

STUNTY*LEEG



HANDBOOK

STUNTY LEEG

HANDBOOK 1.0

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INTRODUCTION

Beleaguered and broken, the Hotpot Wanderers returned to the Moot once again, winless and weary from the arduous trials of the local football circuit. While their love of the game was undeniable, the mounting losses and injuries had taken their toll. Unable to compete against other races of greater stature, but still eager to play, it finally dawned on one young Halfling that they should stick to playing their own kind. With that, a local league was quickly established and the beloved game was suddenly enjoyable again for the wee-folk. New rules soon emerged, including the four-hour lunch break at half time, which was hugely popular.

News of the upstart league spread and soon Goblins asked to join, followed by all manner of other diminutive creatures, including Gnomes, Gnoblars, and Snotlings. This new league, bemusedly referred to as the “Stunty Leeg”, continued to grow and eventually an enterprising promoter realized that for a fraction of the cost of NAF-sanctioned matches he could host Stunty games ahead of main events. Fans soon flocked to see the mayhem of these matches and the Leeg’s popularity began to rise. With newfound notoriety, more races began to enter teams: Skaven clans, Skinks, Nurglings, Horrors and more. Each new team brought with them a new way to try and account for their small stature, sneaking in knives, bombs, and chainsaws at first. Then larger weapons, huge trolls and ogres, and even giant contraptions designed to maim and kill. All highly illegal, but often overlooked by referees on the take or swayed by the sheer will of the crowd wanting to see more carnage. And so Stunty was born: part football, part circus, part massacre, and total mayhem between two goal lines.



THE STUNTY DOCTRINE

While Stunty Leeg is meant to be played as competitively as any other Fantasy Football (FFB) match, it is also meant to be enjoyed by celebrating the mayhem that almost always ensues. Coaches are encouraged to cheer on the successes and failures for both themselves and other coaches, not worrying solely about the final score line. Stunty players are small and weak and that, combined with a plethora of deadly contraptions on the pitch, leads to a lot of dead players. In other leagues the death of a few players might lead a coach to throw in the towel, but not in Stunty. In Stunty concessions are greatly frowned upon except in the most extreme of circumstances, because rarely is a game ever lost for certain.

Pixel-huggers and munchkins be warned, the Stunty Leeg is not a place where players go to grow old.

★★★ *Did you know...*

When the Barrag Bruisers won the 2512 Necromiser’s Nightmare their prize was a hulking Beast of Nurgle known as Leatherface. It seemed like a perfect addition to the team, but coach Corvidius may be reconsidering that notion. Leatherface has been spoiling all the team dinners (a serious business of which there is no doubt) by his mere presence, let alone his festering diseased sores, but none yet have had the courage to ask him to leave.

TOURNAMENTS

The Stunty Leeg has sanctioned a number of tournaments and events since its inception. There have also been numerous unsanctioned events of various sizes and formats. Tournaments bring together teams from far and wide to test themselves against each other on the pitch and partake of wild after match parties. Over time the organizers have settled on four major Stunty tournaments that they officially endorse.

Exploding Cup

The first tournament of the year is the Exploding Cup, held every February. Originally this winter classic was a Goblin-only event held for rookies. You have to give credit to the greenskins; it was the most entertaining rookie draft system in the history of sport. The potential of the tournament has not gone unnoticed by the Leeg, which has resurrected the event as a league-wide tryout for rookie teams. The Swiss format tournament guarantees all teams a minimum of four games to strut their stuff for the scouts and ensures that the top teams play against each other so they can really showcase their mettle. Top qualifiers face off in a final sixteen team knock-out to view for the coveted trophy.

Stunty Cup

The biggest of them all, the Stunty Cup, takes place every August in Altdorf ahead of the professional FUMBBL Cup event. Any team who can make the journey to the Imperial capital does so, for there is no greater prize in the Leeg. Nor is there a bigger party. The massive straight knockout tournament is shown live on cabalvision and garners huge crowds who have been won over by the entertainment provided by the Leeg. The Stunty Cup was originally a monthly event held on Paypervue™, but became a single world championship event to showcase the best teams that Stunty has to offer. To hoist the Stunty Cup is a reward second to none.

Fighting Cockerel Classic

Every May teams descend upon Eichschatten, the birthplace of the Stunty Leeg in the Grand County of the Mootland, for the Fighting Cockerel Classic. Teams are placed in round robin qualifier brackets that they must win before they can move on to the final rounds. The tournament format places a high value on teams' resilience to get through their brackets against a variety of opponents. While the Stunty Cup may be considered the biggest of the majors, there is something special about being the team to hoist the iconic iron cauldron flanked with cockerel handles in front of the cheering throngs.

Necromiser's Nightmare

The Necromiser is a month-long tournament held in Lahmia on the eastern side of the Worlds Edge Mountains. Once thought abandoned, Lahmia's population has slowly returned and the city hosts the Necromiser to bolster tourism, and in all likelihood their citizenship through tournament casualties. The first three weeks of the tournament are open format, allowing teams to play as many games as they choose. Each team is awarded lottery tickets for the finals based on wins, draws, and fatalities. At the conclusion of the three week period a draw is made for seven of the eight spots in the knockout final. The eighth spot is reserved for the team that inflicts the most fatalities.

Other Notable Tournaments and Events

Over the years a number of other tournaments have come and gone. Some were too ambitious, and others probably not ambitious enough. Even many successful events perished through bad management of funds and unscrupulous promoters. One of the more notable events was the Small Stunty Spike, which ran for three years and promised the winning coach a random mutation for a member of his team. The tournament flourished until the Chaos gods discovered mutations were being given as the prize without their express written consent and, going against their lawyers' advice to sue, simply turned the organizer into a gnat. The Little Big Tour was another event with great unfulfilled potential. The idea of each race hosting a leg of the event looked good on paper, but in practice it was a disaster. Monies paid to many of the local organizers vanished without a trace, while some of the legs that went ahead were fraught with match fixing and rampant favouritism with some local races even barring other races they disliked from playing. The league administration has since clamped down on unsanctioned events until they can be properly hosted.

RULES

The Stunty Leeg is governed by the professional Fantasy Football league and therefore adheres to their rulebook for the most part. There are however some differences in the rules, as outlined below:

Apothecary

In such a brutal sport, injuries will and do happen, even more so when most of the players can only dream of being four feet tall. To help the most seriously injured, teams almost always hire apothecaries. These team doctors are often able to patch up the most lethal injuries, but sometimes are unable to help, or can even cause more damage to the player.

0-1 apothecaries can be hired onto the team's roster for **50** gold pieces. Horrors of Tzeentch and Nurglings may not hire apothecaries.

Babes

When teams come into games as the underdog, especially short-manned, they can seek out local talent to motivate the team and get them back onto the pitch quicker. Each babe adds +1 to the knockout recovery roll.

0-2 babes can be induced for **40** gold pieces each.

Bribes

Even though the referee's enforcement of rules is somewhat lax in the Leeg, there are still rules to abide by and players looking to break them. When a player runs afoul of the officiating staff by kicking a downed opponent, he will be ejected unless the club's coach can convince the referee otherwise. Similarly, the officials often tire of saws, bombs and other craziness on the field and will ban players with illegal weapons. This ban can be seen as either rules enforcement or selfishly looking out for personal wellbeing on the pitch. In these circumstances the coach may use a bribe to prevent an ejection with a result of 2+ on the six-sided die. A roll of one leaves the referee unimpressed with the offer and he will still ban the player, but keep the gold.

0-3 bribes can be induced for **85** gold pieces each. The Stunty referees are, being non-unionized amateurs, not as demanding as their professional counterparts.

Igors

Teams not normally able to hire apothecaries may employ part time surgeons known as igors with their inducement funds. These back alley quacks can often patch up the most serious of wounds or just as easily kill your player and use them for spare parts.

0-2 igors may be induced for **75** gold pieces each.

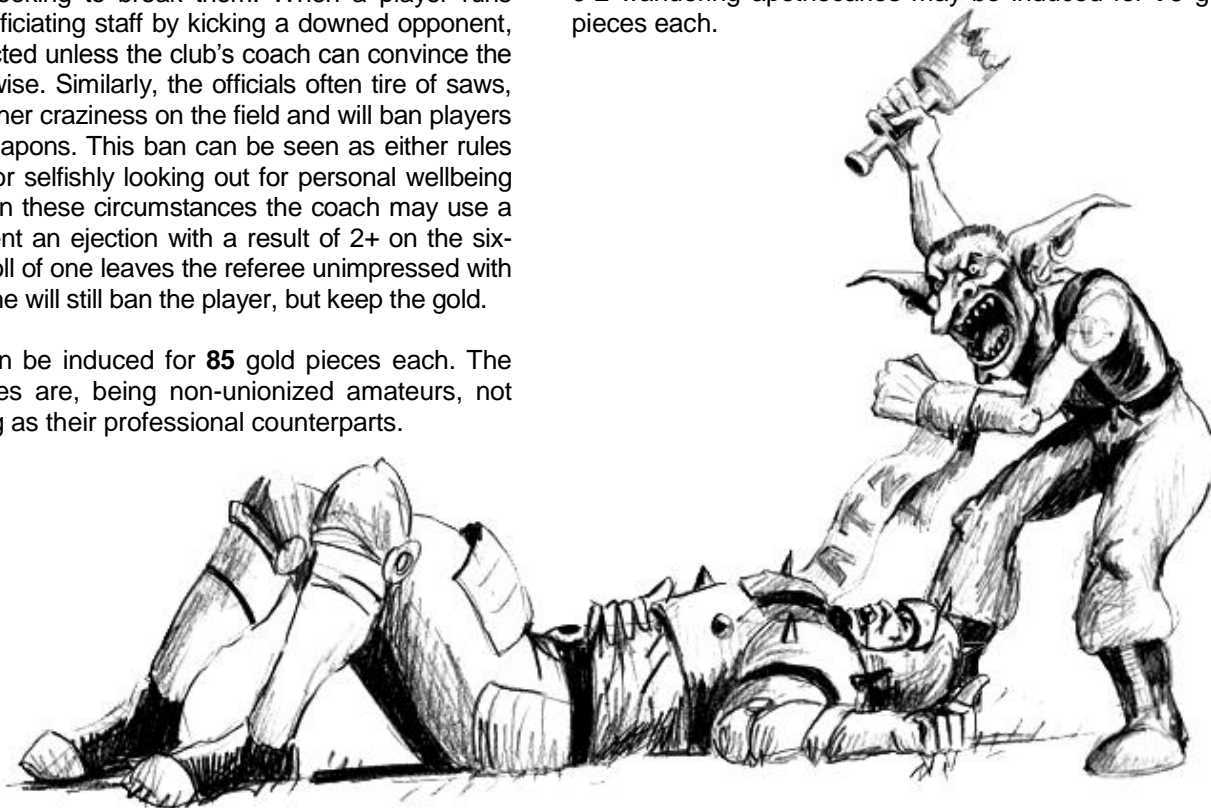
Secret Weapons

Secret weapons have become so commonplace in the Stunty Leeg that they are often overlooked by the referees. At the end of each drive a roll is made for each secret weapon that was on the field at any point during the drive, even those knocked off the pitch. Secret weapon rolls and descriptions are on page 5.

Wandering Apothecaries

Teams often look to additional healers for games where they are bound to be overpowered and suffer multiple casualties. For these matches they find wandering apothecaries willing to work for a small fee, but no guarantees.

0-2 wandering apothecaries may be induced for **75** gold pieces each.



SECRET WEAPONS

Stunty teams have become adept at bringing a multitude of secret weapons and devices onto the pitch. In fact, it is often encouraged by promoters and league officials who have been known to bribe the referees themselves prior to matches. Fans have come to expect terrifying contraptions and outrageous rule infractions. In fact, front row seats at many games, while being almost as dangerous as being on the pitch, fetch huge prices from the thrill-seeking faithful. Weapons are so commonplace now, referees will often completely overlook their use and allow them back onto the pitch. The following rolls are made after each drive for any weapon that was on the pitch at any time during the drive:

Ball & Chain (6+)

The infamous ball & chain was first employed by Goblin teams and is still a mainstay with their Stunty Leeg brethren. The swirling mass of steel is equally dangerous to opponents and the welder alike, taking down anything and everything in its path.

Bombs (8+)

Why get up close and personal, and possibly sustain lethal injuries, when you can sit back deep in your end of the field and rain death on the opposing team? Teams that have mastered the art of gunpowder, or gotten close enough, sneak the exploding projectiles onto the pitch and fire away. While bombs can be highly effective, they are also unpredictable, and are therefore feared by all players, the ref, and even the fans.

Blunderbusses and Cannons (10+)

The use of modified blunderbusses, or guns, and other devices to hurl the ball downfield is not new to the sport. In the Stunty Leeg it is no exception either, as ingenious teams dream up ways of launching the ball further. The Skryre have their Jezzails and Gnomes looked to Dwarven technology for their cannons. What is unique about Stunty is the willingness of referees to allow this blatant cheating. At first they were banned on sight, but realizing the woeful nature of the Stunty passing game, a league directive was ordered to turn a blind eye to all but the most blatant infractions.

Chainsaws (7+)

What's not to like about a four foot something maniac running around the field brandishing a chainsaw? The chainsaw is a fan favourite and a Leeg staple. While highly illegal, it takes a brave ref to eject a player with a chainsaw who actually manages to survive the drive unharmed.



Knives and Spears (10+ or no roll)

One of the most simplistic, and often most effective, rule infractions is to sneak a stabbing weapon into the game. Ranging from improvised shivs to sticks, spears and ceremonial daggers, the contraband weapons can deal out a lot of damage when they find their way through a chink in opponent's equipment. So adept at hiding the small weapons, some teams such as the Eshin and Forest Goblins rarely seem to get caught.

Wheels of Mass Destruction (6+)

These wheels of mass destruction (WMDs) are often referred to as deathrollers and encompass all manner of oversized mobilized contraptions built to leave a swath of destruction in their wake. These include the massive Skryre Doomwheels and the teetering Snotling Splatta Wagon and Pump Wagons.

★★★ *Did you know...*

While the first Wheel of Mass Destruction ever fielded in a Stunty match was the Pik'n'Flik's Snotling Pump Wagon "Mad Maude" it was not the first attempt to field such a machine. Some months earlier, Gnomish waterboy and part-time tinkerer Jergan Luuznuht of the Grundheim Lawnbowlers bought and rebuilt a used Dwarven Deathroller. Unfortunately, when it was started up in the dugout it exploded, killing half the team, the entire coaching staff, 36 spectators and Jergan Luuznuht himself. The game was forfeited and the team was disbanded. It would be some time before anyone was bold enough to try something similar themselves.

STUNTY TEAM ROSTERS

The following pages list the 15 races officially registered to participate in Stunty Leeg sanctioned events. Qty (quantity) indicates the number of players of that position that you may have on your team. Double indicates the additional skill categories to those in the Normal column available to be chosen as a skill on a double skill roll. For the Normal and Double column, G = General skills, A = Agility skills, S = Strength skills, P = Passing skills, and M = Mutation skills.

ALBION FAE TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Brownies	25	6	1	3	7	Dodge, Right Stuff, Stunty	A	GSP
0-4	Pixies	60	8	1	3	6	Dodge, Hypnotic Gaze, Stunty, Very Long Legs	A	GSP
0-2	Leprechauns	60	6	1	3	7	Dodge, Strip Ball, Stunty, Right Stuff	A	GSP
0-3	Fenbeasts	120	2	6	1	9	Bone-head, Disturbing Presence, Mighty Blow, Regeneration, Thick Skull	S	GAP

0-8 Re-roll counters: 50 gold pieces each (100 after team creation)

Star Players available for Inducement: Leeloo Lion Tamer (70), Blarney Bill Bastidge (70), Wil-O the Wisp (115), Lorebass (125), Shadow (160), Puck & Big Pudwick (200), Cusimano the Gentle Giant (280)

CHAOS HALFLING TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Chaos Halflings	35	5	2	3	6	Dodge, Right Stuff, Stunty	AM	GSP
0-1	Head Carver	60	5	2	3	6	Dodge, Right Stuff	GAM	SP
0-2	Carvers	70	5	2	3	6	Chainsaw, Dodge, Right Stuff, Secret Weapon (7+)	GAM	SP
0-2	Chaos Spawn	140	5	5	2	8	Loner, Always Hungry, Frenzy, Horns, Mighty Blow, Regeneration, Thick Skull, Throw Team-Mate, Wild Animal	SM	GAP

0-8 Re-roll counters: 50 gold pieces each (100 after team creation)

Star Players available for Inducement: Mincemeat the Mad Butcher (80), Tasty Tom (90), Lorebass (125), Logan (130), Shadow (160), King Tot (170), Thundershout Gristlegnasher (300)

ESHIN ADEPTS TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Adepts	40	6	2	3	6	Dodge, Stunty	A	GSP
0-2	Stalkers	60	7	2	3	6	Dodge, Shadowing, Stunty	A	GSP
0-2	Night Runners	80	7	2	3	6	Dodge, Stab, Stunty	A	GSP
0-1	Assassin	120	7	2	4	6	Claw, Dodge, Pro, Stab	GA	SP

0-8 Re-roll counters: 60 gold pieces each (120 after team creation)

Star Players available for Inducement: Nezogt the Mutated (90), Squeakshot Plaguewind (105), Bonegnawer (110), Lorebass (125), Shadow (160), Morris Meatgrinder (190), Thundershout Gristlegnasher (300)

FOREST GOBLIN TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Forest Goblins	35	6	2	3	6	Dodge, Right Stuff, Stunty	A	GSP
0-4	Stikkas	55	6	2	3	7	Dodge, Secret Weapon (10+), Stab, Stunty	A	GSP
0-2	Shamans	80	6	2	3	7	Dodge, Foul Appearance, Hypnotic Gaze, Stunty	GA	SP
0-2	Spider Riders	100	7	3	2	7	Bone-head, Dodge, Shadowing, Tentacles, Two Heads	AS	GP

0-8 Re-roll counters: 60 gold pieces each (120 after team creation)

Star Players available for Inducement: Leeloo Lion Tamer (70), Fumlig da Venomuz Spida (100), Lorebass (125), Quoloth the Fierce (130), Shadow (160), Gong the Giant Gorilla (210), Chompa & Stompa (270)

