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Stunty Rosters

These rosters are available for creation in [Stunty Leeg](#). They are unofficial custom rosters, designed and vetted by FUMBBL coaches & staff.

Stunty Rosters and Players are, generally speaking, far more flawed than "normal" BB Teams and Players - a "typical" Stunty (if there were such a thing) might have MA 5, St 2, Ag 3, and AV 6 or 7. They can (usually) Dodge, which means they can be hard to pin down. And the Players are (usually) Stunty - which is a mixed blessing. Other than that, they take pride in being rather random and unreliable, even more so than normal - if you aren't comfortable with that, try an "official" BB team.

Most all Rosters have *extremely* limited access to [G] skills, so Block/Wrestle/Frenzy/Strip Ball/Kick/etc. are at a premium. You will not find a team with everything you want in Stunty - so you'll do well to pick a team with something good that you can work with, and bad things that you can live with.

Albion Fae								
Qty	Title	Cost	MA	ST	AG	AV	Skills	Allowed Skills
0-16	Brownie	25k	6	1	3	7	Stunty, Dodge, Right Stuff	A (GSP)
0-4	Pixie	60k	8	1	3	6	Stunty, Dodge, Hypnotic Gaze, Very Long Legs	A (GSP)
0-2	Leprechaun	60k	6	1	3	7	Stunty, Dodge, Right Stuff, Strip Ball	G A (SP)
0-3	Fenbeast	120k	2	6	1	9	Disturbing Presence, Mighty Blow, Regeneration, Bone-Head, Thick Skull	S (GAP)
Re-roll counter: 50k gold pieces each Apothecary: Yes Altho' St 1 is <i>very</i> weak, St 6 is <i>huge</i> , able to get unassisted 3d MB blocks v. St 2 despite a defensive assist! Disturbing Presence can disrupt hand-offs, catches, and passes, including Bombardiers and TTM. Hypnotic Gaze is based on Agility, so 4+ (-1 / <i>additional</i> TZ) at the end of any/every move Turn.								
Star Player		MA	ST	AG	AV	Skills		
Leeloo Lion Tamer		70k	4	2	2	7	Loner, Dirty Player, Dodge, Frenzy, Stunty, Dauntless (Niggle)	
Blarney Bill Bastidge		70k	6	1	3	7	Loner, Dodge, Right Stuff, Stunty, Titchy, Fend, Sure Hands, Stab	
Wil-O The Wisp		115k	8	1	5	8	Loner, Dodge, No Hands, Stunty, Titchy, Hypnotic Gaze, Disturbing Presence, Side Step, Regeneration, Foul Appearance	
Lorebass		125k	6	3	3	8	Diving Tackle, Kick, Stand Firm, Stunty, Thick Skull	
Shadow		160k	8	2	4	9	Loner, Shadowing, Dodge, Side Step, Strip Ball, No Hands, Regeneration	
Puck & 'Big' Pudwick		200k	6	1	3	7	Loner, Dauntless, Dodge, Right Stuff, Strip Ball, Stunty, Thick Skull, Wrestle	
'Big' Pudwick		*	4	4	2	8	Loner, Guard, Grab, Thick Skull, Wrestle *(comes with Puck)	
Cusimano the Gentle Giant		280k	4	6	1	9	Loner, Thick Skull, Block, Fan Favourite, Grab, Throw Team Mate	

Chaos Halfling								
Qty	Title	Cost	MA	ST	AG	AV	Skills	Allowed Skills
0-16	Halfling	35k	5	2	3	6	Stunty, Dodge, Right Stuff	A M (GSP)
0-1	Head Carver	60k	5	2	3	6	Dodge, Right Stuff	G A M (SP)
0-2	Carver	70k	5	2	3	6	Dodge, Right Stuff, Chainsaw, Secret Weapon (7+)	G A M (SP)
0-2	Chaos Spawn	140k	5	5	2	8	Always Hungry, Frenzy, Horns, Loner, Mighty Blow, Regeneration, Thick Skull, Throw Team-Mate, Wild Animal	S M (GAP)
Re-roll counter: 60k gold pieces each Apothecary: Yes								

Chaos Halflings rely on a strong early bash technique to beat the opposing team for the rest of the match. Two Wild Animal Spawn provide blocking power whilst two Chainsaws Blitz/Foul extra players off. Mutation access gives the more developed C'Flings plenty of build options and once the Spawn skill up they can become real Stunty kill machines.

Average AV, unpredictable Big Guys and the fact that once the Chainsaws are injured/banned you have very little left to work with can make the second half of the match much tougher than the first.

