | 8+ | Dodge , On theBall, Safe*, Pass |
| 0-2 | 90,000 | Blitzers | 7 | 3 | 3+ | 5+ | 8+ | Dodge , Hit andRun, Jump Up |
| 0-2 | 110,000 | Blockers | 6 | 4 | 3+ | 5+ | 9+ | Defensive, Dodge |

Defending Demo teams 2025

| Qty | Cost | Skaven | MA | ST | AG | PA | AV | Skills and Traits |
|------|---------|---------------|----|----|----|----|----|---|
| 0-16 | 50,000 | Linemen | 7 | 3 | 3+ | 4+ | 8+ | None |
| 0-2 | 85,000 | Throwers | 7 | 3 | 3+ | 2+ | 8+ | Pass, Sure Hands |
| 0-4 | 85,000 | GutterRunners | 9 | 2 | 2+ | 4+ | 8+ | Dodge |
| 0-2 | 90,000 | Blitzers | 7 | 3 | 3+ | 5+ | 9+ | Block |
| 0-1 | 150,000 | Rat Ogre | 6 | 5 | 4+ | - | 9+ | Animal Savagery, Loner (4+), Frenzy , Mighty Blow (+1) , Prehensile Tail |

| Qty | Cost | Dark elf | MA | ST | AG | PA | AV | Skills and Traits |
|------|---------|-------------|----|----|----|----|----|--------------------------------|
| 0-12 | 70,000 | Linemen | 6 | 3 | 2+ | 4+ | 9+ | None |
| 0-2 | 80,000 | Runners | 7 | 3 | 2+ | 3+ | 8+ | Dump-Off |
| 0-4 | 100,000 | Blitzers | 7 | 3 | 2+ | 4+ | 9+ | Block |
| 0-2 | 85,000 | Assassins | 7 | 3 | 2+ | 5+ | 8+ | Shadowing, Stab |
| 0-2 | 110,000 | Witch Elves | 7 | 3 | 2+ | 5+ | 8+ | Dodge , Frenzy, Jump Up |

| Qty | Cost | High elf | MA | ST | AG | PA | AV | Skills and Traits |
|------|---------|----------|----|----|----|----|----|-------------------------------|
| 0-16 | 70,000 | Linemen | 6 | 3 | 2+ | 4+ | 9+ | None |
| 0-2 | 100,000 | Throwers | 6 | 3 | 2+ | 2+ | 9+ | Cloud Burster, Pass, SafePass |
| 0-4 | 90,000 | Catchers | 8 | 3 | 2+ | 5+ | 8+ | Catch |
| 0-2 | 100,000 | Blitzers | 7 | 3 | 2+ | 4+ | 9+ | Block |

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Other teams

| Qty | Cost | Chaos Dwarf | MA | ST | AG | PA | AV | Skills and Traits |
|------|---------|-----------------------|----|----|----|----|-----|---|
| 0-16 | 40,000 | Hobgoblin Linemen | 6 | 3 | 3+ | 4+ | 8+ | None |
| 0-6 | 70,000 | Chaos Dwarf | 4 | 3 | 4+ | 6+ | 10+ | Block, Tackle, TS* |
| 0-2 | 130,000 | Bull Centaur Blitzers | 6 | 4 | 4+ | 6+ | 10+ | Sprint, Sure Feet, TS* |
| 0-1 | 150,000 | Enslaved Minotaur | 5 | 5 | 4+ | - | 9+ | Animal Savagery, Frenzy, Horns, Loner (4+), Mighty Blow (+1) , Thick Skull |

| Qty | Cost | Dwarf | MA | ST | AG | PA | AV | |
|------|---------|---------------|----|----|----|----|-----|--|
| 0-12 | 70,000 | Dwarf Blocker | 4 | 3 | 4+ | 5+ | 10+ | Block, Tackle, TS* |
| 0-2 | 85,000 | Runners | 6 | 3 | 3+ | 4+ | 9+ | Sure Hands, TS* |
| 0-2 | 80,000 | Blitzers | 5 | 3 | 3+ | 4+ | 10+ | Block, TS* |
| 0-2 | 95,000 | Troll Slayers | 5 | 3 | 3+ | - | 9+ | Block, Dauntless, Frenzy, TS* |
| 0-1 | 170,000 | Deathroller | 4 | 7 | 5+ | - | 11+ | Break Tackle, Dirty Player (+2), Juggernaut, Loner (5+), Mighty Blow (+1) , No Hands, Secret Weapon, Stand Firm |

| Qty | Cost | Undead | MA | ST | AG | PA | AV | Skills and Traits |
|------|---------|----------|----|----|----|----|-----|---------------------------------|
| 0-12 | 40,000 | Skeleton | 5 | 3 | 4+ | 6+ | 8+ | Regeneration, Thick Skull |
| 0-12 | 40,000 | Zombie | 4 | 3 | 4+ | - | 9+ | Regeneration |
| 0-4 | 75,000 | Ghoul | 7 | 3 | 3+ | 4+ | 8+ | Dodge |
| 0-2 | 90,000 | Wights | 6 | 3 | 3+ | 5+ | 9+ | Block, Regen |
| 0-2 | 125,000 | Mummies | 3 | 5 | 5+ | - | 10+ | Mighty Blow (+1) , Regen |

| Qty | Cost | Orc | MA | ST | AG | PA | AV | Skills and Traits |
|------|---------|-------------|----|----|----|----|-----|---|
| 0-16 | 50,000 | Orc Linemen | 5 | 3 | 3+ | 4+ | 10+ | Animosity (Orc Linemen) |
| 0-2 | 65,000 | Throwers | 5 | 3 | 3+ | 3+ | 9+ | Animosity (All), Pass, SureH* |
| 0-4 | 80,000 | Blitzers | 6 | 3 | 3+ | 4+ | 10+ | Animosity (All) |
| 0-4 | 90,000 | Big Un | 5 | 4 | 4+ | - | 10+ | Animosity (Big Un) |
| 0-4 | 40,000 | Goblins | 6 | 2 | 3+ | 4+ | 8+ | Dodge, Right Stuff, Stunty |
| 0-1 | 115,000 | Troll | 4 | 5 | 5+ | 5+ | 10+ | Always Hungry, Loner (4+), Mighty Blow (+1) , Projectile Vomit, Really Stupid, Regeneration, Throw Team-mate |