GNOBLAR TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Gnoblar	30	6	1	3	7	Dodge, Right Stuff, Stunty	A	GSP
0-2	Gnoblar Bullies	55	6	1	3	7	Dauntless, Dodge, Right Stuff, Stunty	GA	SP
0-4	Trappers	60	5	2	3	7	Dodge, Prehensile Tail, Right Stuff, Stunty, Tentacles	A	GSP
0-1	Ogre Gorger	130	6	5	1	8	Loner, Claw, Frenzy, Thick Skull, Wild Animal	S	GAPM
0-1	Ogre Irongut	130	4	5	2	10	Loner, Bone-head, Mighty Blow, Stand Firm, Thick Skull	S	GAP
0-1	Ogre Maneater	130	5	5	2	9	Always Hungry, Bone-head, Mighty Blow, Thick Skull, Throw Team-Mate	S	GAP

0-8 Re-roll counters: 70 gold pieces each (140 after team creation)

Star Players available for Inducement: Doom Diver Catapult (60), Nezogt the Mutated (90), Fumlig da Venomuz Spida (100), Lorebass (125), Shadow (160), Slabb (240), Thundershout Gristlegnasher (300)

GNOME TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Gnomes	50	4	2	3	8	Dodge, Right Stuff, Stunty, Thick Skull	S	GAP
0-2	Dwarven Cannons	50	2	3	3	10	Always Hungry, Hail Mary Pass, Secret Weapon (10+), Strong Arm, Throw Team Mate	P	GAP
0-4	Mad Bommaz	60	4	2	3	7	Bombardier, Right Stuff, Secret Weapon (8+), Strong Arm, Stunty, Thick Skull	AP	GS
0-2	Daredevils	60	5	2	3	7	Diving Catch, Dodge, Right Stuff, Sprint, Stunty	A	GSP
0-2	Squig Slayers	90	5	2	2	7	Block, Dauntless, Right Stuff, Stunty, Thick Skull	GS	AP

0-8 Re-roll counters: 60 gold pieces each (120 after team creation)

Star Players available for Inducement: Doom Diver Catapult (60), Blarney Bill Bastidge (70), Lorebass (125), Shadow (160), Morris Meatgrinder (190), Puck & Big Pudwick (200), Cusimano the Gentle Giant (280)

GOBLIN CHEATERS TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Goblins	40	6	2	3	7	Dodge, Right Stuff, Stunty	A	GSP
0-2	Looneys	55	6	2	3	7	Chainsaw, Dodge, Right Stuff, Secret Weapon (7+)	A	GSP
0-2	Bombers	60	6	2	3	7	Bombardier, Dodge, Secret Weapon (8+), Stunty	AP	GS
0-2	Fanatics	60	4	6	3	7	Ball & Chain, No Hands, Secret Weapon (6+)	AS	GP
0-2	Kickers	65	6	2	3	7	Dirty Player, Dodge, Kick, Right Stuff, Stunty	A	GSP
0-2	Pogo Sticks	75	6	2	3	7	Dodge, Leap, Right Stuff, Sprint, Very Long Legs	GA	SP

0-8 Re-roll counters: 60 gold pieces each (120 after team creation)

Star Players available for Inducement: Odster Evil One (50), Nezogt the Mutated (90), Mad Gark the Tamer (100), Lorebass (125), Shadow (160), Slabb (240), Thundershout Gristlegnasher (300)

HORRORS OF TZEENTCH TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Horrors	50	4	2	3	7	Dodge, Jump Up, Regeneration, Right Stuff, Stunty, Throw Team-Mate	AM	GSP
0-2	Greater Horrors	75	5	2	3	7	Dodge, Regeneration, Throw Team-Mate	GAM	SP
0-2	Flamers	80	6	3	3	7	Bombardier, Leap, No Hands, Regeneration, Safe Throw, Sprint, Very Long Legs	A	GSPM
0-2	Firewyrms	110	4	5	4	8	Loner, Wild Animal, Bombardier, Foul Appearance, No Hands, Regeneration, Safe Throw	ASM	GP

0-8 Re-roll counters: 50 gold pieces each (100 after team creation)

Star Players available for Inducement: Nezogt the Mutated (90), Igor (110), Lorebass (125), Logan (130), Screamer of Tzeentch (140), Baron von Spivakosky (230), Thundershout Gristlegnasher (300)

NURGLING TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Nurplings	40	5	2	2	7	Dodge, Nurgle's Rot, Stunty, Regeneration	AM	GSP
0-2	Putrifiers	70	5	2	2	7	Big Hand, Disturbing Presence, Dodge, Nurgle's Rot, Regeneration, Stunty, Sure Hands	AM	GSP
0-2	Plaguebearers	90	5	2	2	8	Disturbing Presence, Foul Appearance, Horns, Nurgle's Rot, Regeneration	GSM	AP
0-2	Beasts of Nurgle	120	4	5	1	9	Loner, Disturbing Presence, Foul Appearance, Mighty Blow, Nurgle's Rot, Really Stupid, Regeneration, Tentacles	SM	GAP

0-8 Re-roll counters: 70 gold pieces each (140 after team creation)

Star Players available for Inducement: Nezogt the Mutated (90), Smallpox the Flatulent (95), Igor (110), Lorebass (125), Zend Sickstench (125), Shadow (160), Thundershout Gristlegnasher (300)

PYGMY TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Pygmies	35	5	2	3	6	Dodge, Right Stuff, Shadowing, Stunty	A	GSP
0-2	Alligator Warriors	40	4	2	2	8	Right Stuff, Stunty, Thick Skull	SA	GP
0-2	Eagle Warriors	50	7	2	3	6	Dodge, Leap, Right Stuff, Stunty	A	GSP
0-2	Jaguar Warriors	70	6	5	3	6	Claw, Right Stuff, Shadowing, Sprint, Stunty	GA	SP
0-2	Kroxigors	130	6	5	1	9	Loner, Bone-head, Mighty Blow, Prehensile Tail, Thick Skull	S	GAP

0-8 Re-roll counters: 60 gold pieces each (120 after team creation)

Star Players available for Inducement: Leeloo Lion Tamer (70), Windwalker (90), Lorebass (125), Logan (130), Shadow (160), Gong the Giant Gorilla (210), Cusimano the Gentle Giant (280)

SKINK TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Skinks	55	7	2	3	7	Dodge, Stunty	A	GSP
0-2	Whiptails	60	8	1	3	7	Dodge, Prehensile Tail, Side Step, Stunty	A	GSP
0-1	Adept of Sotek	70	7	2	3	7	Dodge, Stab, Stunty	SM	GAP
0-2	Raptors	90	8	2	3	7	Dauntless, Dodge, Frenzy, No Hands, Sidestep, Stunty	GA	SP

0-8 Re-roll counters: 60 gold pieces each (120 after team creation)

Star Players available for Inducement: Fumlig da Venomuz Spida (100), Lorebass (125), Quoloth the Fierce (130), Karazara the Relentless (135), Shadow (160), Gong the Giant Gorilla (210), Cusimano the Gentle Giant (280)

SKRYRE SLAVES TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Slaves	35	6	1	3	6	Dodge, Guard, Stunty	A	GSP
0-1	Poisoned Wind Globadier	60	5	2	3	6	Bombardier, Foul Appearance, Secret Weapon (8+)	A	GSP
0-2	Jezzails	60	5	2	3	6	Accurate, Hail Mary Pass, Secret Weapon (10+), Stunty	AP	GS
0-2	Mechavermin	100	4	3	1	10	Mighty Blow, Stand Firm	GS	APM
0-1	Doomwheel	100	4	5	1	10	Dirty Player, Foul Appearance, Frenzy, Juggernaut, Mighty Blow, No Hands, Secret Weapon (6+)	S	GAP

0-8 Re-roll counters: 60 gold pieces each (120 after team creation)

Star Players available for Inducement: Nezogt the Mutated (90), Squeakshot Plaguewind (105), Bonegnawer (110), Lorebass (125), Shadow (160), Morris Meatgrinder (190), Thundershout Gristlegnasher (300)

SNOTLING TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Snotling Mobs	25	5	1	3	5	Dodge, Regeneration, Right Stuff, Side Step, Stunty, Thick Skull, Two Heads	A	GSP
0-3	Snotling Goons	40	5	1	3	5	Diving Tackle, Dodge, Right Stuff, Side Step, Stunty, Titchy	GA	SP
0-1	Splatta Wagon	70	6	4	1	8	Ball & Chain, No Hands, Secret Weapon (6+)	G	SAP
0-2	Pump Wagons	80	4	6	1	9	Ball & Chain, No Hands, Secret Weapon (6+)	S	GAP
0-3	Trolls	100	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate	S	GAP

0-8 Re-roll counters: 60 gold pieces each (120 after team creation)

Star Players available for Inducement: Doom Diver Catapult (60), Nezogt the Mutated (90), Lorebass (125), Zend Sickstench (125), Shadow (160), Slabb (240), Thundershout Gristlegnasher (300)

SQUIG HERDER TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Squig Herders	40	6	2	3	7	Dodge, Right Stuff, Stunty	A	GSP
0-4	Squigs	70	5	4	4	8	Blood Lust, Claw, Leap, Mighty Blow, No Hands, Really Stupid, Sprint, Very Long Legs	AS	GP
0-2	Squig Hoppers	110	6	4	3	7	Blood Lust, Claw, Leap, Mighty Blow, Pro, Sprint	AS	GP

0-8 Re-roll counters: 50 gold pieces each (100 after team creation)

Star Players available for Inducement: Odster Evil One (50), Fumlig da Venomuz Spida (100), Mad Gark the Tamer (100), Lorebass (125), Shadow (160), Chompa & Stompa (270), Thundershout Gristlegnasher (300)

STRIGOYAN TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Thralls	35	5	2	3	6	Dodge, Right Stuff, Stunty, Thick Skull	A	GSP
0-4	Crypt Ghouls	60	6	2	3	7	Blood Lust, Dodge, Regeneration, Right Stuff, Stunty	GAS	P
0-1	Strigoyan Lord	120	6	5	2	8	Blood Lust, Claw, Regeneration, Throw Team-Mate	GAS	P

0-8 Re-roll counters: 60 gold pieces each (120 after team creation)

Star Players available for Inducement: Tasty Tom (90), Igor (110), Lorebass (125), Shadow (160), Percival Pinchstik (165), King Tot (170), Baron von Spivakosky (230)

STAR PLAYERS

Name	Teams/Skills	Cost	MA	ST	AG	AV
Baron von Spivakosky Skills	<i>Horrors of Tzeentch or Strigoyan</i> Loner, Claws, Dodge, Frenzy, Juggernaut, Tackle	230	7	4	3	8
Blarney Bill Bastidge Skills	<i>Albion Fae or Gnome</i> Loner, Dodge, Fend, Right Stuff, Stab, Stunty, Sure Hands, Titchy	70	6	1	3	7
Bonegnawer Skills	<i>Eshin Adepts or Skryre Slaves</i> Loner, Frenzy, Prehensile Tail, Wild Animal	110	5	4	2	7
Chompa & Stompa Skills	<i>Forest Goblin or Squig Herders</i> Loner, Ball & Chain, Claws, Mighty Blow	270	4	7	1	9
Cusimano the Gentle Giant Skills	<i>Albion Fae, Gnome, Pygmy or Skink</i> Loner, Block, Fan Favourite, Grab, Thick Skull, Throw Team-Mate	280	4	6	1	9
Doom Diver Catapult Skills	<i>Gnoblar, Gnome or Snotling</i> Loner, Always Hungry, Hail Mary Pass, Pass, Secret Weapon (10+), Strong Arm, Throw Team-Mate	60	2	2	3	8
Fumlig da Venomuz Spida Skills	<i>Forest Goblin, Gnoblar, Skink or Squig Herders</i> Loner, Dodge, Foul Appearance, Leap, Piling On, Tentacles, Very Long Legs	100	6	2	3	7
Gong the Giant Gorilla Skills	<i>Forest Goblin, Pygmy or Skink</i> Loner, Always Hungry, Frenzy, Mighty Blow, Throw Team-Mate, Wild Animal	210	5	5	2	8
Igor Skills	<i>Horrors of Tzeentch, Nurglings or Strigoyan</i> Loner, Dirty Player, Foul Appearance, Tackle, Thick Skull, (Thrall) (Note: Igor can be bitten as if he was a Thrall)	110	4	3	1	8
Karazara The Relentless Skills	<i>Skink</i> Loner, Block, Dodge, Jump Up, Shadowing, Side Step, Stunty	135	8	2	3	7
King Tot Skills	<i>Chaos Halfling or Strigoyan</i> Loner, Block, Decay, Mighty Blow, Regeneration, Stand Firm	170	3	4	1	9
Leeloo Lion Tamer Skills	<i>Albion Fae, Forest Goblin or Pygmy</i> Loner, Dauntless, Dirty Player, Dodge, Frenzy, Stunty	70	4	2	2	7
Logan Skills	<i>Chaos Halfling, Pygmy, or Horrors of Tzeentch</i> Loner, Block, Claws, Dauntless, Frenzy, No Hands, Wild Animal	130	5	3	3	8
Lorebass Skills	<i>All Teams</i> Loner, Diving Tackle, Kick, Stand Firm, Stunty, Thick Skull	125	6	3	3	8
Mad Gark the Tamer Skills	<i>Goblin Cheaters or Squig Herders</i> Loner, Dodge, Leader, Pro, Right Stuff, Stunty, Wrestle	100	6	2	3	7
Mincemeat Mad Butcher Skills	<i>Chaos Halfling</i> Loner, Dodge, Multiple Block, Right Stuff, Stab, Stunty	80	5	2	3	6
Morris Meatgrinder Skills	<i>Eshin Adepts, Gnome or Skryre Slaves</i> Loner, Break Tackle, Juggernaut, Mighty Blow, Multiple Block, No Hands, Secret Weapon (6+), Stand Firm	190	4	7	1	10
Nezogt the Mutated Skills	<i>Eshin Adepts, Gnoblar, Goblin Cheaters, Horrors of Tzeentch, Nurglings, Skryre Slaves or Snotling</i> Loner, Dodge, Extra Arms, Fend, Prehensile Tail, Right Stuff, Side Step, Stunty, Two Heads	90	6	1	3	7

STAR PLAYERS - continued

Name	Teams/Skills	Cost	MA	ST	AG	AV
Odster Evil One Skills	<i>Goblin Cheaters or Squig Herders</i> Loner, Chainsaw, Dirty Player, Secret Weapon (6+), Stunty	50	5	2	2	7
Percival Pinchstik Skills	<i>Strigoyan</i> Loner, Diving Tackle, Dodge, Foul Appearance, Jump Up, Leap, Regeneration, Shadowing, Very Long Legs	165	7	2	4	7
Puck & Big Pudwick	<i>Albion Fae or Gnome (Note: You must have two positions open on your roster to induce this pair, which counts as a single Star Player inducement.)</i>	200				
Puck	Loner, Dauntless, Dodge, Right Stuff, Strip Ball, Stunty, Thick Skull, Wrestle		6	1	3	7
'Big' Pudwick	Loner, Grab, Guard, Thick Skull, Wrestle		4	4	2	8
Quoloth the Fierce Skills	<i>Forest Goblin or Skink</i> Loner, Dauntless, Dirty Player, Dodge, Frenzy, Leap, No Hands, Stakes, Stunty	130	8	2	4	7
Screamer of Tzeentch Skills	<i>Horrors of Tzeentch</i> Loner, Frenzy, Horns, Juggernaut, No Hands, Regeneration, Wild Animal	140	8	3	4	7
Shadow Skills	<i>All except Horrors of Tzeentch</i> Loner, Dodge, No Hands, Regeneration, Shadowing, Side Step, Strip Ball	160	8	2	4	9
Slabb Skills	<i>Gnoblax, Goblin Cheaters or Snotling</i> Loner, Mighty Blow, Stab, Thick Skull	240	5	5	2	9
SmallPox the Flatulent Skills	<i>Nurglings</i> Loner, Dodge, Foul Appearance, Horns, Regeneration, Side Step, Stunty, Sure Feet, Thick Skull	95	5	2	3	7
Squeakshot Plaguewind Skills	<i>Eshin Adepts or Skryre Slaves</i> Loner, Accurate, Bombardier, Dodge, Foul Appearance, Secret Weapon (8+), Stunty	105	5	2	4	7
Tasty Tom Skills	<i>Chaos Halfling or Strigoyan</i> Loner, Dodge, Regenerate, Stunty, Thick Skull, (Thrall), Wrestle	90	5	2	3	7
Thundershout Gristlegnasher Skills	<i>Chaos Halfling, Eshin Adepts, Gnoblax, Goblin Cheaters, Horrors of Tzeentch, Nurglings, Skryre Slaves, Snotling or Squig Herders</i> Loner, Always Hungry, Bone-head, Mighty Blow, Multiple Block, Stand Firm, Thick Skull, Throw Team-Mate	300	5	6	2	9
Wil-O The Wisp Skills	<i>Albion Fae</i> Loner, Disturbing Presence, Dodge, Foul Appearance, Hypnotic Gaze, No Hands, Regeneration, Side Step, Stunty, Titchy	115	8	1	5	8
Windwalker Skills	<i>Pygmy</i> Loner, Dodge, Fend, Hypnotic Gaze, Stunty, Sure Hands, Titchy	90	6	2	3	6
Zend Sickstench Skills	<i>Nurglings or Snotling</i> Loner, Big Hand, Disturbing Presence, Dodge, Foul Appearance, Regeneration, Side Step, Stunty, Right Stuff, Titchy	125	5	2	3	6

STUNTY TEAMS

ALBION FAE

“To play the ‘beautiful game’ properly, one must find a flat piece of land with minimal rocks, temples, and/or graves. Sometimes, the best way to find a suitable pitch is to carve it from the land. Trees are felled, wildflowers and bushes are replaced with well-manicured grass, and rivers are diverted for irrigation. The sport is not a particularly environmentally friendly industry. Such construction practices eventually found their way to the edge of the Albion fens. As the shrouded isle of Albion began to be tamed, the chosen sport followed. Glades were disturbed, rocks overturned, trees felled, and fens drained. Some of the fields that were created from the marshlands turned against their occupiers in the middle of matches. Beasts of stone and mud would sprout from the field. Players and coaches would find themselves paralysed. Some even spoke of howling balls of light dancing throughout the stands. Most teams soon recognized these open fields as trouble and would avoid playing on their surface. Several shady Stunty Leeg promoters took notice of these pristine unused pitches scattered throughout the isle. With the return of games the Fae too returned, with the Truthsayers creating their own teams to defend their lands.”