Star Player	MA	ST	AG	AV	Skills	
Mincemeat Mad Butcher	80k	5	2	3	6	Loner, Stunty, Dodge, Right Stuff, Stab, Multiple Block
Tasty Tom	90k	5	2	3	7	Loner, Dodge, Thick Skull, Regenerate, Stunty, (Thrall), Wrestle
Logan	130k	5	3	3	8	Loner, Block, Dauntless, No Hands, Claws, Frenzy, Wild Animal
Shadow	160k	8	2	4	9	Loner, Shadowing, Dodge, Side Step, Strip Ball, No Hands, Regeneration
King Tot	170k	3	4	1	9	Loner, Block, Mighty Blow, Stand Firm, Regeneration, Decay
Thundershout Gristlegnasher	300k	5	6	2	9	Loner, Bone Head, Thick Skull, Multiple Block, Mighty Blow, Throw Team Mate, Stand Firm, Always Hungry

Eshin Adepts

Qty	Title	Cost	MA	ST	AG	AV	Skills	Allowed Skills
0-16	Eshin Adept	40k	6	2	3	6	Stunty, Dodge	A (GSP)
0-2	Eshin Stalker	60k	7	2	3	6	Stunty, Dodge, Shadowing	A (GSP)
0-2	Night Runner	80k	7	2	3	7	Stunty, Dodge, Stab	A (GSP)
0-1	Eshin Assassin	120k	7	2	4	7	Dodge, Stab, Claw, Pro	G A (SP)

Re-roll counter: 60k gold pieces each

Apothecary: Yes

At first glance the Eshin Adept roster looks weak in comparison to other Stunty Rosters. No Big Guys, no Throw Team Mate, no (real) killing machines. But if you look closer you see a few advantages. The team has 3 non-Secret Weapon stabbers, tons of speed (second most in Stunty behind Skinks), and perhaps the only suitable passer in Stunty. The Assassin has MA7, AG4, General Access and is not stunty so he can move the ball around the field with amazing speed and dexterity. Speed kills and this roster scores quickly and aggressively otherwise it is often let down by it's nearly team-wide AV6. If you like playing fast and aggressive the Eshin Adperts might be the Stunty roster for you.

Star Player	MA	ST	AG	AV	Skills	
Nezogt the Mutated	90k	6	1	3	7	Loner, Dodge, Right Stuff, Stunty, Fend, Side Step, Extra Arms, Two Heads, Prehensile Tail
Squeakshot Plaguewind	105k	5	2	4	7	Loner, Dodge, Foul Appearance, Bombardier, Secret Weapon (8+), Accurate
Bonegnawer	110k	5	4	2	7	Loner, Wild Animal, Frenzy, Prehensile Tail
Shadow	160k	8	2	4	9	Loner, Shadowing, Dodge, Side Step, Strip Ball, No Hands, Regeneration
Morris Meatgrinder (Deathroller)	190k	4	7	1	10	Loner, Mighty Blow, Multiple Block, Stand Firm, Break Tackle, Secret Weapon (6+), Juggernaut, No Hands
Thundershout Gristlegnasher	300k	5	6	2	9	Loner, Bone Head, Thick Skull, Multiple Block, Mighty Blow, Throw Team Mate, Stand Firm, Always Hungry

Forest Goblin

Qty	Title	Cost	MA	ST	AG	AV	Skills	Allowed Skills
0-16	Forest Goblin	35k	6	2	3	6	Stunty, Dodge	A (GSP)
0-4	Stikka	55k	6	2	3	7	Stunty, Dodge, Stab, Secret Weapon (10+)	A (GSP)
0-2	Shaman	80k	6	2	3	7	Stunty, Dodge, Foul Appearance, Hypnotic Gaze	G A (SP)
0-2	Spider Rider	100k	7	3	2	7	Dodge, Shadowing, Tentacles, Two Heads, Bone-head	A S (GP)

Re-roll counter: 60k gold pieces each

Apothecary: Yes

Another pretty straight forward, "no gimmick" team. The possible exceptions are up to four Stabbers (w/ SW rolls of 10+), and the pair of St 3 Tentacled, Shadowing Spider Riders for sweeping (and with AS access they can have Guard/MB/etc if so desired). For the heavy lifting, only a pair of quirky St 2 Shamans with GA access.