Demo Matchups - Team pairings

Demo scenario:

Game has been so far nail-bitingly even and after 16 rounds of mud, sweat, blood and tears... the first two halves were tied! But the game is not over yet!

We are on over time guys! First goal wins the game! Make every block count!
Make every dice roll epic! Good luck!

Starting the demo game (Demo playtime ~30 minutes)

Attacking side is pre-chosen.

Attacking team gets Apo (if eligible) and 2 or 3 ReRolls.

Defending team gets Apo (if eligible) and 3 ReRolls.

Demoer helps out with the setups for offense and defense.

Weather is perfect.

Normal ball scatter from the middle. Preferable no kick-off table is rolled.

| Great demo matchups | | Ok demo matchups | |
|--|---|--|--|
| Attacking | Defending | Attacking | Defending |
| old* Chaos dwarf | Lizardmen | Orc | Human |
| 2 Bull centaurs 6 Chaos dwarves 3 Hobgoblins | 1 Kroxigor 6 Saurus 4 Skink | 1 Troll 4 Big Uns 4 Blitzers 1 Thrower 1 Lineman | 1 Ogre 4 Blitzers 2 Catchers 1 Thrower 3 Linemen |
| Lizardmen | Skaven | Dwarves | Dark elf |
| 1 Kroxigor 6 Saurus 4 Skink | 1 Rat ogre 2 Blitzers 4 Gutters 1 Thrower 3 Linerat | 1 Trollslayer 2 Blitzer 1 Runner 7 Longbeard | 2 Witches 4 Blitzers 1 Runner 4 Linemen |
| Human | Dark elf | Undead | Lizardmen |
| 1 Ogre 4 Blitzers 2 Catchers 1 Thrower 3 Linemen | 2 Witches 4 Blitzers 1 Runner 4 Linemen | 2 Mummy 2 Blitzers 2 Ghoul 5 Zombie | 1 Kroxigor 6 Saurus 4 Skink |
| Amazon | High elf | Dark elf | High elf |
| 2 Blockers 2 Blitzers 1 Thrower 6 Linemen | 2 Blitzers 3 Catchers 1 Thrower 5 Linemen | 2 Witches 4 Blitzers 1 Runner 4 Linemen | 2 Blitzers 3 Catchers 1 Thrower 5 Linemen |

Checklist for Demoer

Scenario idea is harder for the attacker to keep the ball and easier for the defender to knock the ball down.

First few turns, guide, give pointers and hints for

1. Basic movement (and how dodge helps)
2. Basic blocking and blitz (and how awesome block is)
3. Basic assisting (why getting assist is awesome).
4. Explaining pickup (hand-off and pass action if needed).
5. Explaining block and dodge skills.

Then when players get the idea

1. Let the demo players
2. Help out with rules
3. Answer question
4. Try not to guide
5. Let players make epic rolls and see them soar in the sky, or touch the sun.. and well.. Yeah.

NOTE:

1. Aim for the **30 minutes of play time**
So we can have as many people play the demo as possible.

Checklist for Sideline / Promoter

If you are on the Sideline

1. Hydrate the Demoers
 - a. Make sure they take in liquids, it might not seem hard, but we will be standing up for a long period of time and talking out a lot. We might not notice it ourselves.
2. Step-in for bio breaks etc
3. Count the people who stop by with the clicker
4. Mingle with the peekers

Promoting for interested "peekers"

1. Explain what is happening who is defending who is attacking
2. Ask where the interested party is from
3. If there is a known league active in that there, point that out
4. If not...
 - a. Ask if it is ok to gather their contact details for interest in Blood Bowl league or tournament play. There is a qr-code link to the form.
 - b. This also helps us focus on that area and let them know if there is a league starting in the city.

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Kiinnostuitko?

Ilmoita kiinnostuksestasi pelata Blood Bowl liigaa tai turnauksia kotipaikkakunnallasi tai lähialueella. Scannaa QR-koodi linkki formiin alla.

Peaked your interest?

Fill a peak of interest form to play Blood Bowl league or tournaments in your hometown or nearby. Scan the QR-code link to form below.



For more information about Finnish Blood Bowl scene

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Demo palaute

Miten meillä meni?
Scanna alla oleva QR-koodi ja täytä
palautelomake auttaaksesi meitä tekemään
tapahtumistamme parempia.

Tiedot tallennetaan anonyymisti,
tapahtumien laadun varmistamiseksi sekä
Blood Bowl Finland ry:n tapahtumien
kehitystä varten.

Demo feedback

How did we do?
Scan the QR-code below and fill the form
below to help us make our events better.

Information will be anonymous and saved
for quality assurance and development of
Blood Bowl Finland associations future
events.



Vieraile sivuillamme

www.bloodbowl.fi
tai scannaa alla oleva QR-koodi linkki

Visit our webpage

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