



Team name	Big 'Uns
Coach name	Endro
NAF number	19682

Inducements	
Re-rolls	3
Dedicated Fans	1

Team summary	
Players cost	960,000
Skills cost	40,000
Inducements cost	180,000
Normal skills	2
Secondary skills	0

Race	Goblin
Team Value	1180
Special rules	Badlands Brawl, Bribery and Corruption, Underworld Challenge

No.	Position	MA	ST	AG	PA	AV	Skills	Cost
1	Doom Diver	6	2	3+	6+	8+	Right Stuff*, Stunty*, Swoop	60,000
2	Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff*, Stunty*	40,000
3	Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff*, Stunty*	40,000
4	Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff*, Stunty*	40,000
5	Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff*, Stunty*	40,000
6	Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff*, Stunty*	40,000
7	Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff*, Stunty*	40,000
8	Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff*, Stunty*	40,000
9	Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff*, Stunty*	40,000
10	Ooligan	6	2	3+	6+	8+	Dirty Player (+1), Disturbing Presence*, Dodge, Right Stuff*, Stunty*, Sneaky Git	85,000
11	Looney	6	2	3+	-	8+	Chainsaw*, Secret Weapon*, Stunty*, Sneaky Git	60,000
12	Glart Smashrip	5	4	4+	-	9+	Block, Grab, Juggernaut, Stand Firm, Claws, Loner (4+)*, Special rule: Frenzied Rush	195,000
13	Trained Troll	4	5	5+	5+	10+	Always Hungry*, Loner (3+)*, Mighty Blow (+1), Projectile Vomit, Really Stupid*, Regeneration, Throw Team-mate	115,000
14	Trained Troll	4	5	5+	5+	10+	Always Hungry*, Loner (3+)*, Mighty Blow (+1), Projectile Vomit, Really Stupid*, Regeneration, Throw Team-mate	115,000
15	Bomber Dribblesnot	6	2	3+	3+	8+	Dodge, Accurate, Bombardier, Loner (4+)*, Right Stuff*, Secret Weapon*, Stunty*, Special rule: Kaboom!	50,000

Frenzied Rush: Once per game, when, Glart performs a Blitz action, he may gain the Frenzy skill, You must declare this special rule is being used when Glart is activated. Glart may not use the Grab skill during a turn in which he uses this special rule.

Kaboom!: Once per game, if an opponent player catches a Bomb thrown by Bomber, you can choose to have it explode immediately rather than rolling to see if the player can throw it again.