Star Player	MA	ST	AG	AV	Skills	
Leeloo Lion Tamer	70k	4	2	2	7	Loner, Dirty Player, Dodge, Frenzy, Stunty, Dauntless (Niggle)
Fumlrig da Venomuz Spida	100k	6	2	3	7	Loner, Dodge, Tentacles, Very Long Legs, Foul Appearance, Leap, Piling On
Quoloth the Fierce	130k	8	2	4	7	Loner, Stunty, Dodge, Stakes, Leap, Frenzy, Dauntless, No Hands, Dirty Player

Shadow	160k	8	2	4	9	Loner, Shadowing, Dodge, Side Step, Strip Ball, No Hands, Regeneration
Gong the Giant Gorilla	210k	5	5	2	8	Loner, Wild Animal, Mighty Blow, Frenzy, Always Hungry, Throw Team Mate
Chompa & Stompa	270k	4	7	1	9	Loner, Ball & Chain, Mighty Blow, No Hands, Claw

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

Re-roll counter: 70k gold pieces each

Apothecary: Yes

Gnoblars are an interesting mix of ST1/2 players, 3 different Ogres and a handful of unusual skills making a quirky, medium-high bash team.

Lowish speed (MA4/5/6) is countered by over average Armour (AV7+) meaning these guys can last in the grind quite well (useful when your Linos and major scorers are ST1). Trappers' Prehensile Tail/Tentacles combo makes them an annoying defensive barrier (and a large target) to the opposition. Dauntless and G access makes Bullies increasingly useful as they progress. Big Guy unreliability and plain old Stunty chaos can completely shut the team down or allow them to decimate the opposing team without warning.

Star Player	Cost	MA	ST	AG	AV	Skills
Doom Diver Catapult	60k	2	2	3	8	Loner, Hail Mary Pass, Pass, Always Hungry, Throw Team-Mate, Secret Weapon (10+), Strong Arm
Nezogt the Mutated	90k	6	1	3	7	Loner, Stunty, Dodge, Right Stuff, Fend, Side Step, Extra Arms, Two Heads, Prehensile Tail
Fumlig da Venomuz Spida	100k	6	2	3	7	Loner, Dodge, Tentacles, Very Long Legs, Foul Appearance, Leap, Piling On
Lorebass	125k	6	3	3	8	Diving Tackle, Kick, Stand Firm, Stunty, Thick Skull
Shadow	160k	8	2	4	9	Loner, Shadowing, Dodge, Side Step, Strip Ball, No Hands, Regeneration
Stabb Slaughtermaster	240k	5	5	2	9	Loner, Thick Skull, Mighty Blow, Stab
Thundershout Gristlegnasher	300k	5	6	2	9	Loner, Bone Head, Thick Skull, Multiple Block, Mighty Blow, Throw Team Mate, Stand Firm, Always Hungry

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

Re-roll counter: 60k gold pieces each

Apothecary: Yes

Gnomes are the **Dwarves** of Stunty - tough, surly, and slow, and... slow, surly and tough. MA 4 is slow even for Stunty (*altho' the 2 Daredevils are half-way to MA 8 with Sprint*), but AV 8 is *high* for Stunty. There are several development paths open - Gnome linos only have (normal) access to S skills, which can mean a lot of Guard and Mighty Blow - eventually. The 2 Dauntless Frenzy-ers start with Block but *not* Dodge. Up to 4 Bombardiers plus 2 St 3 Cannons (with TTM and Hail Mary Pass) add to the mix.

Star Player	Cost	MA	ST	AG	AV	Skills
Doom Diver Catapult	60k	2	2	3	8	Loner, Hail Mary Pass, Pass, Always Hungry, Throw Team-Mate, Secret Weapon (10+), Strong Arm
Blarney Bill Bastidge	70k	6	1	3	7	Loner, Dodge, Right Stuff, Stunty, Titchy, Fend, Sure Hands, Stab

Shadow	160k	8	2	4	9	Loner, Shadowing, Dodge, Side Step, Strip Ball, No Hands, Regeneration
Morris Meatgrinder (Deathroller)	190k	4	7	1	10	Loner, Mighty Blow, Multiple Block, Stand Firm, Break Tackle, Secret Weapon (6+), Juggernaut, No Hands
Puck & 'Big' Pudwick	200k	6	1	3	7	Loner, Dauntless, Dodge, Right Stuff, Strip Ball, Stunty, Thick Skull, Wrestle
'Big' Pudwick	*	4	4	2	8	Loner, Guard, Grab, Thick Skull, Wrestle *(comes with Puck)
Cusimano the Gentle Giant	280k	4	6	1	9	Loner, Thick Skull, Block, Fan Favourite, Grab, Throw Team Mate