– Prologue to *“Sport, Stadiums, and Synn: the Ugly Side of the Beautiful Game”* by Brittani Sparklewing

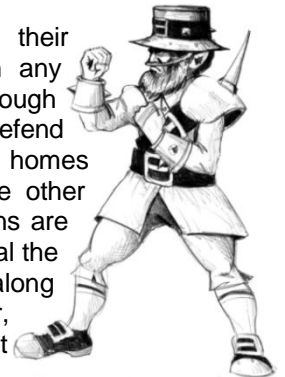
Brownie

Although physically weak, each of the Albion Fae bring unique skills that provide a competitive play style when they are able to play as a cohesive team under expert guidance. The Brownies make up the core of the Fae team. They are small, but quick to temper and wary of any non-Fae. They will fight fiercely to protect the sanctity of their lands and especially their rivers, which become ever more polluted by the creation of new stadiums and the resulting sewage.



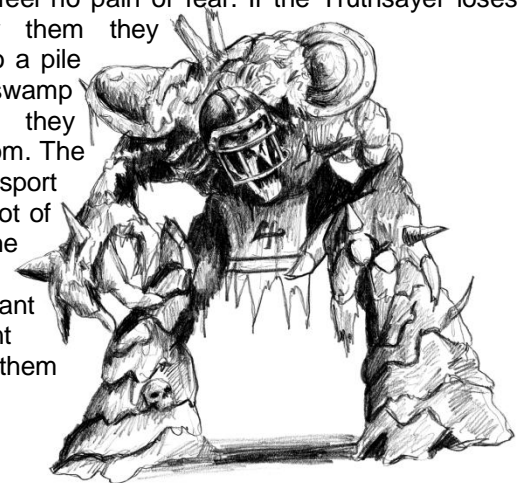
Leprechaun

These feisty folk will defend their homes as much or more than any other Fae. There reasons though seem more selfish, choosing to defend their personal belongings and homes over the idyllic greater good the other Fae strive to protect. Leprechauns are devious tricksters and able to steal the ball almost at will. This ability, along with their unpleasant demeanour, makes them a constant target during games.



Fenbeast

The mighty Fenbeasts are elementals summoned by the Truthsayers to aid their tiny teammates in their effort to push back those who they see as interlopers on their lands. Embodying the souls of those drowned in fens, the mighty beast is created of rotting wood, mud and the bones of the dead. At their core they are held together by an Ogham stone and controlled by their Truthsayers creator. Massively strong, they possess no will of their own and so feel no pain or fear. If the Truthsayer loses control over them they collapse in to a pile of mud and swamp debris that they were born from. The matters of sport are usually not of concern to the Truthsayers, but the constant encroachment has forced them to fight back.



Pixie

The Pixies are deceptively quick and can beguile unsuspecting opponents. They are one of the smallest players to take to the pitch and so must rely on trickery and misdirection to stay safe. With the destruction of their glades and forests the reluctant Pixies had little choice but to play to defend them. Perhaps the most disturbing development is the growing trend for opposing teams to capture the rare Pixies and eat them as a post-game delicacy.



CHAOS HALFLINGS

“What a vile sub-species of wee-folk these Chaos Halflings be. If you were to travel deep into the Chaos Wastes, you may happen upon a twisted parody of the Moot. However, where the Halflings of the Moot are cheerful, fun loving and take great pride in their upkeep, the same cannot be said for their twisted cousins. These sick, wretched creatures take gluttony, debauchery and evildoing to an unparalleled level. Imbued with ‘blessings’ from the gods of Chaos, they change and mutate into a parody of larger creatures of Chaos. Once on the pitch, they are joined by hulking Chaos Spawn, terrifying beasts capable of decimating entire teams. If all this wasn’t enough, they are joined on the pitch by the Carvers, kitchen staff-cum-surgeons who use their huge motorized saws to carve their way across the field.”

– An excerpt from “A Gentleman’s Guide to Stunty” by Sir Stanley Spittlespork

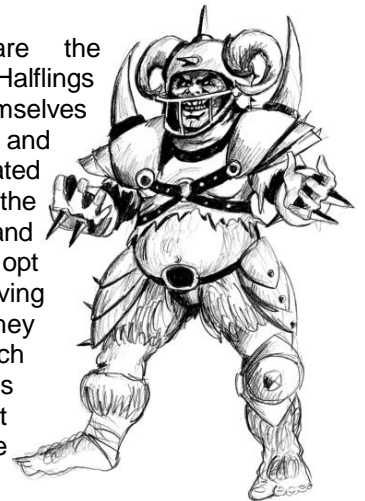
Chaos Halfling

The Chaos Halflings’ depraved way of life and their surroundings has an unfortunate effect on Chaos Mootlanders; however they do not see it this way, as they see it as a blessing. All Chaos Halflings mutate, and where normally these mutations can help or hinder, but the Chaos gods bless those successful on the pitch particularly well with new limbs and unspeakable changes helpful in winning ball games and causing violent destruction.



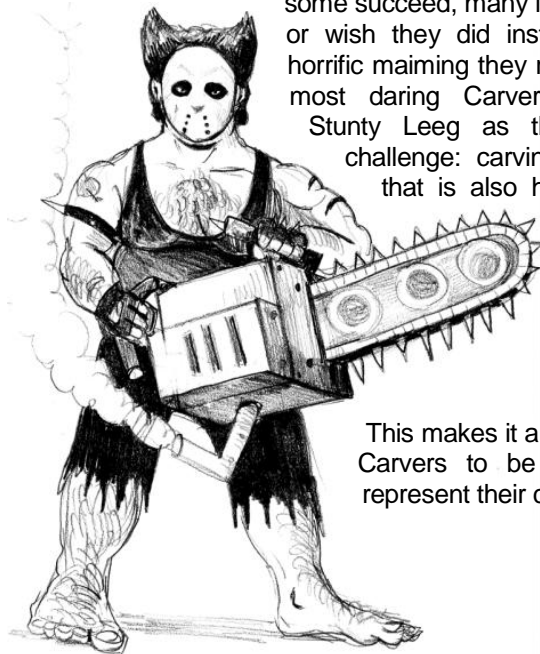
Head Carver

The Head Carvers are the strongest and most vile Halflings who have established themselves as community leaders on and off the field. Having graduated through the ranks of the Carvers with their limbs and heads (mostly) intact they opt to not employ the carving saws in game; instead, they wade into the fray each match to prove themselves as a means to reassert their dominance over the rest of the Mootlanders.

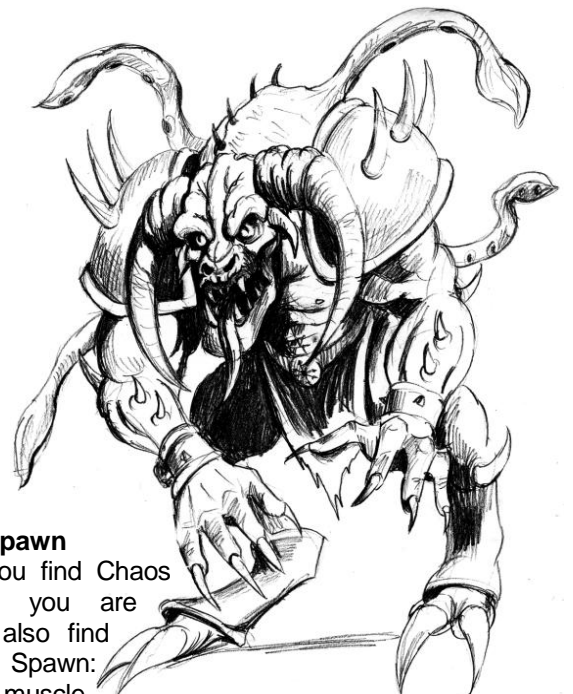


Carver

Carvers are the elite of the Chaos Halflings, revered for their legendary ability to cook arcane dishes of untold wonder, and wield the unwieldy motorized carving saws. To master the Chaos Halfling kitchen saw is considered one of the greatest achievements for their kind, and while some succeed, many lose their life or wish they did instead of the horrific maiming they receive. The most daring Carvers see the Stunty Leeg as the ultimate challenge: carving live prey that is also hunting you.



This makes it an honour for Carvers to be chosen to represent their clubs.



Chaos Spawn

Where you find Chaos Halflings, you are sure to also find Chaos Spawn: huge, muscle-bound brutes that cling to Chaos Moot communities in exchange for forbidden foods and perverted pleasures. These monstrosities are believed to have once been Chaos Minotaurs, quasi-pets of the Chaos Halflings, but due to their prolonged exposure to the food, surroundings and influence of the Chaos gods, they have become something more twisted and sinister.

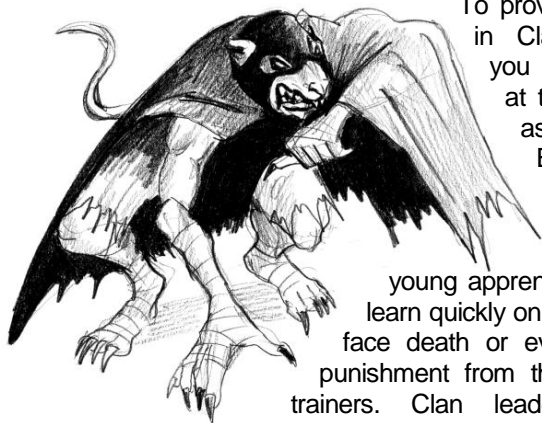
ESHIN ADEPTS

“Clan Eshin disappeared into the East early in Skaven history and had been considered lost for many centuries. When its members returned to Skavenblight they were changed. During the prolonged period in contact with the mysterious human cultures of Ind, Cathay and Nippon, the Skaven had learnt much, especially about the arts of stealth and assassination. Upon their return, they found that the Old World had changed as well and a sport unlike any other had found unparalleled success throughout the land. The recent induction and success of the Clan Skryre into the Stunty Leeg drew an inordinate amount of attention, as far as the Inner Council was concerned, and so they deemed it necessary to field teams to expand their own political connections. Clan Eshin also recognized that the potential of the pitch as a training ground for their young assassins.

“Clan Eshin Adepts are sent onto the pitch to train and either rise through the ranks or die trying. The highest rank on the team is the Assassin, well versed in an assortment of skill aptitudes, while their Stalkers are nigh impossible to shake. The diminutive Night Runners are able to get into the tightest of spots and take down an opponent with a well-placed dagger.”

– An excerpt from “A Gentleman’s Guide to Stunty” by Sir Stanley Spittlespork

Adept



To prove yourself in Clan Eshin, you must start at the bottom as an Adept.

Eager, but rather unskilled, these

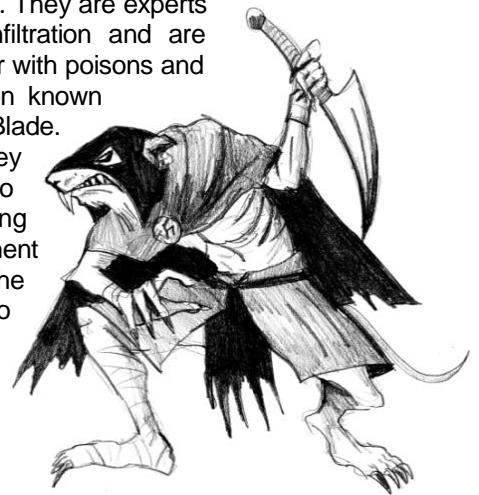
young apprentices must learn quickly on the job, or face death or even worse punishment from their senior trainers. Clan leaders were sceptical of this means of training at

first, but they have grown to find it an effective way of sorting out the new recruits quickly.

Night Runner

The Night Runner is one of the most highly trained and skilled assassins. They are experts at the art of infiltration and are trained to murder with poisons and a deadly weapon known as a Weeping Blade.

On the pitch they are second to none at weaving amongst opponent players toward the ball carrier who rarely ever sees them coming before feeling the steel blade in his back.

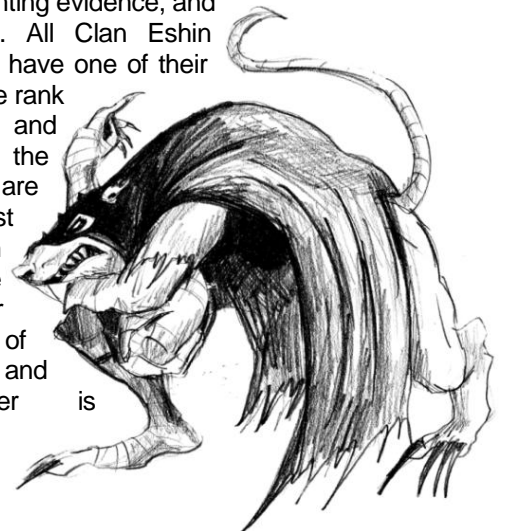


Stalker

Adepts who show an aptitude for the dark trades of Clan Eshin, and who survive long enough on the field, graduate to Stalkers. They begin training in the skills of shadowing. Though considered by some to be no more than initiated Adepts, they can be a hindrance to players who cannot shake their coverage.

Assassin

The assassins of Clan Eshin are merciless and greatly feared amongst all Skaven. Clan Eshin Assassins are deadly, experts at infiltrating Clans, assassinating their opponents, planting evidence, and then escaping. All Clan Eshin teams strive to have one of their own raise to the rank of Assassin and lead them on the field, for they are one of the most elite players in the entire Leeg. Their combination of agility, speed and killing power is unmatched.



FOREST GOBLINS

“Oyz, Git! Lissen up! We don’z have no real big’uns like da udder teams, so we uze da spiders for holdin’ up and harrassin’ ah dems udder lidder guyz. But beez a very careful or uze iz gunna get eatin by on of um! Our Shamanz open ‘olz in der defences with der majiks and do a lotz of da ittin’, cause dey gotz da mad skillz un da trainin’, see? Da Stikkas..dey STIKKA here, dey STIKKA dere, dey dun STIKKUM E’RRYWERE! Good fun, yah? Da rest o’ da lot juz try un stey out da way un not get stepp’d on. Gotz it?”

– Stik’mar One-eye



Forest Goblin

Wild and uncivilized, the Forest Goblins have ventured out from the veil of the trees and onto the pitch. They see the Stunty Leeg as an opportunity to show their prowess over other Goblin tribes and impress their larger greenskin brethren, the Orcs. While similar to the more familiar Goblins, they prefer to play in little more than animal skins and war paint, and there is no mistaking their feral nature.

Stikka

At first glance the Stikkas appear to be little more than Forest Goblins with scant bone armour and short sticks. In truth they are expert hunters, masters of their short spears, which are deadly weapons on the field. They display their prowess as hunters by adorning themselves in the skulls and bones of their prey. Rumours suggest some even revel in wearing skull helmets of the races they face in games.



FOREST GOBLINS – continued



Shaman

The Shaman are the leaders, priests, and advisors to the Forest Goblins. They are revered for their knowledge and feared for their practice of dark arts and brutality on the field. Their ability to render temporary paralysis on opposing players has been well documented, making them a target for their rivals. Even still, their dark powers and hideous presence afford them protection from blockers who often think twice about taking them on.



Spider Rider

The Forest Goblins also bring their legendary Spider Riders with them onto the field. Not only do the Goblins find this highly entertaining, but they find it greatly increases their chances for victory. The Spider Riders are able to entangle and mark numerous opponents. They are also exceptional on defense when they are able to entrap ball carriers with their sinewy webbing and pursue them across the field.



★★★ *Did you know...*

The legendary Goblin shaman known as Begs, captain of "Leaf Them Alone", is rumoured to practise magic so dark even teammates won't utter his name. It is believed he has gained his otherworldly abilities on the pitch through a macabre deal with an entity of pure evil. Some have gone as far as to suggest Begs has completely lost control of his own will and is now merely a puppet for this sadistic spirit. This may explain his uncanny abilities and seeming imperviousness to any permanent injury.

GNOBLARS

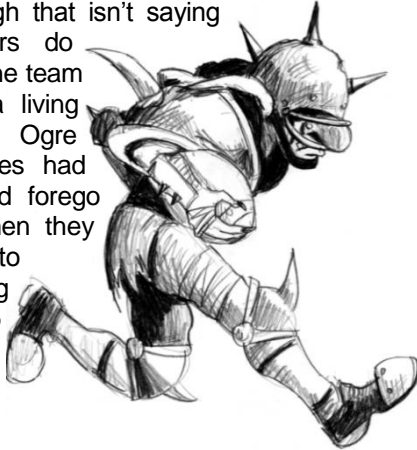
“When the professional league rules committee announced the new regulations that limited Ogre teams to only six of the brutes per team, you could hear the outcry from the Ogre Kingdoms all the way across the Worlds Edge Mountains. The Ogres went into a rage at what some sporting scribes say was one of the worst decisions in the history of the game. To make matters worse, when the Ogre teams showed up to play with their mere half-dozen brethren they were told their Goblin teammates were persona non grata. They tried to field their pitiful Gnoblar lackeys instead, but were again denied. Leeg officials would only allow the lowliest of the low, Snotlings, on their teams. In a fit of blind rage notorious Ogre coach Vicius snapped the neck of one of the rulemakers and seriously injured two others before he could be restrained by team members.

“With Ogre teams forced to retire half of their players there was suddenly a severe shortage of opportunities for them to play. Many set off back toward the Great Maw, and others scattered in all directions looking for mercenary work. Others were still drawn to the sport and looked for alternate means to play. One such player, Gracknak the Worldly, Maneater of the Gnob Rampage, devised an ingenious plan. He coerced his earmarked Gnoblars to apply to the Stunty Leeg for admission of a Gnoblar team. Pleased to see interest from the runty Gnoblars, the Leeg welcomed them with open arms. At their first-ever match they arrived with seven Ogres and decimated a surprised and terrified team of Forest Goblins. After some negotiations it was agreed that the Gnoblars could only field two of the giant players, a rule that was later adjusted to allow three Ogres when the futility of the Gnoblars became blindingly apparent.”

