# BLOOD BOWL HEAD COACH'S HANDBOOK CHANGE LOG

*This document contains errata for the Blood Bowl Head Coach's Handbook, found in the Head Coach's Rules & Accessories Pack.*

## PAGE 66 - DARK ELF ROSTER

• **Blitzers:** Change AV characteristic from '7' to '8'.

## PAGE 66 - DWARF ROSTER

• **Deathroller:** Add the 'Stand Firm' skill.

## PAGE 69 - HUMAN ROSTER

• **Blitzers:** Delete 'A' from Normal skills, add 'S' to Normal skills.
• **Blitzers:** Delete 'S' from Double skills, add 'A' to Double skills.
• **Ogre:** Delete 'M' from Double skills.

## PAGE 72 - ORC ROSTER

• **Troll:** Change Cost (gp) from '100,000' to '110,000'.

## PAGE 73 - SKAVEN ROSTER

• **Gutter Runners:** Delete 'A' from Double skills, add 'S' to Double skills.

## PAGE 74 - UNDERWORLD DENIZENS ROSTER

• **Underworld Troll:** Change Cost (gp) from '150,000' to '110,000'.

## PAGE 75 - WOOD ELF ROSTER

• **Wardancers:** Change MA characteristic from '7' to '8'.
• **Treeman:** Delete the 'Timmm-ber!' skill, add the 'Loner' skill.

## PAGE 78 - STAR PLAYERS

• **Maple Highgrove:** Delete the 'Tackle' skill.

## PAGE 80 - STAR PLAYERS

• **Zolcath:** add 'the Zoat' to his name.

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