Goblin Cheaters

Qty	Title	Cost	MA	ST	AG	AV	Skills	Allowed Skills
0-12	Goblin	40k	6	2	3	7	Stunty, Dodge, Right Stuff	A (GSP)
0-2	Fanatic	60k	4	6	3	7	Ball & Chain, Secret Weapon (6+)	A S (GP)
0-2	Pogo Stick	75k	6	2	3	7	Dodge, Leap, Sprint, Very Long Legs, Right Stuff	G A (SP)
0-2	Kicker	65k	6	2	3	7	Stunty, Dodge, Dirty Player, Right Stuff, Kick	A (GSP)
0-2	Bomber	60k	6	2	3	7	Stunty, Dodge, Bombardier, Secret Weapon (8+)	A P (GS)
0-2	Looney	55k	6	2	3	7	Dodge, Right Stuff, Chainsaw, Secret Weapon (7+)	A (GSP)

Re-roll counter: 60k gold pieces each

Apothecary: Yes

A whole butcher shop of "fun". 2 Chainsaws, 2 Ball & Chain, 2 Bombers, a pair of Dirty Players that double as Kickers - if you can avoid losing your Secret Weapons too fast, these guys can tear another team up. Pogo sticks give the opposing defense (or offense) all kinds of headaches - but if someone scores fast, the SW rolls can strip this team of their best toys.

Star Player	MA	ST	AG	AV	Skills	
Odster Evil One	50k	5	2	2	7	Loner, Dirty Player, Stunty, Chainsaw, Secret Weapon (7+)
Mincemeat Mad Butcher	80k	5	2	3	6	Loner, Stunty, Dodge, Right Stuff, Stab, Multiple Block
Nezogt the Mutated	90k	6	1	3	7	Loner, Dodge, Right Stuff, Stunty, Fend, Side Step, Extra Arms, Two Heads, Prehensile Tail
Fumlig da Venomuz Spida	100k	6	2	3	7	Loner, Dodge, Tentacles, Very Long Legs, Foul Appearance, Leap, Piling On
Mad Gark The Tamer	100k	6	2	3	7	Loner, Dodge, Leader, Pro, Right Stuff, Stunty, Wrestle
Shadow	160k	8	2	4	9	Loner, Shadowing, Dodge, Side Step, Strip Ball, No Hands, Regeneration
Slabb Slaughtermaster	240k	5	5	2	9	Loner, Thick Skull, Mighty Blow, Stab
Thundershout Cristlegnasher	300k	5	6	2	9	Loner, Bone Head, Thick Skull, Multiple Block, Mighty Blow, Throw Team Mate, Stand Firm, Always Hungry

Horrors of Tzeentch

Qty	Title	Cost	MA	ST	AG	AV	Skills	Allowed Skills
0-16	Horror	50k	4	2	3	7	Stunty, Regeneration, Dodge, Jump Up, Right Stuff, Throw Team-Mate	A M (GSP)
0-2	Greater Horror	75k	5	2	3	7	Regeneration, Dodge, Throw Team-Mate	G A M (SP)
0-2	Flamer	80k	6	3	3	7	Regeneration, Bombardier, Leap, No Hands, Safe Throw, Sprint, Very Long Legs	A (GSP)
0-2	Firewyrn	110k	4	5	4	8	Loner, Regeneration, Wild Animal, Bombardier, Foul Appearance, No Hands, Safe Throw	A S M (GP)

Re-roll counter: 50k gold pieces each

Apothecary: No

A somewhat convoluted team, many new coaches struggle at first to understand the mix of skills and negatraits. No apo, but Regeneration across the board. The linos have low movement, but all have Jump Up and TTM/Right Stuff. The 4 faster-moving, high-strength "Bombers" have No Hands, and 2 are Wild Animals (*meaning a 4+ roll to Throw Bomb*), but all 4 have Safe Throw to avoid (most) interceptions and returned bombs. Mutations across the board keep development choices very open.