– An excerpt from “*A Gentleman’s Guide to Stunty*” by Sir Stanley Spittlespork

Gnoblar

Gnoblars are smaller, weaker and dumber than their Goblin brethren. They are only marginally tougher and smarter than Snotlings, though that isn’t saying much. The Gnoblars do serve a purpose on the team though, to act as a living shield for their Ogre masters. If the Ogres had their way they would forego the Gnoblars, but then they wouldn’t be able to enter Stunty Leeg games and beat up runts for fun.



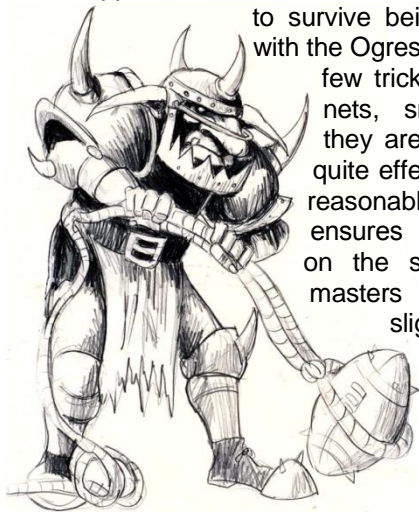
Gnoblar Bully

Bullies are not only smarter and marginally stronger than the average Gnoblar, but more importantly also have much larger ears and noses. The Bullies are earmarked and each one belongs to an Ogre master on the team, who they will follow unquestioningly to their deaths. Bullies love nothing more than recanting fabricated stories to the new Gnoblars of their singlehanded efforts to secure epic team victories.



Trapper

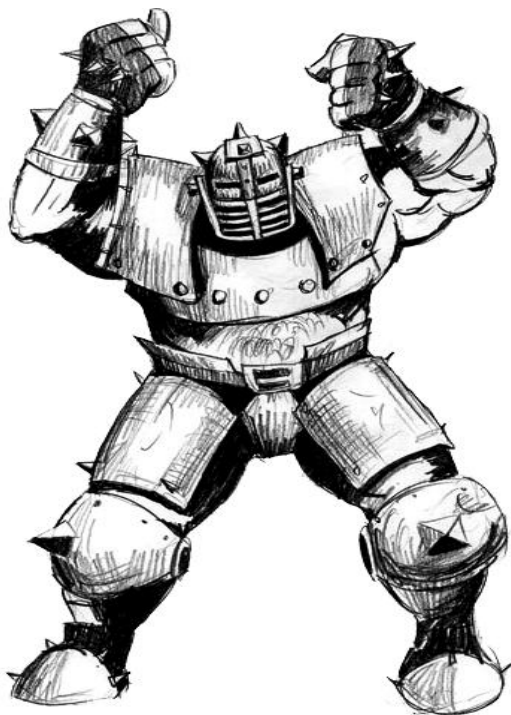
The Trappers are devious Gnoblars who have managed to survive being the bait on hunts with the Ogres and even picked up a few tricks of their own. Using nets, snares, and lassoes, they are able to trip up rivals quite effectively. Their ability to reasonably fend for themselves ensures they don’t live solely on the scraps of their Ogre masters and has made them slightly stronger than common Gnoblars.



GNOBLARS – continued

Ogre Gorger

The twisted Gorgers, products of a life of banishment in the warpstone labyrinths, are a twisted and clawed mockery of an Ogre. With their gaping maws spewing forth bile and blood, they are near impossible to control on the pitch. On the Gnoblar team they seem to find some small semblance of belonging after being cast away at birth. From their tortured years in contact with the warpstone some Gorgers have begun to develop even more bizarre mutations.



Ogre Irongut

The mighty Irongut is almost unmovable amongst their kind; to a Stunty player they are wall of flesh and armour to be avoided at all costs. Their boundless hunger can be problematic during games as they have been known to not only eat other players, but the ball, goal markers, and sections of the dugout.

Ogre Maneater

The worldly Maneaters are inevitably the reason a Gnoblar team is assembled and fielded. Having travelled the lands they often develop a love for the game. Some turn to Ogre teams in the professional ranks. The wiser ones though, know the professional rules committee bastardized the Ogre squads with Snotlings and ridiculous limits out of fear and contempt, and so they turn to the Stunty Leeg. There they can revel in their superiority and snack on almost anything they find on what they surely must view as a grass-lined buffet.



★★★ *Did you know...*

McMurty burgers are infamous for a dark secret. Their original recipe contained at least 60 percent Gnoblar meat in every patty. The famous grill house found it was much cheaper to use Snotlings instead of livestock as substitute filler, while still providing the full flavoured taste the burgers are renowned for. Unfortunately, the secret was exposed by rival hamburger chain S'Not Burger, whose co-owner had been accidentally nabbed as part of a regular "shopping expedition" to gather ingredients! Instead of ending up between two lightly toasted sesame buns, the wily burger tycoon managed to escape by spilling mustard on his binds and eating his way through them. Their secret divulged, McMurty's suffered a sharp but brief decline in sales. McMurty's blamed the entire fiasco on a supplier in Sylvania and vowed to never use Gnoblar filler in their burgers again. That is everywhere except for the Ogre Kingdoms, where there was an overwhelming demand to still use the original recipe.

GNOMES

“Deep within the mountains the reclusive Gnomes have toiled and tinkered for centuries. Their isolation, dwindling numbers, and sour demeanour had left the all but forgotten by many. That was until a resourceful tinkerer named Phylo Flintsworth was able to construct an underground antenna capable of receiving cabalvision broadcasts. The Gnomes were instantly taken by this strange game, especially the Stunty Leeg, which looked tailor-made for them. The toughest, fastest and bravest young Gnomes set off to prove themselves above ground on the open air pitches of the lands. With them came the tinkers with their Dwarven cannons and the truly insane Mad Bommaz with their explosives.”

– An excerpt from “A Gentleman’s Guide to Stunty” by Sir Stanley Spittlespork

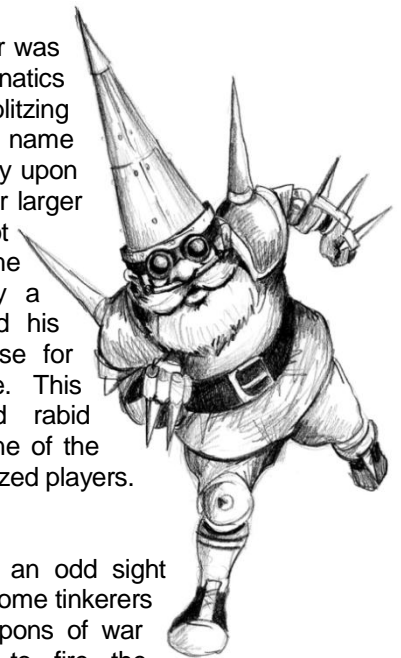


Gnome

The Gnomes are smaller relatives of the Dwarfs, shorter in both stature and temper. They are the toughest and most resilient of all the Stunty players, but do lack somewhat in mobility on their short legs. It is much rarer to see Gnomes above ground than the Dwarfs, but like all races, the lure of the great game has drawn them out onto fields across the lands. Oddly, this coming out of the mountains and interacting with other Gnomish teams has been cited as the catalyst in reversing the decline of their population.

Squig Slayer

The name Squig Slayer was given to Gnomish fanatics who comprise the blitzing core of the team. The name was given in jest to play upon the Troll Slayers of their larger relatives and is not taken well by many of the Gnome players. Many a rival and fan has had his nose bloodied or worse for uttering the nickname. This lack of humour and rabid temper makes them one of the most daunting Stunty-sized players.



Dwarven Cannon

Dwarven cannons are an odd sight indeed on the pitch. Gnome tinkers have taken these weapons of war and converted them to fire the football, or other Gnomes, great distances. Seeing a Gnome Daredevil climbing into the barrel of the cannon and then propelled up-field is an almost circus-like experience. Seeing this performance go wrong is an entirely different and truly unpleasant experience. While cannons are continually banned by referees, the Gnomes seem to always be able to wheel out a replacement cannon the next drive.

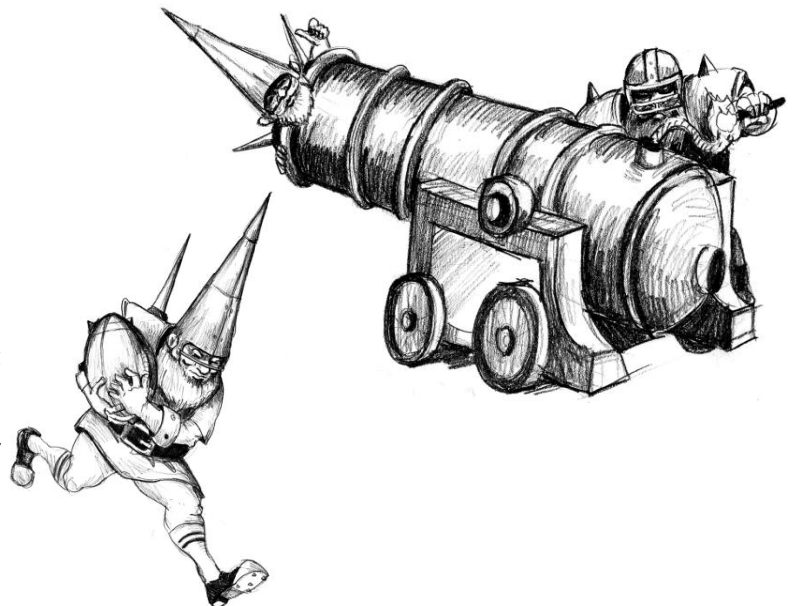
Mad Bomma

As a tunnelling- and mining-based society, the Gnomes have perfected the dark art of gunpowder. For on-field use their tinkers have created compact delivery devices far more reliable than those previously seen on Goblin squads. Their elite team of demolition experts, the Mad Bommaz, can rain havoc on rivals from the relative safety of their side. Some have been known to even stay in the dugout, lobbing bombs down field, but this is usually frowned upon by other players on the bench.



Daredevil

When the Gnomes initially joined the league they often all but cleared the pitch of the other team, but still managed to constantly lose. When it dawned on them they might need to score as well as hit to win games they looked toward some of the more youthful Gnomes. Young and fearless, the Daredevils are the primary ball carriers for the team and are eager to feel the rush of being fired through the air by the cannons.



GOBLIN CHEATERS

“Goblins were the first race to take notice of the goings-on in the Moot and asked to join the Stunty Leeg with the Halflings. They were not welcomed at first, but after other teams had found their way into the Leeg, and a considerable sum of gold had changed hands, they gained admittance. It has been incorrectly documented that Goblins joined the Leeg after having wised-up to getting decimated on the professional circuit against larger opponents. In fact, the sole reason they sought membership was an opportunity to beat up Halflings. They simply hadn’t reasoned it out beyond that.”

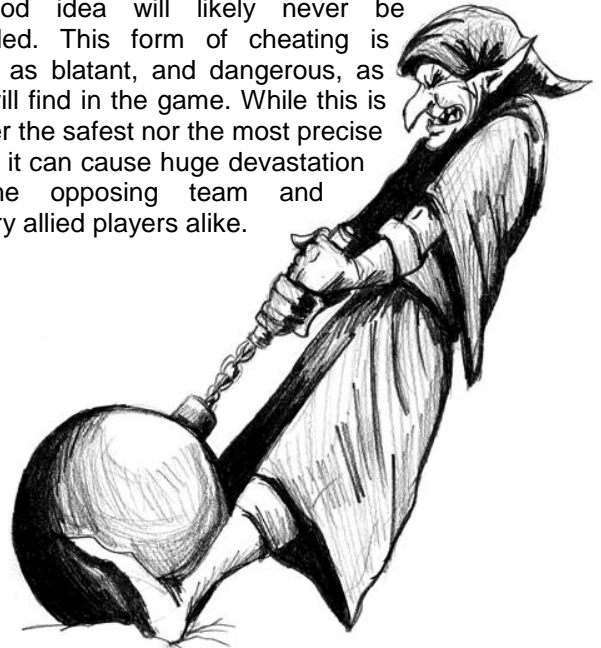
– An excerpt from “A Gentleman’s Guide to Stunty” by Sir Stanley Spittlespork



Goblin
 What can be said about Goblins that hasn’t already been said, seen, or smelled? Indeed, they are one of the most recognizable races in the Stunty Leeg, having endured playing against much stronger opponents on the professional circuit. For the Goblin Cheaters their linemen are almost the only players not subject to routine ejection and therefore essential to ensuring they can field players in the second half.

Fanatic

What possessed the Goblins to think swinging large metal balls attached to the Goblin via a metal chain was a good idea will likely never be revealed. This form of cheating is about as blatant, and dangerous, as you will find in the game. While this is neither the safest nor the most precise tactic, it can cause huge devastation to the opposing team and unwary allied players alike.



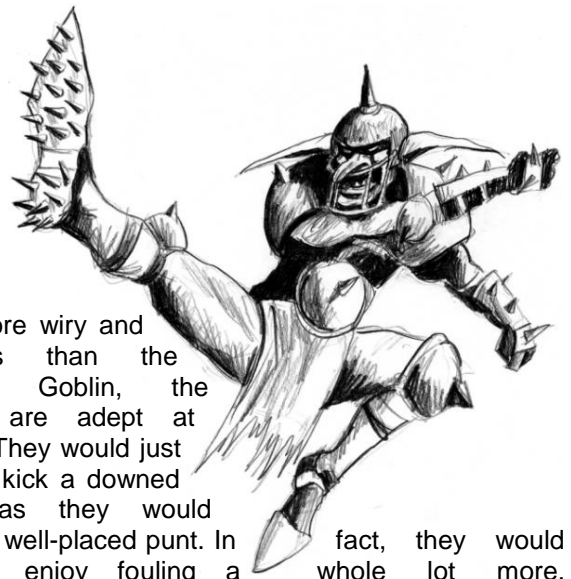
Bomber

The diminutive Goblin Bombers aren’t well-suited to their trade and their understanding of explosives and bomb-making is lacking, but that would never stop them from trying. The Bombers’ primary role is to break cages, and down larger opponents with explosive projectiles. Standing behind the skirmish at the front, their teammates give them a wide berth in case of the inevitable errant toss.



Kicker

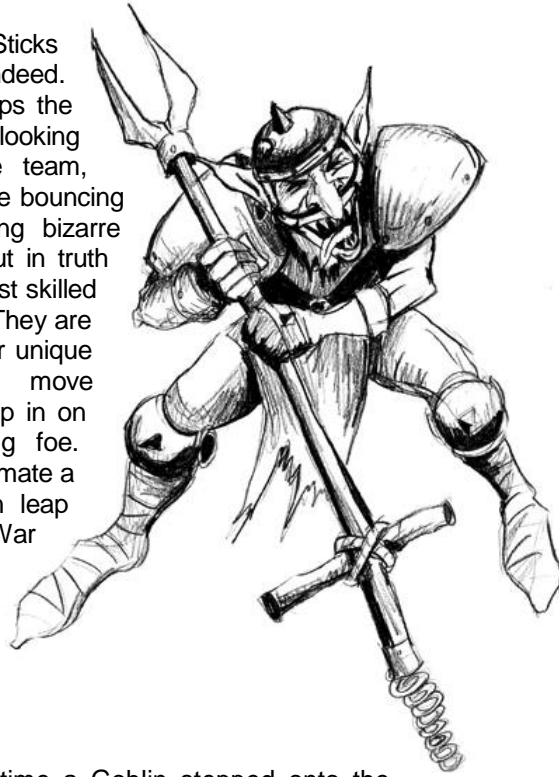
Even more wiry and malicious than the average Goblin, the Kickers are adept at kicking. They would just as soon kick a downed player as they would deliver a well-placed punt. In fact, they would probably enjoy fouling a whole lot more. Goblin Kickers are well-known to bend and break the regulations on the length of their cleat spikes, and it is not for extra traction on the turf as they so often claim.



GOBLIN CHEATERS – continued

Pogo Stick

Goblin Pogo Sticks are an oddity indeed. They are perhaps the most comical-looking players on the team, strapped to large bouncing poles or wearing bizarre spring boots, but in truth they are the most skilled of the Goblins. They are able to use their unique apparatus to move quicker and drop in on an unsuspecting foe. Never underestimate a Goblin that can leap with the best War Dancers.



Looney

Since the first time a Goblin stepped onto the pitch with a chainsaw they've been a hit with the crowd and a career longevity threat to other players. The first primitive saws were smuggled onto the field behind the trolls and then started. This often left the Looney, as they were quickly dubbed, frantically trying to start the saw as a blitzer honed in on him. As the referees became more lenient it became common practice to start the saw in the dugout and bring it onto the field running.



★★★ *Did you know...*

The Goblin Cheaters are well-renowned for their evil cunning and penchant for all manner of dastardly tactics. During one infamous match the Juke Joint Jezebels' Tactical Weapons Division had built a Goblin tank and fielded it at the start of the second half of a divisional title game, all but guaranteeing they could hold their 1-0 lead for a victory. Unfortunately the project was so secret even the team's Alternative Strategies Research Department was not aware and unveiled their newest project at the same game, the Balloon-O-Bomber, aka BOB. The lack of communication culminated with BOB accidentally dropping its entire payload on the Goblin tank, believing it was advancing on their own team.

HORRORS OF TZEENTCH

“The Changer of Ways has long been interested in the chaos and mayhem found on the pitch and so began to send his minions forth from the Chaos Wastes to engage in this amusing sport. Unable to convince any of the major teams on the professional circuit to agree to a match against daemons, Tzeentch began using magic to hide his teams' true nature until just after the game began. Many a team had the misfortune to schedule a match against what they believed was a well-known traveling team, only to watch in horror as the opposing team's flesh melted away just after the start of the match, revealing the hideous daemons underneath. Fans being fans, they were not about to let something so trivial come between them and a good match and so the games usually continued lest everyone involved face a worse horror... A pitch invasion! Fearing the Horrors would cause irreparable damage to the sport officials stepped in and an agreement was reached. The Horrors would be allowed to participate in the Stunty Leeg as long as they agreed to stop fielding daemons and champions that were decimating entire teams. With a deal made, the referees do their best to keep things on the level, often managing to eventually remove some of the beasts such as the Firewyrms and Flamers.”

