

# BLOOD BOWL

## Beast Bowl

*Fun house rules for all Beastmen Teams.*

**By Justin Hovdens**

It all started with a question, "Why does the Minotaur have the skill Throw Team Mate if the Minotaur can't be on a team with a member that has the Right Stuff skill? Was it a mistake? Did it survive from older rules when they might be able to join other teams? Or could it have been an un-explored new team!? If I remember properly, there were no such things as "Ungor" at the debut of the original Blood Bowl game - and I like the un-explored new team idea best.

The basics of the team are simple enough, cut the Chaos Warriors, add Bestigor and Ungor, hopefully make it balanced, and last "convert" some good mini's! The design aspect was rather easy and I feel is fair. Ungor are merely Goblins with horns and a extra 10,000 to their cost. Ungor and Beastmen get to BOTH be 1-16 members per team. Bestigor need to replace Chaos Warriors. Chaos warrior are more Blockers and I felt beastmen needed a Blitzer to fit their style of Blood Bowl more. Bestigor are faster the Chaos warriors, not as strong, equally armoured, with horns, and the block skill. Basically, Bestigor are Orc Blitzers with Horns and extra 10,000 to their cost. Obviously the Minotaur was going to stick around as he was the whole

reason this project started. Being the children of chaos, I felt as with the normal Chaos Team, all Beastmen Team members can choose Mutation skills for normal improvement rolls. As for Star Players, I limited it to only Beastmen, Bestigor, Ungor, and Minotaur players. That lists consists of an amazing 1 star player: Grashnak Blackhoof.

I actually created this team around 2 years ago, but only now got around to sharing it with the rest of the world. So some of my mini's are old school. I started by buying a 4 pack of Ungor with shields (as the ones with spears would have been REALLY difficult to convert). I hacked off their weapons and shields and used some green stuff for a single shoulder pad for each one. As for Bestigor, I purchased the Khornigor command. I removed their weapons, drum, drum stick, and standard. Had to use some green stuff to replace ruined chain mail and fur, and glued a spare hand on to replace one that was completely destroyed. The Minotaur is a very old Citadel model. All I did was remove his club from his right hand. Sadly, the last step is left unfinished: round bases for the whole team. Hopefully that step will be finished within the month!

### BEASTMEN TEAMS

Beastmen have taken to the field often with their chaos warrior brethren from the north, but rescently in Blood Bowl history there has been an emergence of full beastmen teams willing to spill blood for the gods of chaos on the field, and every once in a while they actual score a touch down!

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Ungor	50,000	6	2	3	7	Dodge Right Stuff, Stunty,Horns	AM	GSP
0-16	Beastmen	60,000	6	3	3	8	Horns	GSM	AP
0-4	Bestigor	90,000	6	3	3	9	Horns, Block	GSM	AP
0-1	Minotaur	150,000	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	SM	GAP

0-8 Re-roll counters: 60,000 gold pieces each  
Star Players available for Inducement: Grashnak Blackhoof



### ABOUT THE AUTHOR

Justin Hovdens is a straight talking Blood Bowl coach. Who just had to get this team rosetr out to the masses!