Star Player	MA	ST	AG	AV	Skills	
Nezogt the Mutated	90k	6	1	3	7	Loner, Dodge, Right Stuff, Stunty, Fend, Side Step, Extra Arms, Two Heads, Prehensile Tail
Igor	110k	4	3	1	8	Loner, Dirty Player, Foul Appearance, Thick Skull, (Thrall), Tackle

Logan	130k	5	3	3	8	Loner, Block, Dauntless, No Hands, Claws, Frenzy, Wild Animal
Screamer of Tzeentch	140k	8	3	4	7	Loner, Frenzy, Horns, Juggernaut, No Hands, Regeneration, Wild Animal
Baron von Spivakosky	230k	7	4	3	8	Loner, Dodge, Tackle, Claw, Frenzy, Juggernaut
Thundershout Gristlegnasher	300k	5	6	2	9	Loner, Bone Head, Thick Skull, Multiple Block, Mighty Blow, Throw Team Mate, Stand Firm, Always Hungry

Nurglings

Qty	Title	Cost	MA	ST	AG	AV	Skills	Allowed Skills
0-16	Nurgling	40k	5	2	2	7	Stunty, Dodge, Regeneration, Nurgle's Rot*	A M (GSP)
0-2	Putrifier	70k	5	2	2	7	Stunty, Dodge, Big Hand, Regeneration, Sure Hands, Disturbing Presence, Nurgle's Rot*	A M (GSP)
0-2	Plaguebearer	90k	5	2	2	8	Foul Appearance, Regeneration, Disturbing Presence, Nurgle's Rot*, Horns	G S M (AP)
0-2	Beast of Nurgle	120k	4	5	1	9	Loner, Foul Appearance, Nurgle's Rot*, Mighty Blow, Really Stupid, Regeneration, Tentacles, Disturbing Presence	S M (GAP)

Re-roll counter: 70k gold pieces each

Apothecary: No

Despite their name, Nurglings are in some ways more like **Khemri** than **Nurgle** - Ag 2 (or worse) across the board makes balling hard. Add only 2 players with G access (read "Block"), and RR's become very important. A team that starts with so much Disturbing Presence, and could (if they wanted) easily get it on every player, wreaks havoc with opponents' Catching (inc. Hand-Offs) and Passing game (inc. Bombardiers and TTM!). Access to Mutation skills for the entire team opens the door to many possible variations.

(* Note - Nurgle's Rot produces a Nurgling in Stunty Leeg, not the traditional Rotter. It is also rarer that this happens, due to the restrictions on who can be infected (No Stunty skill, no ST5 or above, no Regen or Decay).)

Star Player	Cost	MA	ST	AG	AV	Skills
Nezogt the Mutated	90k	6	1	3	7	Loner, Dodge, Right Stuff, Stunty, Fend, Side Step, Extra Arms, Two Heads, Prehensile Tail
SmallPox the Flatulent	95k	5	2	3	7	Loner, Dodge, Foul Appearance, Horns, Side Step, Sure Feet, Thick Skull, Regenerate, Stunty
Igor	110k	4	3	1	8	Loner, Dirty Player, Foul Appearance, Thick Skull, (Thrall), Tackle
Zend Sickstench	125k	5	2	3	6	Loner, Dodge, Side Step, Right Stuff, Stunty, Titchy, Disturbing Presence, Foul Appearance, Regeneration, Big Hand
Shadow	160k	8	2	4	9	Loner, Shadowing, Dodge, Side Step, Strip Ball, No Hands, Regeneration
Thundershout Gristlegnasher	300k	5	6	2	9	Loner, Bone Head, Thick Skull, Multiple Block, Mighty Blow, Throw Team Mate, Stand Firm, Always Hungry

Pro Halflings

Qty	Title	Cost	MA	ST	AG	AV	Skills	Allowed Skills
0-16	Halflings	30k	5	2	3	6	Dodge, Right Stuff, Stunty	A (GSP)
0-2	Punters	60k	5	2	3	6	Dodge, Hail Mary Pass, Kick, Right Stuff, Stunty	AP (GS)
0-2	Borrowers	65k	5	2	3	6	Dodge, Dump-Off, Nerves Of Steel, Right Stuff, Strip Ball, Stunty	A (GSP)
0-2	Mootguard	65k	4	3	2	7	Dodge, Pro, Stand Firm, Stunty	AS (GP)
0-2	Catchers	75k	6	2	4	6	Catch, Dodge, Nerves Of Steel, Stunty	A (GSP)
0-1	Treeman	140k	2	6	1	10	Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team-Mate	SP (GA)

Re-roll counter: 60k gold pieces each

Apothecary: Yes

For update

Star Player	Cost	MA	ST	AG	AV	Skills
Leeloo Lion Tamer	70k	4	2	2	7	Loner, Dirty Player, Dodge, Frenzy, Stunty, Dauntless (Niggle)
Halfling Hot Pot	60k	1	1	3	9	Loner, Bombardier, Hail Mary Pass, Really Stupid, Regeneration, Take Root
Wil-O The Wisp	115k	8	1	5	8	Loner, Dodge, No Hands, Stunty, Titchy, Hypnotic Gaze, Disturbing Presence, Side Step, Regeneration, Foul Appearance