– “*Stunty, A Little People's History*” by Kravt N. Burnes

Horror of Tzeentch

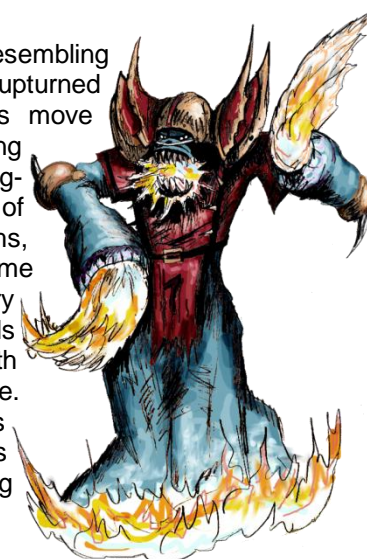
These shambling daemons consist of innumerable variations of shape, size, and colour. As they move they bump, jostle and toss each other about in a swirling mass of chaotic motion. These creatures may be small, but their resilience should not be underestimated.

They are able to propel each other to make up for their lack of speed, catching out unsuspecting defences.



Flamer of Tzeentch

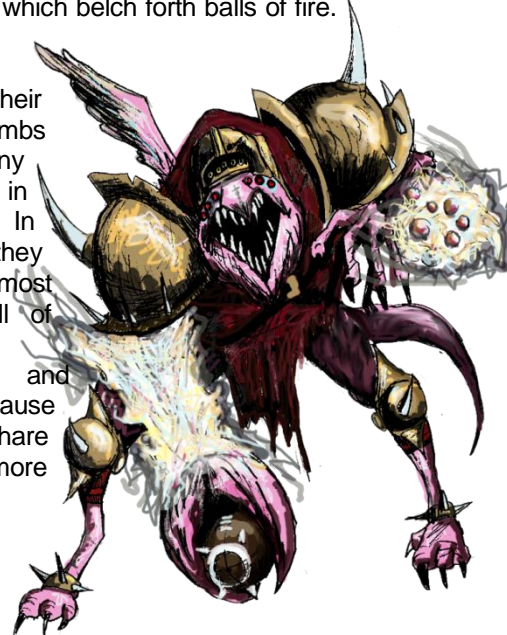
Curious beings resembling something akin to an upturned mushroom, the Flamers move by leaping and bounding using their large spring-like stalks. At the ends of their thick tendril-like arms, Flamers, as their name would suggest, have fiery maws instead of hands that can belch forth explosive balls of flame. Their versatility, flames and appearance makes for an intimidating presence on the field.



Firewurm of Tzeentch

The Firewyrms' huge bodies constantly ripple and shift with the power of change, their skin blistering into eyes and gaping maws which belch forth balls of fire.

Lurching chaotically about, their distended limbs lash out at anyone who stand in their way. In many ways they are the most bizarre of all of Tzeentch's servants, and perhaps because of this, they share his favour more than most.



Greater Horror of Tzeentch

These are larger specimens of the typical Horror. Their size makes them tougher and faster, but impossible for the other Horrors to throw. Despite their more predictable movements, Greater Horrors are more favoured by the Lord of Change and therefore can be even more dangerous when confronted face to face.



NURGLINGS

“Another product of Chaos, the Nurglings are anchored by the mighty Beasts of Nurgle; massive, hideous, tentacled monstrosities capable of dominating huge swaths of the pitch and tying up numerous Stunties each. They are supported by a variety of disease-ridden mutants known variously as Plaguebearers, Putrifiers, and Nurglings. As nasty a team as you'll find on any pitch, they specialize in a pounding ground game where their armour and regeneration offsets their horrendous mobility and agility.”

– An excerpt from Professor Heinrich Schleffler's dissertation on Stunty teams

Nurgling

The smallest of Nurgle's putrid followers, swarms of Nurglings comprise the majority of the Stunty squad. They lack agility or decent mobility, but their ability to regenerate makes them more resilient than most.

Like all of Nurgle's chosen, they carry the blessing of Nurgle's Rot. Players killed by Nurglings often return as Nurglings and switch teams.



Plaguebearer

After the hulking Beasts, the Plaguebearer is by far the most threatening of the Nurgling players. They prefer to blitz opponents with their large horn and have proven themselves to be much more adept at learning the finer skills of the sport. Additionally, the stench and auras of the Plaguebearer, Putrifier and the Beast, are so vile it even makes passing or throwing bombs difficult for those near them.



Putrifier

Putrifiers are the closest the Nurglings have to a ball carrier. Though they also lack agility, their enormously large hands are surer to secure the ball than any other teammate. Putrifiers who are truly blessed by Nurgle will often receive extra arms and other helpful gifts.



Beast

The mighty Beast of Nurgle is an unimaginable monstrosity: a writhing mass of tentacles, eyes, mouths, open sores and absolute filth. Their great strength allows them to utilize their tentacles to entrap multiple players simultaneously. Their greatest weakness though is their almost nonexistent intellect. Keeping the Beast focused on the game is a challenge unto itself.



PYGMIES

“From the uncharted southern expanses the Pigmies came. They were peculiar small men from the grasslands, wearing tribal skins and adorned with strange flora. Thought once to be massacred into extinction by the Lizardmen during a purging war, they returned suddenly to prove themselves in the Old World’s chosen sport. And with their return they brought an undying hatred for all manner of Lizardman, including their mortal enemies on the pitch, the Skinks.

“They also brought with them a rare breed of Kroxigors, not seen in Lustria for countless generations, to anchor their line. While not quick, they are experts in tracking and hard to shake. Their tribal champions, expert warriors, wear brightly coloured ritualistic masks. Each mask is a means to summon the powers of a particular animal and imbue it upon the wearer.”

– An excerpt from “A Gentleman’s Guide to Stunty” by Sir Stanley Spittlespork

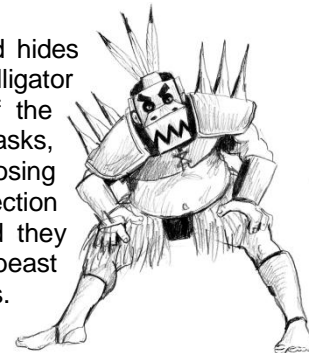
Pygmy

When the few remaining Pigmies escaped the slaughter of the Lizardmen to the southern expanses they began an unimaginable journey. The expanses had scarce been seen by humanity and its ilk, let alone inhabited. There the diminutive Pigmies soon found they were very low on the food chain. Their struggle to survive and exert their dominance over the deadly wildlife strengthened them and made them expert hunters and trackers.



Alligator Warrior

Adorned with the thick scaled hides of primitive reptilians, the Alligator Warriors are the toughest of the Pygmy tribesmen. Their masks, preserved heads with imposing teeth, afford them more protection than others of their kind and they draw on the strength of the beast and their ancient predecessors.



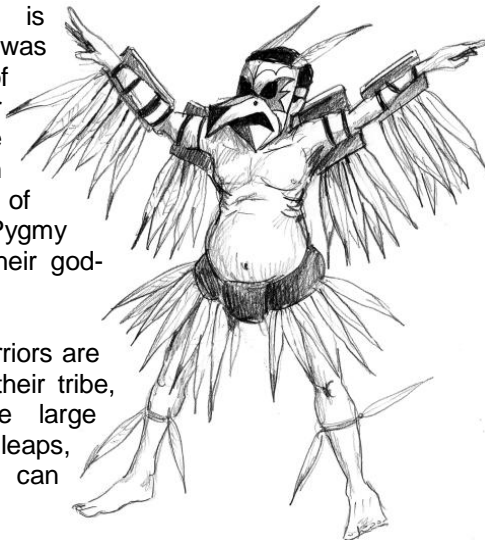
Jaguar Warrior

The most dangerous of all the Pigmies is the Jaguar Warrior. They combine quickness and strength with their deadly ability to take down their prey with clawed fists. Wrapped in the hides of the majestic jaguar, they take on its persona, stalking their prey before lunging to make the death blow. A well-skilled Jaguar Warrior is the core of the Pygmy team.



Eagle Warrior

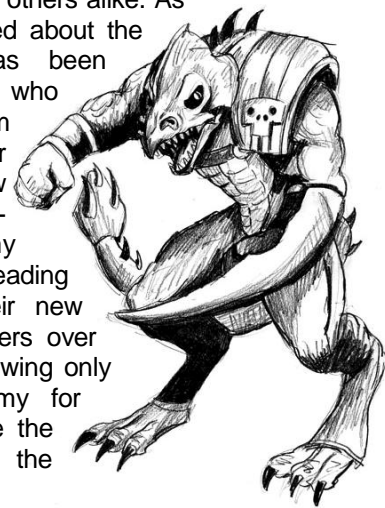
The most elite Pygmy warriors are anointed with the names of the more prominent hunters of their habitat and wear tribal masks and armour to appear as their namesake. Ironically, these names were originally used by the Slann, overlords of their mortal enemies the Lizardmen. It is suggested this was done out of spite, but over time the lore has woven intricate stories of the first Pygmy warriors and their god-like prowess.



The Eagle Warriors are the fastest of their tribe, able to make large bounding leaps, believing they can even fly.

Kroxigor

The thought of a Kroxigor doing the bidding of the Pigmies shocked the Skinks and others alike. As more has been revealed about the Pygmy history it has been discovered that those who fled south took with them stolen treasure, Kroxigor spawn. From these few spawn the entire sub-species of Pygmy Kroxigor were bred, leading them to adapt to their new surroundings and masters over hundreds of years. Knowing only the way of the Pygmy for generations, they share the hatred of the rest of the Lizardman population.



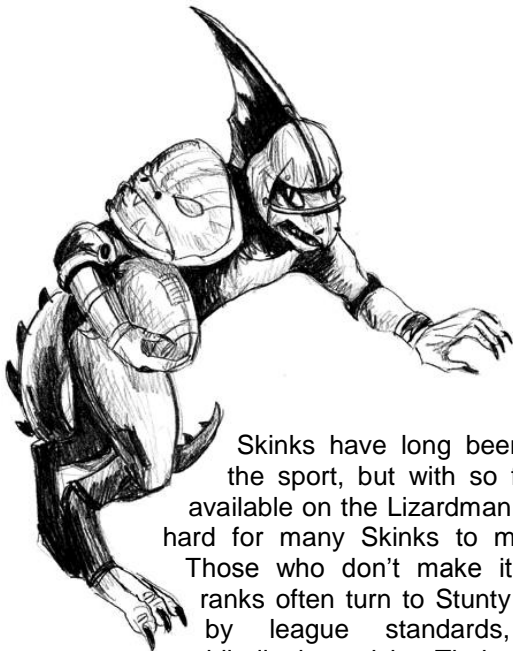
SKINKS

“The small, svelte Lizardmen known as Skinks make for remarkable Stunty players. Their speed and agility make them nigh unstoppable when they have the ball. Defensively they cover the field so quickly that opponents are soon overwhelmed by the reptilian swarm. The inclusion of the Whiptail and Raptor sub-species provides versatility and fast-strike possibilities. Their spiritual leaders, Adept of Sotek, join them on the field to boost morale, even when they are outnumbered as they often find themselves.”

– An excerpt from “A Gentleman’s Guide to Stunty” by Sir Stanley Spittlespork

“Welcome to the team, young Hatchling. We Skinksss are the besstest Sstunty playerssss. No sssneaky weapons or big guys for usss. Our Raptorsss can take out both enemy sstunties and bigss oness. Blessssed issss our Adept and hisss holy sstabbing dagger. We out manoeuvre and outrun all other players, and our sscaly bodiess are tougher than mossst. Yessss, we ssshow our ssuperiority every sssingle game.”

– Ixiti Ironscale, Skink Trainer



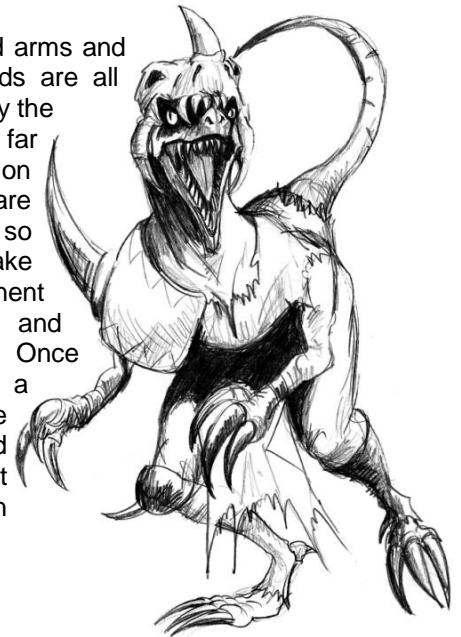
Skink

Skinks have long been involved in the sport, but with so few positions available on the Lizardman teams it was hard for many Skinks to make the cut. Those who don’t make it to the elite ranks often turn to Stunty Leeg where, by league standards, they are blindingly quick. Their tough scaly

hides also afford them more protection than many other players they face.

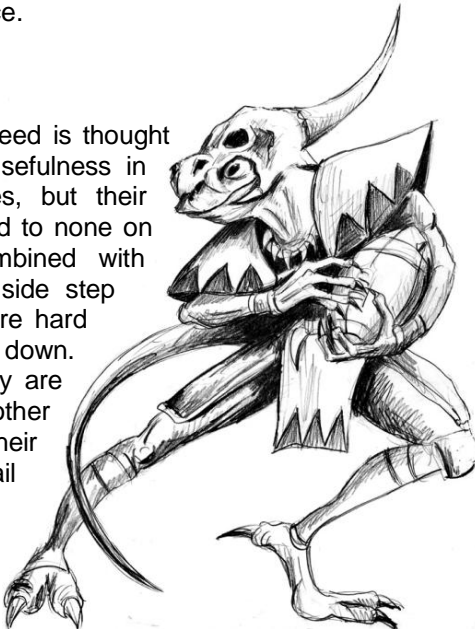
Raptor

While their stunted arms and small clawed hands are all but useless to carry the ball, the Raptor is far from ineffective on the field. They are fierce creatures, so fearless they will take on any opponent without hesitation and never back down. Once whipped into a frenzy they are unstoppable and one of the most feared tacklers in the league.



Whiptail

The Whiptail breed is thought too weak for usefulness in the big leagues, but their speed is second to none on the pitch. Combined with their ability to side step tacklers, they are hard to take down. Defensively they are a hindrance to other players, using their long snaking tail to trip and entangle.



Adept of Sotek

Most Skink teams choose to include an Adept of Sotek on their roster. It is believed that these disciples of the Old One Sotek bring good fortune to the team. In addition to the superstitious benefits, the Adept’s ability to expertly wield its sacrificial dagger is a boon to the team.

SKRYRE SLAVES

“Clan Skryre, as with most of their endeavours, have taken a unique approach to Stunty Leeg. Specializing in the blending of evil magic and arcane Skaven technology the Skryre masters, better known as Warplock Engineers, are constantly experimenting to create newer and more powerful weapons of mass destruction. They often steal war machines from other races and then strive to 'improve' them in their own unique way. This almost invariably involves the inclusion of warpstone based mechanisms that increase the weapons potential for destruction, but also tend to make them unstable. They have chosen Stunty Leeg to test and showcase some of their more bizarre warpstone-powered marvels; the terrifying melding of vermin, magic and machine known as Mechavermin and the imposing Doomwheel.

“Instead of taking to the pitch themselves they, for the most part, employ enslaved underlings. Occasionally a few brave Warplock Engineers will venture onto the pitch themselves, often with a warpstone gun or deadly poison wind bombs. Other races would consider such weapons far too dangerous for use on the pitch, but Skaven have a different attitude, accepting a few losses from their own weapons as normal. After all, that is what slaves are for!”

– An excerpt from “*A Gentleman’s Guide to Stunty*” by Sir Stanley Spittlespork

Slave

Whether it is by their weakness, frailty, or caste, some Skaven are destined only to serve as slaves. Half starved, ragged, and with little to live for, slaves are forced into servitude of the Skryre on the pitch. Their primary role is to protect the more valuable players and mechanisms. With nothing but each other to rely on the slaves have learned to help each other, guarding their comrades right up until their own probable demise.

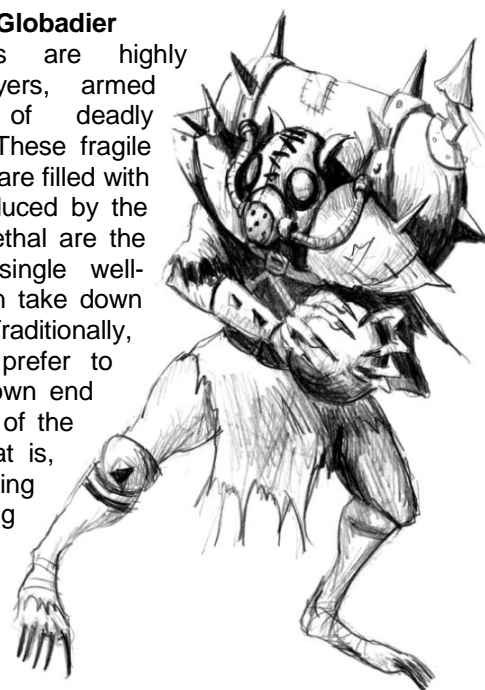


Doomwheel

A masterpiece of ingenuity and twisted magic, the Doomwheel makes its way frenetically across the pitch – rolling, grinding, and crushing unlucky players in its path. The Doomwheel cuts swaths in the opposing team’s defenses as the crew of slaves try their best to hang on and guide the frenzied weapon. It is rare for a referee to turn a blind eye to banning such a contraption, mostly for the sake of their own safety on the field.