Shadow	160k	8	2	4	9	Loner, Shadowing, Dodge, Side Step, Strip Ball, No Hands, Regeneration
Puck & 'Big' Pudwick	200k	6	1	3	7	Loner, Dauntless, Dodge, Right Stuff, Strip Ball, Stunty, Thick Skull, Wrestle
'Big' Pudwick	*	4	4	2	8	Loner, Guard, Grab, Thick Skull, Wrestle *(comes with Puck)
Cusimano the Gentle Giant	280k	4	6	1	9	Loner, Thick Skull, Block, Fan Favourite, Grab, Throw Team Mate

Pygmy

Qty	Title	Cost	MA	ST	AG	AV	Skills	Allowed Skills
0-16	Pygmy	35k	5	2	3	6	Stunty, Dodge, Right Stuff, Shadowing	A (GSP)
0-2	Eagle Warrior	50k	7	2	3	6	Stunty, Dodge, Leap, Right Stuff	A (GSP)
0-2	Jaguar Warrior	70k	6	2	3	6	Stunty, Claw, Right Stuff, Shadowing, Sprint	G A (SP)
0-2	Alligator Warrior	40k	4	2	2	8	Stunty, Right Stuff, Thick Skull	S A (GP)
0-2	Kroxigor	130k	6	5	1	9	Bone-head, Loner, Mighty Blow, Prehensile Tail, Thick Skull	S (GAP)

Re-roll counter: 60k gold pieces each

Apothecary: Yes

Pygmy teams provide a unique defensive experience paired with a balanced offensive threat. Defensively Pygmy teams rely heavily on most players starting with Shadowing which can lead to more dodge dice rolled for the opposition. Offensively Pygmies can have six players on the attack with above average speed, four with MA 6 and two with MA 7. Don't forget about the Alligator Warriors who can stabilize your point of attack by providing high armor and Strength Access. If you like positional play, which Pygmies excel at, this might be the team for you (*if you can live with the AV 6*).

Star Player	Cost	MA	ST	AG	AV	Skills
Leeloo Lion Tamer	70k	4	2	2	7	Loner, Dirty Player, Dodge, Frenzy, Stunty, Dauntless (Niggle)
Windwalker	90k	6	2	3	6	Loner, Dodge, Fend, Hypnotic Gaze, Stunty, Sure Hands, Titchy
Lorebass	125k	6	3	3	8	Diving Tackle, Kick, Stand Firm, Stunty, Thick Skull
Logan	130k	5	3	3	8	Loner, Block, Dauntless, No Hands, Claws, Frenzy, Wild Animal
Shadow	160k	8	2	4	9	Loner, Shadowing, Dodge, Side Step, Strip Ball, No Hands, Regeneration
Gong the Giant Gorilla	210k	5	5	2	8	Loner, Wild Animal, Mighty Blow, Frenzy, Always Hungry, Throw Team Mate
Cusimano the Gentle Giant	280k	4	6	1	9	Loner, Thick Skull, Block, Fan Favourite, Grab, Throw Team Mate

Skink

Qty	Title	Cost	MA	ST	AG	AV	Skills	Allowed Skills
0-2	Whiptail	60k	8	1	3	7	Stunty, Dodge, Side Step, Prehensile Tail	A (GSP)
0-16	Skink	55k	7	2	3	7	Stunty, Dodge	A (GSP)
0-1	Adept of Sotek	70k	7	2	3	7	Stunty, Dodge, Stab	A (GSP)
0-2	Raptor	90k	8	2	3	7	Stunty, Dodge, No Hands, Frenzy, Side Step, Dauntless	G A (SP)

Re-roll counter: 60k gold pieces each

Apothecary: Yes

Another "no gimmick" team, even more so than the Forest Goblins. One Stabber (not a Secret Weapon) is a nice edge in the low Armour Stunty environment, but the serious hitters here are the pair of no-hands Dauntless St 2 Frenzy Raptors, the only G access on the team. Two St 1 Prehensile Tails make for good defensive sweepers and assists. This team relies on truly exceptional speed and (for Stunty) decent Armour - and not a lot else.