Poisoned Wind Globadier

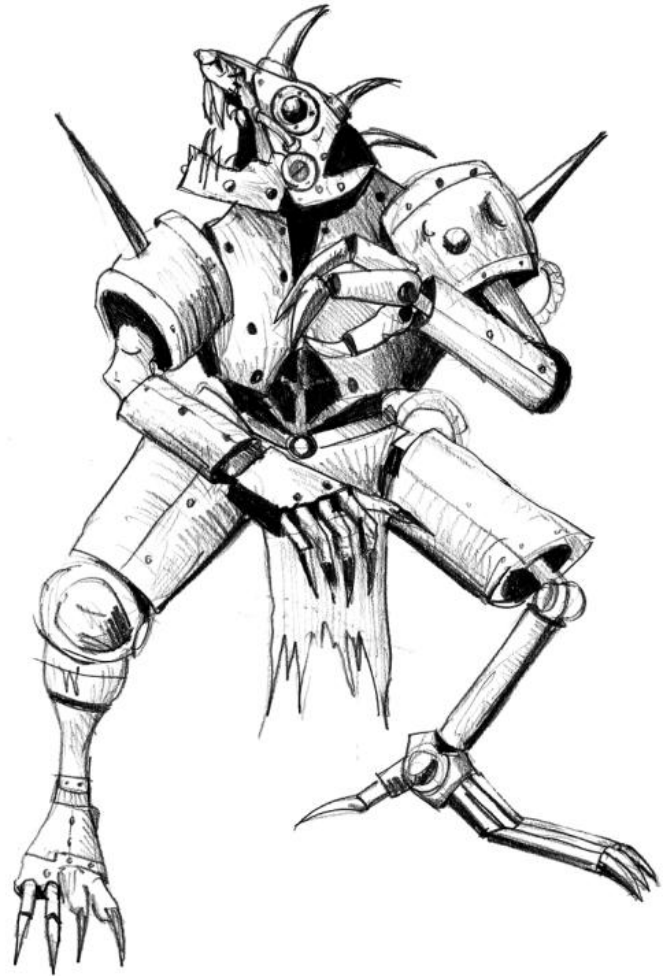
The Globadiers are highly specialized players, armed with globes of deadly poisoned wind. These fragile spheres of glass are filled with toxic fumes produced by the Warplocks. So lethal are the fumes that a single well-placed throw can take down half a team. Traditionally, the Globadiers prefer to stay near their own end zone, safely out of the chaotic fray. That is, until they are staring down an opposing blitzer or unlucky enough to fumble one of the deadly orbs.



SKRYRE SLAVES – continued

Jezzail

Always the innovators, the Skryre thought it sensible to employ a smaller version of their Warplock Jezzail guns on the pitch to throw the ball great distances accurately. By augmenting Skaven players with a warpstone-powered gun capable of shooting the ball, they created the players commonly referred to as Jezzails. Where the player ends and the weapon begins is often indistinguishable, making it hard for referees to ban them from the matches.



Mechavermin

One of the more terrifying Skryre creations is the melding of vermin, warpstone, magic and machine known as the Mechavermin. Believed to once be a Storm Vermin, the Mechavermin are Warplock-engineered nightmares who strike fear into even the most hardened opponents. More than a few rival teams have refused to play the monstrosities, claiming they are illegal, but the crafty Skaven have successfully rebuffed all legal challenges by citing the living entity at the core of the demonic contraption.

★★★ *Did you know...*

One of the first Leeg matches contested by Clan Skryre was at the historic Pfungzig stadium. The Skryre team managed to wheel a full-size Warp Lightning cannon half way out of their dugout, where it then became lodge between the upper bleachers and lower access ramp. Shortly after the opening kick-off the cannon was fired, killing most of the Skryre team, all of the opposing players, and, if estimates are correct, about 12,000 fans. It destroyed the entire Northern stands and the recoil irreparably damaged the Southside of the stadium. The team was banned indefinitely, sued by the Leeg to cover damages and lawsuits, and all Skryre teams are prohibited from playing at the new Pfungzig stadium, built beside the ruins of the former landmark. Rumour has it the team resumed play in the Leeg under the new name, Smashing to Oblivion.

SNOTLINGS

“Snotlings ...a most peculiar race. Amongst all the various races which play the game, they seem the most ill-suited. The smallest of all the greenskins, they are slow, weak, fragile, and apparently either too stupid or too unobservant to know what awaits them when they step onto the pitch. And yet, their eagerness to play is unbounded. That they often bring with them multiple Trolls and two of the craziest contraptions ever fielded, the Pump Wagon and the Splatta Wagon may have something to do with it.”

– An excerpt from Professor Heinrich Schleffler's dissertation on Stunty teams

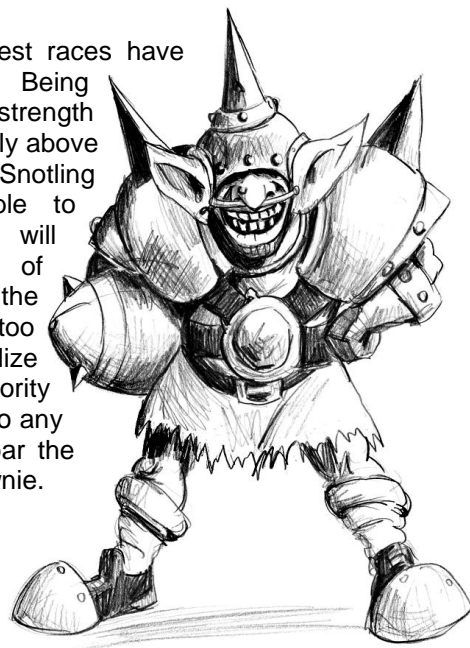
Snotling Mob

Being so small and difficult to count, Snotlings are often able to field more than the legal maximum of eleven players per side. This is likely unintentional, but with no one on the team able to count above three and random Snotling fans wandering onto the pitch from the stands it is impossible to keep track of them. As such, no matter how many Snotlings their competitors injure, another one seems to replace them.



Snotling Goon

Even the weakest races have their bullies. Being endowed with strength and ability slightly above useless, the Snotling Goons are able to enforce their will onto the rest of their race. On the pitch they are too stupid to realize this superiority doesn't extend to any other players, bar the occasional Brownie.

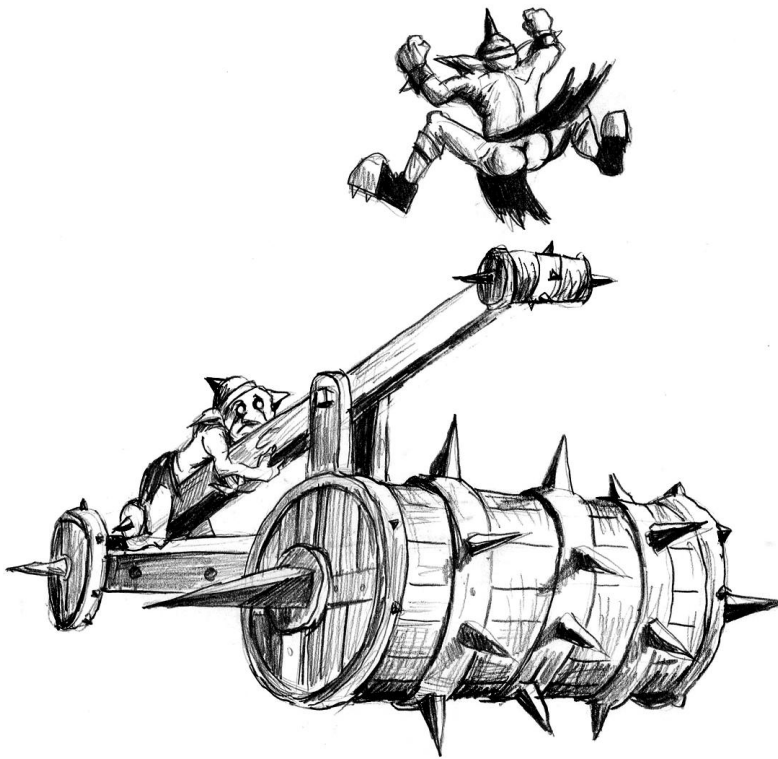


Pump Wagon

It defies reason that Snotlings could be capable of building such a contraption, but they have. The Pump Wagon is a towering, wheeled fortress of destruction manned by a half dozen or more Snotlings. If the Snotlings can get it onto the field and it is able to keep from falling in on itself, the Pump Wagon can add an extremely effective element to the Snotling game and greatly enhance their chance at winning.



SNOTLINGS – continued



Splatta Wagon

The Splatta Wagon is a smaller, faster version of the more recognizable Pump Wagons. Splatta Wagons are also more versatile and robust than their larger counterparts. If it beggars belief how Snotlings could build the Pump Wagons, then these machines are definitely beyond their ability. According to the most reliable sources these devices were built by a wealthy Orc businessman, a big fan of the Stunty Leeg who wanted to see even more mayhem from his wee green cousins.

★★★ *Did you know...*

That the largest game ever played was between two Snotling teams. Though it is not an officially recognized record, the inaugural, and only, game ever played by the upstart All-Snots League saw over 3,000 players take part. A league run solely by Snotlings was always doomed to failure, but managing to host a single game was something amazing unto itself. The match began reasonably well, with approximately correct numbers making up each side, plus a ball and what passed for a pitch. Shortly after the kick-off though, spectators began to wander onto the field and things quickly got out of control. Once the ball had disappeared, Snotlings aimlessly wandered about, with small brawls occasionally breaking out. What was supposed to pass for a game went long into the evening. It may have gone on for days had a passing band of Orcs and trolls not mistaken the game for an all you can eat buffet. The game still stands as one of the greatest shows of Snotling stupidity ever witnessed.

Troll

Big, strong, undeniably stupid. The only thing that could make a Snotling feel smart would be hanging out with Trolls, so that is what they do. The Trolls also offer them great protection during the games. The only drawback to the arrangement would be the Snotlings who find themselves a light snack for the Trolls, but this is considered well worth it in exchange for their protection.



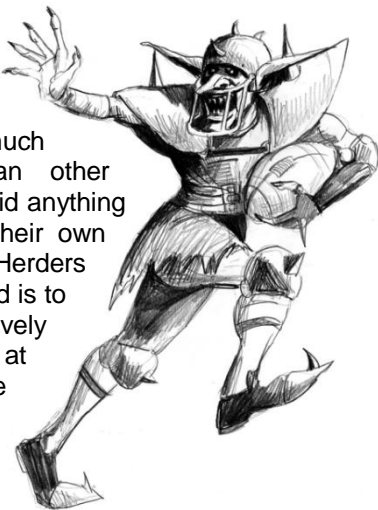
SQUIG HERDERS

“So you wanna' ride a Squig eh? Well, you gotz to put yer time in! Trainin' 'em. Herdin' 'em. Gettin' MAULED by 'em. It'z a lucky, hecka skill't git what gitz to RIDE 'em. Ya see, Squigs is damn dang'rous to erey'one and erey'thing 'round 'em. This ain't a team fer the meek. Ya got'z to embrace the mayhem. 'Cause when dey on, dem Squigs tear it up. And when they iz off, dey tear yuz up!”

- Final words of renowned Squig Trainer Muckit Teefdodger, eaten by his favourite Squig, Grunk One-Gulp.

Squig Herder

The Squig Herders are Goblins that raise Squigs for war and sport. They lead a much more solitary life than other Goblins, who mostly avoid anything to do with Squigs for their own personal safety. The Herders primary role on the squad is to keep the beasts relatively focused on the task at hand and recover the ball when the situation permits. Playing for a Squig Herder team requires the utmost attention to your surroundings as you are as likely to be bitten by a teammate as you are to be blocked by an opposing player.



Squig Hopper

The sight of a Goblin clinging to the top of a rampaging Squig is almost indescribable. How they manage to commandeer these animals and avoid death on a regular basis is astounding in itself, that they play the game so well in this bizarre tandem is another matter entirely. The most elite Herders, revered as Squig Whisperers, are able to ride their animals, usually quarterbacking the game for their team, carrying the ball, and taking out any and all who challenge them.



Squig

The Herders prefer to use larger Cave Squigs for their teams. Huge balls of muscle, mouth and teeth propped up on two muscular legs that can propel the Squig up, over and through defensive lines. They are immensely strong and agile, but fielding Squigs does come at a substantial price. They are unwieldy on the best of days, trying to eat anyone near them or simply wandering off, apparently bored with the ongoing game.



STRIGOYAN

“Driven out of Strigos after the Orc massacre, the remaining Strigoyans tried to settle in Sylvania. Here they found no solace with their vampire brethren and were hunted and killed. Marginalized, they went into hiding, many fleeing to Tilia. Over centuries of hiding and feeding on scraps and corpses they have become twisted monsters barely resembling their now distant vampire relatives. Over time they have found themselves surrounded by Crypt Ghouls who gravitate to their depraved existence.

“A few of the Strigoyan Lords who had not gone completely mad took notice of the surge in popularity of the Stunty Leeg in the neighbouring Mootland. Remarkably, Lord Vurdinax, Scourge of the Old World, was able to persuade Leeg officials to allow their teams to participate, probably through hypnotic persuasion. The Strigoyan Lords “recruited” new Thrall team members, unfortunate Halflings from the northern Mootlands mostly. For the first time in centuries the Strigoyan “Ghoul Kings” could show themselves publicly. They had even solved their food supply problem.”

– An excerpt from “*A Gentleman’s Guide to Stunty*” by Sir Stanley Spittlespork



Thrall

The lowly Thrall is a pet, a servant, and a food source all in one. Over years of servitude they’ve lost all of their individuality. They are still a living entity, yet not quite alive. Repeated feedings have made them slightly more resilient to the constant blood loss and beatings from opponents. Their sole duty is to protect their Lord and his underlings on the pitch.

Strigoyan Lord

The great Lord is a beast of unequivocal rage and terror. These hulking beasts can singlehandedly take on swarms of players and come out victorious. Their only weakness is the insatiable blood lust that can overpower their tremendous rage and hatred. Unable to restrain themselves they often injure more of their own teammates than their rivals.

Crypt Ghoul

The Crypt Ghoul may be smaller and weaker than their more well-known brethren, but they can be more vicious. They have an insatiable hunger that can overwhelm them at any moment. Though they prefer to eat the flesh of the dead, the twisted creatures will settle for the blood of their Thrall teammates to placate them until they can properly feed. A single Crypt Ghoul can scare opposing teams, four can leave them scarred for life.

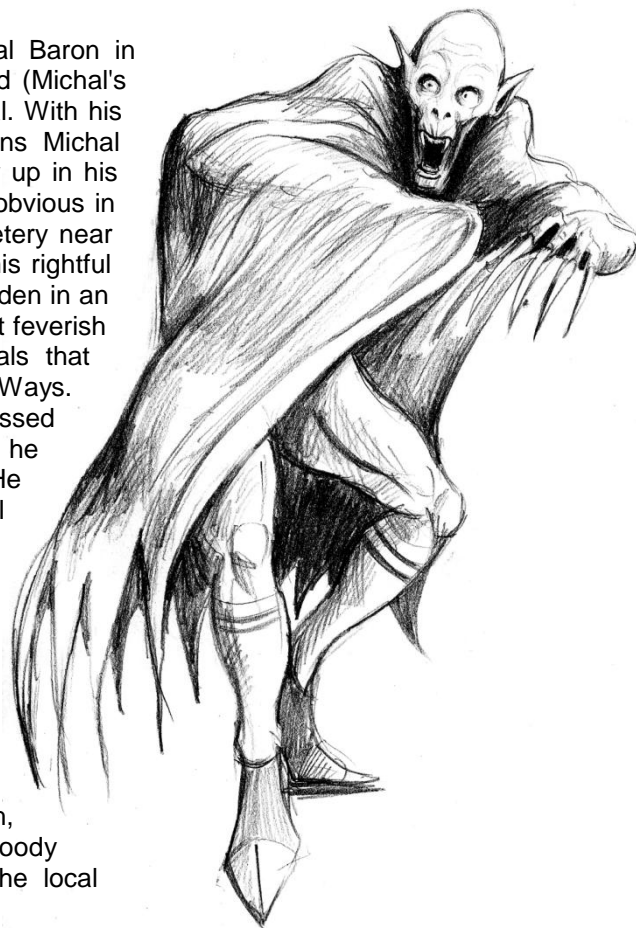


STAR PLAYER BACKGROUNDS

Everyone has a story, some more interesting than others. Those whose stories have become something of legend or infamy in the Stunty Leeg often take the freelance route in their careers at the prospect of more fame and fortune. Whether imbued with great strength, agility, or unmatched skill, they have risen above the common players. Stars are fickle though, bringing their own baggage to each team they play for. Many have expensive and bizarre riders that must be adhered to with the upmost attention to detail or they will refuse to play and most demand their own locker room. Additionally, they all bring their own apothecaries who refuse to treat them at field side in what they deem abysmal working conditions. For that reason, once a star is seriously injured, don't expect them back out on the field the rest of the game unless they can regenerate themselves.

Baron von Spivakosky

Michal Spivakosky was the illegitimate son of an egotistical Baron in Stirland. Due to the soft spot the old Baron had for the maid (Michal's mother) he wanted her to stay near the manor, as did Michal. With his proximity to the Baron and his two younger legitimate sons Michal developed a deep jealousy which turned to hate as he grew up in his relatively impoverished upbringing. His dislike became more obvious in the village and eventually one of the workers from the cemetery near the modest home he lived in told him he could help him to his rightful inheritance. He introduced him to a store of ancient tomes hidden in an impressive crypt, some containing dark rituals. Michal's almost feverish hate of his father and increasing interest in the dark rituals that foretold of power attracted the attention of the Changer of Ways. The cemetery worker was one of his devotees and was possessed by the voice of Tzeentch, who gave Michal an offer. If he promised his soul to Tzeentch, the Manor would be his. He accepted eagerly, perhaps recklessly. The next day Michal went to collect his reward, but as he entered the manor he found his brothers were lying bloodied in the doorway. In the next room was the dead Baron. But alas his mother was there too with her hands grasped round a dagger in her stomach. Her face was horribly distorted and it was clear she'd been used as a pawn for the murders. With no other heirs Michal was now the Baron, but in his grief he fled to the crypt to seek solace in the books. He stayed night after night while change slowly came upon him. His flesh withered, his limbs elongated and he felt an unnatural strength, but his intelligent senses, except for rage, became dulled. Bloody murders soon became all too common in the night and the local villages soon became deserted.



Weeks later a Count found him in the cemetery and promised him a place where his rage could be unleashed on willing victims. He was taken to the field and let roam in a match against a local human team. Five lay dead by the end, helpless against the frenzied creature! But he loped off back to the crypt after the match where the books of power that he hungered for remained.

Baron von Spivakosky is a ferocious player, but in between games he is very difficult to control so is rarely barred from going back to the crypts. On occasion he still has strange visions from the Changer of Ways and will surface to find a servant of Tzeentch waiting to lead him to the field for his former master or a vicious Vampire player seeking him out to join them.

Blarney Bill Bastidge

Known for his quick hands, and even quicker temper, Blarney Bill Bastidge has earned his reputation as one of the best Stunty scorers around that no coach wants on his team. Bill's surly attitude, inability to be coached, and penchant for taking slight at almost anything (which often resorts in an extremely bloody shanking), keeps most coaches far away. But for those desperate enough, Bill's unquestioned skill keeps him on the pitch for those teams willing to pay the cost, in gold, fines and trips to the apothecary.