Star Player	Cost	MA	ST	AG	AV	Skills
Leeloo Lion Tamer	70k	4	2	2	7	Loner, Dirty Player, Dodge, Frenzy, Stunty, Dauntless (Niggle)
Quoloth the Fierce	130k	8	2	4	7	Loner, Stunty, Dodge, Stakes, Leap, Frenzy, Dauntless, No Hands, Dirty Player
Karazara The Relentless	135k	8	2	3	7	Loner, Block, Dodge, Jump Up, Shadowing, Side Step, Stunty
Shadow	160k	8	2	4	9	Loner, Shadowing, Dodge, Side Step, Strip Ball, No Hands, Regeneration
Gong the Giant Gorilla	210k	5	5	2	8	Loner, Wild Animal, Mighty Blow, Frenzy, Always Hungry, Throw Team Mate
Cusimano the Gentle Giant	280k	4	6	1	9	Loner, Thick Skull, Block, Fan Favourite, Grab, Throw Team Mate

Skryre Slaves								
Qty	Title	Cost	MA	ST	AG	AV	Skills	Allowed Skills
0-16	Slave	35k	6	1	3	6	Stunty, Dodge, Guard	A (GSP)
0-1	Poisoned Wind Globadier	60k	5	2	3	6	Dodge, Bombardier, Foul Appearance, Secret Weapon (8+)	A (GSP)
0-2	Jezzail	55k	5	2	3	6	Hail Mary Pass, Accurate, Secret Weapon (10+)	A P (GS)
0-2	Mechavermin	100k	4	3	1	10	Mighty Blow, Stand Firm	G S (APM)
0-1	Doomwheel	100k	4	5	1	10	Frenzy, Dirty Player, Foul Appearance, Juggernaut, Mighty Blow, No Hands, Secret Weapon (6+)	S (GAP)

Re-roll counter: 60k gold pieces each
Apothecary: Yes

In many ways Skryre Slaves capture the essence of Stunty Leeg. Their line up includes Secret Weapons (Bombs/Deathroller/Blunderbuss), good Bashers (Doomwheel/Mechavermin) and incredibly frail (but unusual) Linesmen (Guard spam ST1/AV6 Slaves).

The Mechs make reliable blockers with ST3/AV10, and with G/S access can become capable Stunty killers later on. Guard spam can be a unique boon, but unfortunately the combination of frail Linos and Secret Weapons send offs mean you can often end up with little to field by the 2nd half!

Star Player	MA	ST	AG	AV	Skills	
Nezogt the Mutated	90k	6	1	3	7	Loner, Dodge, Right Stuff, Stunty, Fend, Side Step, Extra Arms, Two Heads, Prehensile Tail
Squeakshot Plaguewind	105k	5	2	4	7	Loner, Dodge, Foul Appearance, Bombardier, Secret Weapon (8+), Accurate
Bonegnawer	110k	5	4	2	7	Loner, Wild Animal, Frenzy, Prehensile Tail
Shadow	160k	8	2	4	9	Loner, Shadowing, Dodge, Side Step, Strip Ball, No Hands, Regeneration
Morris Meatgrinder (Deathroller)	190k	4	7	1	10	Loner, Mighty Blow, Multiple Block, Stand Firm, Break Tackle, Secret Weapon (6+), Juggernaut, No Hands
Thundershout Gristlegnasher	300k	5	6	2	9	Loner, Bone Head, Thick Skull, Multiple Block, Mighty Blow, Throw Team Mate, Stand Firm, Always Hungry

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

Re-roll counter: 60k gold pieces each
Apothecary: Yes

[Snotling team line-ups](#)

The Snotling team epitomizes a high risk, high reward roster. Up to six high-strength players offset the weakness of the Snotling horde. Most Snotling teams must out race their opponents, attempting to maim the other team before the Snotling players armor fails them. While an armor value of five seems a huge liability, Regeneration and Thick Skull can help mitigate your losses while your Trolls and wrecking balls mince the opposition. If you can embrace the splat, you'll find this team quite fun.

Star Player	MA	ST	AG	AV	Skills	
Doom Diver Catapult	60k	2	2	3	8	Loner, Hail Mary Pass, Pass, Always Hungry, Throw Team-Mate, Secret Weapon (10+), Strong Arm
Nezogt the Mutated	90k	6	1	3	7	Loner, Dodge, Right Stuff, Stunty, Fend, Side Step, Extra Arms, Two Heads, Prehensile Tail
Lorebass	125k	6	3	3	8	Diving Tackle, Kick, Stand Firm, Stunty, Thick Skull
Zend Sickstench	125k	5	2	3	6	Loner, Dodge, Side Step, Right Stuff, Stunty, Titchy, Disturbing Presence, Foul Appearance, Regeneration, Big Hand
Shadow	160k	8	2	4	9	Loner, Shadowing, Dodge, Side Step, Strip Ball, No Hands, Regeneration
Slabb	240k	5	5	2	9	Loner, Thick Skull, Mighty Blow, Stab