Bonegnawer

Being the runt of the Rat Ogre litter, Bonegnawer was deemed unsuitable for battle. He was, however, deemed quite suitable to play the chosen sport and is rented out to any coach that can pay the price.



Chompa & Stompa

Squig Manglers are a fearsome sight to behold. Two Squigs and a Goblin rider in a swirling mass of teeth and death. No Mangler is more feared than the Squig pairing of Chompa & Stompa. The two, along with a Goblin rider looking to find glory on the pitch, revel in the absolute mayhem that the Stunty Leeg affords them.

Chompa & Stompa, along with their Goblin rider, are bound together by chains and as such are able to circumvent the Stunty secret weapons rules via a loophole they exploit to the fullest extent. Also, a portion of Chompa & Stompa's inducement fee is donated to the Referee's Retirement Fund by their generous owners. This, in addition to their huge fan following, may in large part answer why the loophole has not been closed. The Goblin rider also receives a small portion of the inducement money on the rare occasion he is not severely maimed, eaten or decapitated by the chains.



Cusimano the Gentle Giant

The towering presence known to most as simply Cusi is something remarkable to witness on the pitch. Standing well over four times the height of most players, he commands a huge swath of the field, moving players where he likes. Despite his awesome strength, he never seems to really throw all his weight behind blocks, preferring to simply get players out of the way to help his current team.

Cusi left his mountain home as a youth seeking adventure and wisdom his remote homeland could not provide. On his journeys he befriended many peoples, developing strong bonds with the smaller folks, especially Halflings, whose calm nature and relaxed lifestyle appealed to him. He was present at the inaugural game of what became the Stunty Leeg, but did not play during the early years. It was only after the arms race of weapons and illegal apparatus became common place that the Halflings asked for his support.

He prefers good-natured teams that do not rely on weapons, but will overlook the Gnomes cheating and surliness because of his youth spent with them in the mountains. His good nature ensures he is a fan favourite throughout the Leeg, cheered on by all.



Doom Diver Catapult

One of the craziest and most intrepid contraptions fielded on the football pitch is the Doom Diver Catapult. This marvel of man and machine is proof that both ingenuity and stupidity can be combined at the same time. The massive launch platform is wheeled out by desperate teams who load their own team members into the device and fire them far down field. Sometimes it produces glorious results and miraculous touchdowns, often it just fires a Snotling into the stands, and on other occasions it cuts a player in half launching body parts in all directions.



Fumlig da Venomuz Spida

How would a giant spider become a star in the Stunty Leeg, but by happenchance. The semi-sentient eight-legged oddity stumbled onto the pitch of an exhibition match between the local Forest Goblins living in the Northern Empire and a touring squad of Norsemen. Accepting the game had been a mistake, and the locals were taking a rather sound beating when the creature emerged from the forest shaking and twitching. It began jumping around the field and onto players from both teams. The visitors from Norsca quickly dubbed him Fumlig, the clumsy shaky one, for his bizarre behaviour.

The travellers moved on, but the Goblin's curiosity remained. They soon discovered that Fumlig had imbibed vast quantities of mushroom spores and was indeed quite addicted. The amounts he ate were so great that they would be poisonous to almost any other creature. And so he became Fumlig da Venomuz Spida to the Goblins. The spore habit had not only made him very shaky and jumpy, but also granted him a semblance of sentience that allowed the Goblins to train him to play properly. With the reward of more spores ever present, Fumlig became a regular at many games.



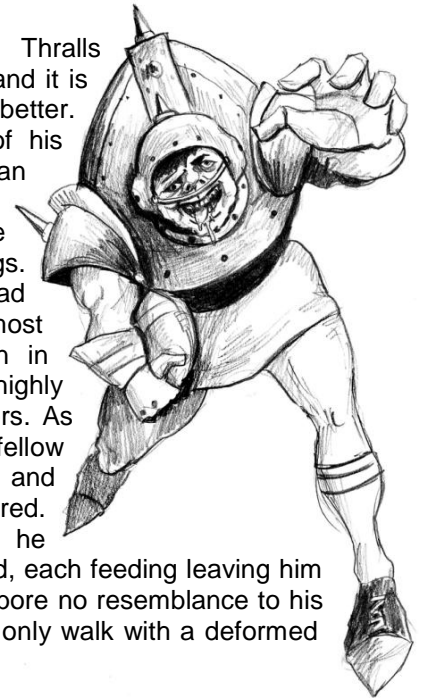
Gong the Giant Gorilla

Gong terrorized the jungles of the Southlands until the day he came across a beautiful ethologist and his giant gorilla heart melted. The primate would not leave her sight. Her father was a noted football agent and saw an opportunity to make some cash. He sought out the finest trainers in the land to teach Gong how to play the game. Eventually, Gong stopped eating the trainers and learned how to play. Now he terrorizes the pitch as he used to terrorize the jungles, all to please the woman that captured his big gorilla heart.



Igor

It is not often that Thralls outlive their masters and it is usually not for the better. Igor, as that is all of his name or past he can remember, played many seasons for the Darkmere Dead Wings. It was even said he had been one of the most handsome men seen in the lands and highly coveted by his masters. As seasons passed his fellow teammates came and went, but he endured. With each game he became more battered, each feeding leaving him more twisted until he bore no resemblance to his former self and could only walk with a deformed hunch.



Freedom from his masters came one fateful game when the Darkmere squad accepted a match with vampire hunters under the guise of a football team. Before the first half was out his team had all been staked or set free from their bonds as thralls through their deaths. Only Igor managed to survive the ordeal, perhaps out of pity for his sad state. Freedom was however not a release for Igor, who knew nothing of himself and whose hideous appearance was unwelcome everywhere. He had no choice, but to return to the only thing he knew and play the sport that had taken everything from him, but it was all he had.

Karazara the Relentless

Karazara grew up in the slums of Hexoatl in the shadows of the Stadium of the Sun where the Hexoatl Heat played their professional league matches. He dreamed of playing for his home team and spent every free moment practising on the dusty fields scattered throughout the city, or at the stadium watching the games and trying to talk to the players. His persistence earned him the nickname Karazara the Relentless. Everywhere players went, he was there. When they practised he fetched gear, water and anything else they wanted. His ambition was unstoppable.

His devotion paid off as he became a quality player, eventually gaining a spot on the reserves. He got his break one match where sweltering heat overcame even the toughest lizards and there was no one left to substitute. He seized the opportunity and managed two miraculous touchdowns to take a come-from-behind victory. He quickly became a star, but as fast as it began it was over. Match fixing charges against the club's management caused the collapse of the team. With his beloved team gone, Karazara set off to the Stunty Leeg to find a new home side to support.



King Tot

“Tater” Tot Smellyfeet set out to explore the world and sample its many delicious cuisines. Unfortunately the poor Halfling didn't get very far. In the land of the Khemri he ate a bad date and his adventure came to an untimely end. It wasn't truly the end for “Tater” Tot though, as the Khemri necromancers were able to, likely out of sheer curiosity to see if it was possible, mummify the Halfling, and he was reborn to walk the world again.

Though his walking was somewhat laboured, with the necromancers having accidentally given him two left feet. Alas, he was no longer able to eat and had lost his purpose in the world until one day he saw a football match and for the first time in centuries, found something to do.

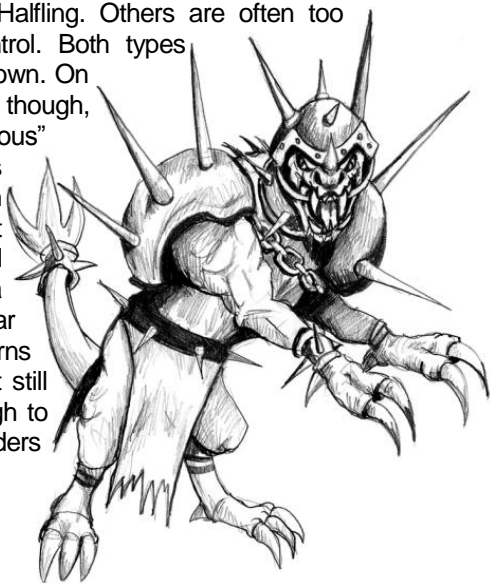


Leeloo Lion Tamer

Born in the dense jungles of the furthest Southlands, Leeloo is as fierce a hunter as you will find. For Leeloo is truly a rare breed, fearless in every aspect. His title of Lion Tamer is partly a misnomer given to him as a mark of shame by the elders at his coming of age ceremony. Before every child becomes a man in the Pygmy tribes they must go on their first solo hunt and return with game. This rite of passage is a dangerous challenge indeed, which is why many choose to hunt smaller game or end up dead by boldly taking on the larger ones. When Leeloo returned he brought in tow his prize catch, a massive jungle lion, which to the amazement of everyone was still alive. The young warrior had gone into a mad frenzy and taken it on with only his hunting knife. He beat it into submission and then defanged and declawed the beast. He dragged it back to the village tethered to thick vines and barely alive. Leeloo was extremely prideful, too proud and arrogant, qualities not well liked by the tribal heads. And such they anointed him “Lion Tamer” to spite him and condemned him for mistreating the animal by not giving it a quick death. Furious, Leeloo left his tribe forever and found his way to the Leeg where his underhanded tactics and relentless aggression are not only condoned, but applauded.

Logan

In the twisted northern Moot where the Chaos Halflings live, it is common to take on feral dogs as pets to guard homes and teach them to hunt for food. Over the years these mutts have begun to show signs of the blessings of the Chaos gods. Interbreeding of the strongest and most mutated has produced larger and more ferocious animals, no longer dogs by anything but ancestry. Many of the attempts at breeding these beasts result in abominations too hideous for even the Halfling. Others are often too violent to control. Both types must be put down. On rare occasion though, a “wondrous” creation is attained. Such was the result that spawned Logan, a massive familiar covered in horns and claws, yet still sentient enough to follow the orders of his masters.



Lorebass

Even amongst the ranks of great hideous beasts, wild contraptions and all manner of races, Lorebass is still a quite peculiar sight in the Stunty Leeg. When he steps out onto the pitch he receives equal parts applause and awe. For it is beyond belief to see a Dark Elf of such small stature.

As with all Dark Elves who don't meet the rigid breeding standards of Naggaroth, he was tossed into the sea, likely on a raiding mission against Ulthuan. How the infant managed to survive the ordeal is of legend and only for the gods to know. But survive he did and the baby was brought to Araby originally. The engraved silver bracelet he bore noted his name as Lorebass and it marked him to be of noble lineage. He was raised by a wealthy merchant family whose caravan travelled the Southlands and occasionally into the Old World. The travels with his adopted family made him strong, wise and worldly.

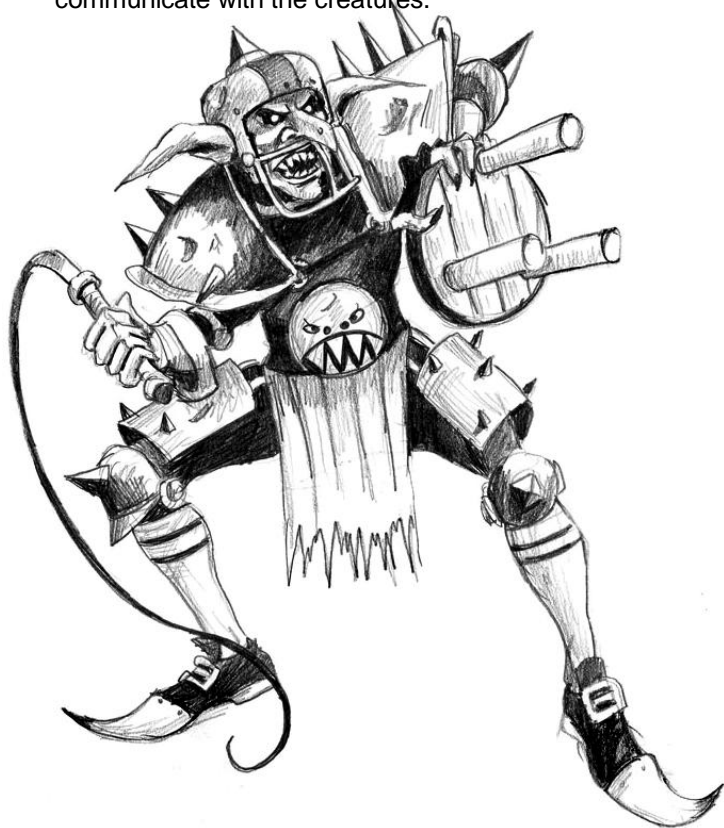
The best part of travelling for Lorebass was by far was the football games. He watched any and all matches he could, from Pygmies playing in the grasslands of the far South to once sneaking into the main stadium in Brettonia to watch a cup final. More than anything he wanted to step onto the pitch and play and he spent every free moment practising. As he came into adulthood he was still short, but began to play with anyone who would let him while on his travels. Despite his size, others soon learned he did not similarly lack strength or resilience. He quickly made a name for himself across the lands.

By maturity he had become something of legend in his own right in the amateur circles he played in. He was approached by head scouts from the Stunty Leeg who, not knowing where to put the talented Dark Elf, said he could choose any team to play for. Instead of choosing one team, Lorebass chose to play for them all. He never forgot his abandonment as an infant and swore he would never be so intolerant himself. His unique attitude and ability now see him playing for anyone who would have him in the greatest stadiums of the land. And just for fun, he still occasionally sneaks in, even when he is playing.



Mad Gark the Tamer

A master Squig herder, Mad Gark was renowned in the art of handling dangerous creatures. Growing up the son of the chief he was always around his father's pet Squig Rubbobotum and developed an affinity with the creature. Hours spent feeding, grooming and prodding the beast when necessary taught him the subtleties of their ways. It was even rumoured to be able to communicate with the creatures.



He became an accomplished Squig Hopper at an early age and was in line to take his father's position at the head of the tribe. Then he discovered the great sport and the Stunty Leeg and all other ambitions faded. He put aside his inheritance in exchange for his passion and set off to make his own destiny on the pitch.



Mincemeat Mad Butcher

No one knows exactly what is in Mincemeat's meat pies. They just know that many an injured player was sent to the Halfling's kitchen and never returned. This pint-sized chef has become a star on and off the football pitch. On the pitch his culinary skills are blindingly apparent as he can dice multiple opponents at once. Off the pitch his line of culinary books and cabalvision cooking show has made him wealthy and famous. Still, he won't divulge the secret of the pies for any price...

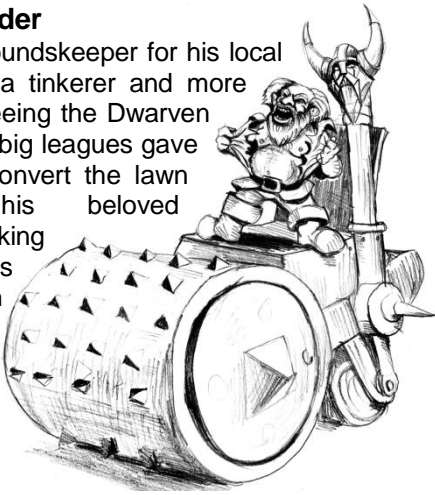
★★★ Did you know...

The popular 'Piggers Halfy & Sons' brand of glue can trace its heritage back to the first touring Pygmy side to set foot in an Old World stadium. Unfortunately for their unsuspecting opponents, the Cachalan Cannibals were aptly named! All was going well in their first match in Altdorf and fans seemed to take a shining to the plucky little fellows' grit and determination, that is, until halftime. Although throwing the opposing apothecary, the Leeg's Secretary of Finance and the Emperor's boot polish boy's third cousin into a cooking pot with garlic and olives is a great honour in Cachalan, it isn't appreciated nearly as much in Altdorf. It's still not sure who were more shocked by the distressing affair, those in attendance or the Cachalans who were not prepared for the objection to their offering. The Cannibals were chased out of Altdorf and Emperor's finest trackers were dispatched to bring them to justice.

Pygmies however, make even better trackers, and mysteriously the whole team disappeared without a trace. Did they high-tail it back to Lustria? Die in the harsh cold? Perhaps they were eaten by a Hippogriff in the mountains on their return trek? Or did they relocate to the Moot as some suggest? Soon after reports began to circulate of small bald bronzed skin Halflings running amok, with glued on mutton chops and wearing wigs on their feet, chasing the locals with knives and forks. Such tales had many suspicious of what really happened to the touring side. It wasn't long after that a new Halfling team emerged called the 'Ketchup Tannables' sponsored by Piggy Wiggly Halfy Glue and Soup Company, who quickly shortened their name to Piggers Halfy & Sons.

Morris Meatgrinder

Morris was the groundskeeper for his local team. He is also a tinkerer and more than a bit mad. Seeing the Dwarven deathrollers in the big leagues gave him the idea to convert the lawn tractor into his beloved Meatgrinder. Blocking Morris' machine is not much of an option; avoidance usually the best strategy.



Nezogt the Mutated

Nezogt was your average inept Gnoblar. He had an average nose, and his ears were not particularly floppy, though his arms were perhaps slightly elongated. Even so, they weren't anything noteworthy. One evening, while looking for food scraps to eat and avoiding becoming a meal to a hungry Ogre, he got lost in the caverns below his encampment. Nezogt began to panic at the thought of Gorgers and other more terrifying creatures that must surely live below. His blind panic drove him deeper into the pitch-black catacombs and over a precipice. He tumbled to what he was sure was his death, but instead of hitting cold hard rock, landed in a shallow underground pool. Eventually he was able to pull himself out and began wandering aimlessly for days. He was sure he had gone mad as he'd begun talking to himself and himself talked back! His body felt numb and peculiar and he was sure he would die in those tunnels. But he didn't, he found daylight on the seventeenth day.

Upon seeing him emerge, other Gnoblars stopped and stared. Even the Bullies gave Nezogt room and looked on in awe. For Nezogt hadn't gone mad during his time underground even though it was true he had been talking to himself. He was talking to his second head, which had sprouted along with extra arms and a long sinewy tail he could control like any of his four arms. Nezogt the Mutated, as he would become known, had fallen into a concentrated pool of liquid warpstone, forever changing his fate. With his newfound gifts he became a star player with the local squad, eventually going the freelance route.



Odster Evil One

Of all the players who have stepped onto the pitch, perhaps none is more infamous than Odster Evil One. The sight of Odster brandishing his trusty saw, with its painted cartoon snarl, has become a familiar one. An icon of the sport, Odster not only knows how to win, but how to entertain the crowd. His on field antics and showmanship have made him a legend in the Leeg.

Odster burst onto the scene in the early years before sanctioning body had been established. It was his charisma that is credited with creating a lot of the early hype surrounding the Stunty Leeg. His penchant for theatrics was highlighted in one of the defining Stunty matches of all time. Through great effort the newly formed Leeg had begged, bartered and bribed officials to allow them to play as the warmup game to the 2505 World Championship final. Odster's greenskin team was down 1-0 and things looked grim as they could not do anything about their Halfling opponents imposing tree. At the start of the second half an ominous high-pitched buzzing began as the Halfling kicker sent the ball end-over-end to the Goblin receiver. The Goblin Line of scrimmage scrambled and dropped to their knees, forming a rudimentary pyramid of bodies. Confused, the giant Treeman looked down as Odster came running forward, bound up the shaky greenskin staircase, and then pirouetted 360 degrees through the air, bring the saw down right through the middle of the tree. The crowd went wild and at that moment Odster's legendary status was set.

Over the years he has lost some of his step and agility, but not his flair. A shoe-in for induction into the hall of fame, Odster still wows the fans every time he takes to the field.

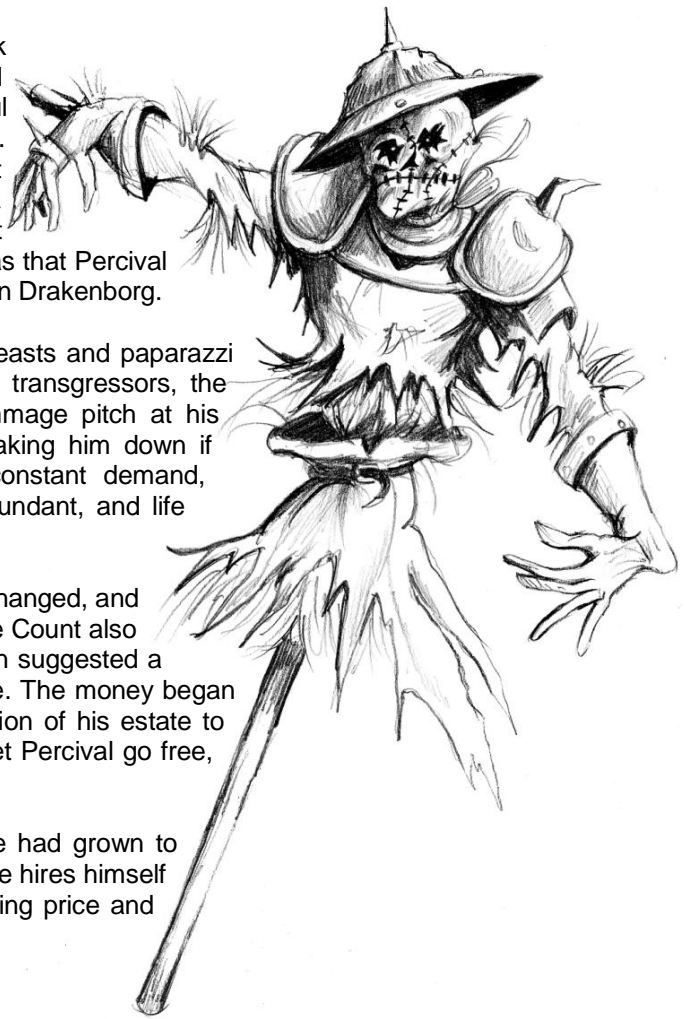
Percival Pinchstik

Percival Pinchstik was a rather devious Boggle who took pleasure in ravaging fields and homes in the Old World countryside. One fateful day though he crossed a powerful gypsy, who entrapped Percival with a binding spell. Unfortunately, once she had charmed Percival, she knew not what to do with this troublesome miscreant. By chance, a powerful Count heard of this odd creature, and thought it would be perfect for protecting his lavish estate. And so it was that Percival Pinchstik found himself in the service of one Count Luthor Von Drakenborg.

As the Count's liege Percival protected the grounds from beasts and paparazzi alike. Seeing the manner in which Percival handled these transgressors, the Count began to employ Percival for training on the scrimmage pitch at his estate. Percival was trained to try and mark the Count, taking him down if possible. Over the following years, the Count was in constant demand, Percival became more adept at the game, money was abundant, and life was good. The two even developed a true friendship.

Then it all began to go wrong. Firstly, the rules of the game changed, and suddenly Drakenborg found his stock greatly diminished. The Count also seemed to lose some of his dexterous ability. Rumours even suggested a particularly nasty training tackle from Percival was the cause. The money began to dry up and the Count was forced to sell off a great portion of his estate to property developers. Drakenborg decided it was best if he let Percival go free, as he was now his friend whom he didn't wish to lord over.

Free to roam, Percival found himself gravitating to what he had grown to love in his time with Drakenborg, the game of football. Now he hires himself out to any Bogey or Strigoyan team that can afford his asking price and dreams of himself as the Count, back in the glory days.



Puck & "Big" Pudwick

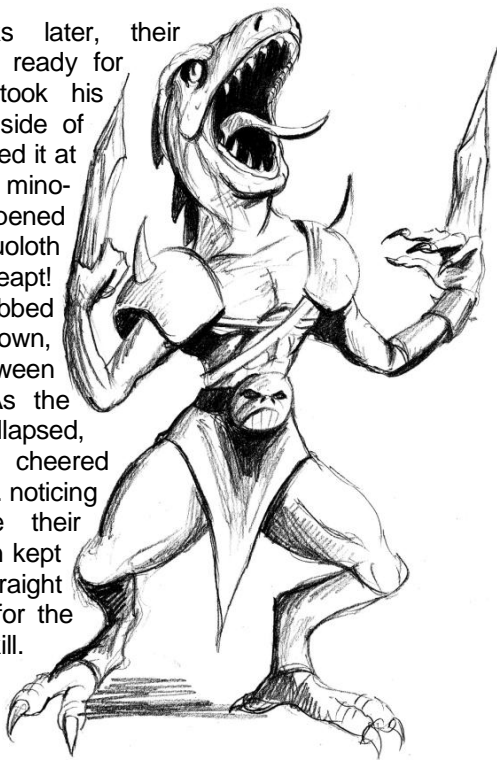
Having grown bored of the daily grind, Puck decided to leave his pot of gold and make his way in the world. Odd behaviour indeed for a Leprechaun, but the monotony of guarding his horde of gold was not exciting enough for this Fae. He began to travel town to town seeking out the biggest and nastiest and challenge them in the age-old sport of wrestling. One such time he took on a brute of a man named Big Pudwick and lost. Pudwick took a shine to impetuous Leprechaun and took him under his wing like he would a wayward son. Bearing many scars and many victories, Puck decided to turn his hand to the beautiful game. With the promise of gold and mischief Pudwick followed and would never leave young Puck's side.

Quoloth the Fierce

Quoloth grew up a football fanatic of a Skink. That is to say, a mayhem and blood fanatic. He managed to earn a spot in the Lustrian Cobras, but after stamping on a downed Saurus in training and then breaking his leg, he was sacked. Luckily for the entertainment of countless crowds, his enthusiasm for the kill was spotted by a Stunty Leeg coach who was watching the training session. He took Quoloth on and trained him as a blitzzer. Quoloth loved his new life! He got to kill everything in front of him, and there were no pesky rules to hold him back.

His life took a distinct turn for the different after a game against a Forest Goblin team of some renown. After he leapt onto the back of a spider and broke each of its legs in turn, the shamans kidnapped him and using arcane magic and brutal surgery fused stakes of bone to his forearms. They tried to retrain him into a psychopathic Stikka, to take on the big boys. Over and over, a shaman stood over him repeating "Uz Goblinz. We gud! You Goblin! You gud!, as the mushrooms warped his fragile mind.

Three weeks later, their creation was ready for play. They took his cage to the side of the pitch, aimed it at the opposing minotaur and opened the door. Quoloth ran! Quoloth leapt! Quoloth stabbed both spikes down, directly between the horns! As the minotaur collapsed, the shamans cheered and rejoiced... noticing far too late their crazy creation kept going in a straight line, looking for the next thing to kill.



Some Stunty Leeg teams claim that they keep track of Quoloth, and where his maddened rampages take him next. They bring out trained handlers and capture him, unleashing him on the pitch at the start of a game. He does maintain some loyalty, and Forest Goblin and Skink teams are able to keep him under control for a short period of time, giving him rudimentary kill directions. But nobody can keep Quoloth for long however, and as soon as the teams start filing off the pitch, he's gone, looking for the next challenge.

Screamer of Tzeentch

Screamers of Tzeentch are daemonic creatures which resemble flying stingrays that soar through the sky on the winds of magic. Drawn to this plane by the concentrated emotions of hatred, fear, and pain that occurs on the football pitch, they swoop down on foes and cut them apart with their sharp tusks and spiked tails.

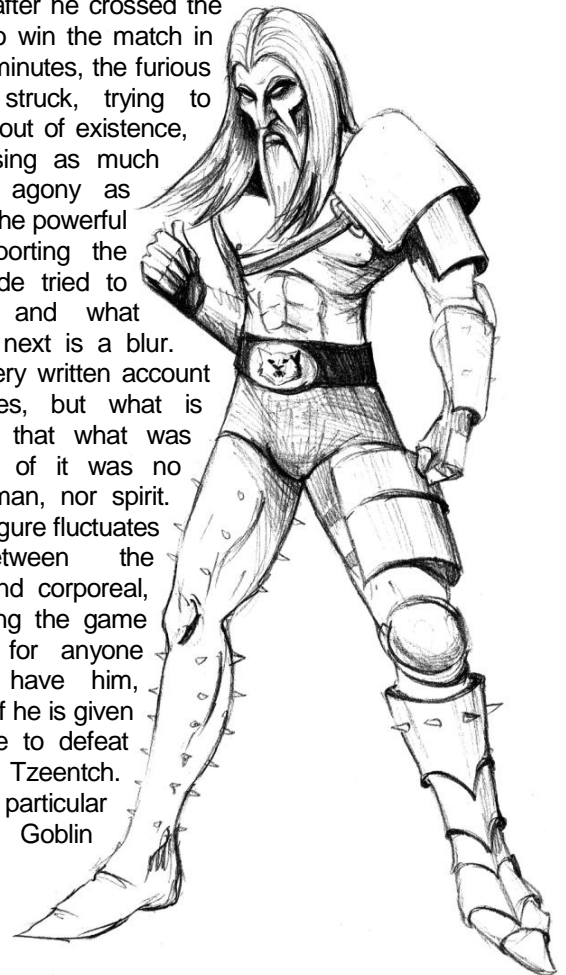


Shadow

The Shadow was a star footballer back in the time before it gained a renewed popularity. Legend tells tale of an epic match between the two most powerful teams facing off for the original championship trophy the Skull of Blood, now lost, perhaps forever. The year is known, but the exact century uncertain, some historians cite 2164, others 2064, while a few believe 2264 is the correct date. The uncertainty has led to the year being known as 2X64.

Lore speaks of a heroic player, whose true name is now lost, leading his team to victory on that day. Known only to him at the time, the act was not only heroic, but self-sacrificing. He had gone against the god Tzeentch who, favouring the other side had promised the star countless rewards and unimaginable power to throw the game.

Moments after he crossed the goal line to win the match in the dying minutes, the furious Tzeentch struck, trying to smite him out of existence, while causing as much pain and agony as possible. The powerful gods supporting the winning side tried to intercede, and what happened next is a blur. Almost every written account of it varies, but what is known, is that what was borne out of it was no longer human, nor spirit. The dark figure fluctuates now between the ethereal and corporeal, still pursuing the game he loves for anyone who will have him, especially if he is given the chance to defeat the hated Tzeentch. He has a particular affinity for Goblin Cheaters.



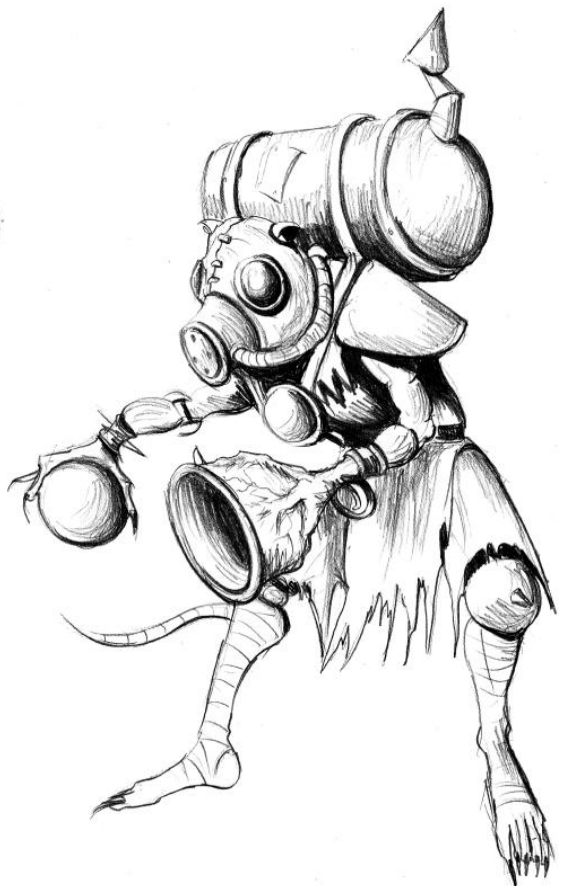
Slabb

Slabb is an Ogre Butcher of great proportions, especially his massive gut. With the width of his girth approaching his height he is well respected by all Ogres. To feed his insatiable appetite he will play, but only on the condition that he keeps what he catches.



Squeakshot Plaguewind

Having a modified Jezzail barrel fused to your body in place of a hand by Warplock Engineers with magic and warpstone doesn't sound pleasant or useful unless you are a Skaven looking to make a name for yourself. That is exactly what Squeakshot did. By combining Skryre dark arts and his Great Horned Rat-given agility he quickly became one of the most prominent stars in Stunty Leeg. Demand was so great for the deadly accurate Poisoned Wind Globadier that he hired a manager who quickly raised his hiring fee. Despite this, Squeakshot remains in high demand for his ability to scupper the plans of the opposition.



SmallPox the Flatulent

One of the vilest players to play the game is SmallPox the Flatulent. With oozing sores covering his body few players dare touch him and the cloud of gases constantly surrounding him make being in the same stadium an unpleasant experience. SmallPox's saving grace is his better than average mobility and agility for one of Nurgle's chosen. Being blessed with these extra abilities most likely justified Nurgle's further blessings of disease and filth upon him.



Tasty Tom

A Halfling need not only be brave to play such a violent sport, but also a bit of a masochist as well. In the case of one "Tasty" Tom you need to be a truly mad masochist. Not only does Tom love to play, he loves playing for the Strigoyan teams and seems to genuinely enjoy being bitten. Almost always in a state of recovery from one bite or another, he willingly hires himself out to teams knowing he will be fed upon.



Thundershout Gristlegnasher

In the highlands near the Realm of Chaos, giants' minds and bodies have been corrupted by the power of Chaos. From time to time these monstrosities will wander down from their mountain lairs to satiate their taste for blood and violence. And what better place to do that than the football pitch fighting beside the forces of darkness in exchange for food, drink, and gold.

The most famous (or infamous) giant among the mountain clans is one Thundershout Gristlegnasher. Gristlegnasher has acquired a taste for Stunty blood and regales in the screams of the fans as well as his victims. This brute has proven to be a fickle teammate at best, oftentimes helping himself to one of his teammates for a tasty snack. While there are coaches who would gladly overlook this character flaw, Thundershout heeds none but his own base desires and as soon as his belly and pockets are full he heads back to his mountain home much to the relief of those on the Stunty pitch.



Wil-O the Wisp

In a league where being small is the norm, Wil-O still stands out as the smallest. She is even too small to carry the ball. Flitting about the field with her glowing wings, she is often mistaken for a glint of light reflecting off a helmet. Her rapid movement and mesmerizing aura has beguiled many a player. Her ability to avoid being hit is her true saving grace though. Were she not so elusive, her career would have ended badly long ago.



Windwalker

Deep within the Catachan jungles tribes of pygmies have been cut off from the rest of the civilized world for generations. Over the ages these tribes have evolved and are leaner and quicker than the rest of their pygmy brethren. They have honed their ancestral worship and tribal spirit magic to a degree not often seen. Powerful shamans lead their tribes in both earthly and spiritual matters, and in their dealings with the outside world.

Chief Ono Windwalker, an all-powerful shaman of the Wandingo tribe has embraced his tribe's emergence into the world at large, especially its love of football. Chief Ono fell in love with the sport the first time he saw a broadcast match on cabalvision and has been a rabid fan ever since. The clever chief devised a plan by which he can live his dream of playing football as well as fill the coffers of his tribe. He takes his natural agility, combined with his powerful shadow magic, and hires himself out to the highest bidder.



Zend Sickstench

Zend was a rising War Hawks star player. The Hawks' fans loved the sight of a flying Snotling and he quickly proved to be a nightmare to defend against. Dodging through opposing legs, he was always there for a foul, or whenever the ball scattered free. His excited "Waaaaaa" as he flew through the air was almost a catch phrase!

The end came against Nurgle. The Nurgle Warrior line was rolling up the pitch, and in desperation, Gronk, the team captain, looked for ammunition to throw at Lord Sickstench the Putrid. Jamming Zend's helmet firmly onto his head, spike forward, Gronk took careful aim and threw Zend straight inside the gaping maw as Lord Sickstench picked another Snotling to snack on. The spike smashed straight out of Sickstench's head, and his eyes crossed for a second before collapsing stone dead.

In the cheering and celebration that followed, nobody remembered Zend. When he woke, he could feel the diseases of Nurgle infesting his body. His hands had grown to monstrous sizes, and boils had broken out all over his body. Curiously, while he remembered his bones shattering, he seemed to be okay again. In fact, his wiry muscles pulsed with the unholy strength of the Curse!

Zend was born to play football, and a little thing like death and an ancient curse of Nurgle wasn't going to stop him. While no normal teams would employ him on a regular basis, he sometimes turns up for a single game in the Stunty Leeg. He never stays with a team for long though ...something about the smell!



STUNTY★LEEG

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