Slaughtermaster								
Thundershout Gristlegnasher	300k	5	6	2	9	Loner, Bone Head, Thick Skull, Multiple Block, Mighty Blow, Throw Team Mate, Stand Firm, Always Hungry		

Squig Herders

Qty	Title	Cost	MA	ST	AG	AV	Skills	Allowed Skills
0-16	Squig Herder	40k	6	2	3	7	Stunty, Dodge, Right Stuff	A (GSP)
0-4	Squig	75k	5	4	4	8	Blood Lust, Leap, Mighty Blow, Juggernaut, No Hands, Really Stupid, Sprint, Very Long Legs, Claw	A S (GP)
0-2	Squig Hopper	110k	6	4	3	8	Leap, Blood Lust, Sprint, Pro, Juggernaut, Two Heads, Very Long Legs	A (GSP)

Re-roll counter: 50k gold pieces each

Apothecary: Yes

Squigs at a glance *seem* like one of the best teams in Stunty Leeg. They have 6 ST4 ClawMB beasts with S/A access making Dodgy ClawPOMB a possibility. Hoppers also have excellent blitzing/ball running potential. However, this is balanced by a strong nega-trait dose of Really Stupid, Bloodlust, 4x No Hands and a complete lack of General skill access. You are left with a potentially devastating team that can really tear up the opposition, just so long as the Squigs don't shut down and eat all their own players...

Star Player	Cost	MA	ST	AG	AV	Skills
Odster Evil One	50k	5	2	2	7	Loner, Dirty Player, Stunty, Chainsaw, Secret Weapon (7+)
Fumlig da Venomuz Spida	100k	6	2	3	7	Loner, Dodge, Tentacles, Very Long Legs, Foul Appearance, Leap, Piling On
Mad Gark The Tamer	100k	6	2	3	7	Loner, Dodge, Leader, Pro, Right Stuff, Stunty, Wrestle
Lorebass	125k	6	3	3	8	Diving Tackle, Kick, Stand Firm, Stunty, Thick Skull
Shadow	160k	8	2	4	9	Loner, Shadowing, Dodge, Side Step, Strip Ball, No Hands, Regeneration
Chompa & Stompa	270k	4	7	1	9	Loner, Ball & Chain, Mighty Blow, No Hands, Claw
Thundershout Gristlegnasher	300k	5	6	2	9	Loner, Bone Head, Thick Skull, Multiple Block, Mighty Blow, Throw Team Mate, Stand Firm, Always Hungry

Strigoyan

Qty	Title	Cost	MA	ST	AG	AV	Skills	Allowed Skills
0-12	Thrall	35k	5	2	3	6	Stunty, Dodge, Right Stuff, Thick Skull	A (GSP)
0-4	Crypt Ghoul	60k	6	2	3	7	Stunty, Dodge, Right Stuff, Blood Lust, Regeneration	G A S (P)
0-1	Strigoyan Lord	120k	6	5	2	8	Blood Lust, Claw, Regeneration, Throw Team-Mate	G A S (P)

Re-roll counter: 60k gold pieces each

Apothecary: Yes

Strigs are the **Vampires** of Stunty. Five players with [G] access is (*significantly!*) more than any other roster. Regeneration *plus* an Apo on AV 7 & 8 make for longer-lasting positionals. Their negatrait, Bloodlust, requires a different approach to tactics.

Star Player	Cost	MA	ST	AG	AV	Skills
Tasty Tom	90k	5	2	3	7	Loner, Dodge, Thick Skull, Regenerate, Stunty, (Thrall), Wrestle
Igor	110k	4	3	1	8	Loner, Dirty Player, Foul Appearance, Thick Skull, (Thrall), Tackle
Shadow	160k	8	2	4	9	Loner, Shadowing, Dodge, Side Step, Strip Ball, No Hands, Regeneration
Percival Pinchstik	165k	7	2	4	7	Loner, Foul Appearance, Jump Up, Leap, Very Long Legs, Dodge, Shadowing, Diving Tackle, Regeneration
King Tot	170k	3	4	1	9	Loner, Block, Mighty Blow, Stand Firm, Regeneration, Decay
Baron von Spivakosky	230k	7	4	3	8	Loner, Dodge, Tackle, Claw, Frenzy, Juggernaut

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