



Team name	Ogrekassel Landsknechte
Coach name	Engmir
NAF number	27686

Inducements	
Re-rolls	2
Dedicated Fans	1

Team summary	
Players cost	1,060,000
Skills cost	200,000
Inducements cost	140,000
Normal skills	4
Secondary skills	3

Race	Ogre
Team Value	1400
Special rules	Badlands Brawl, Low Cost Linemen, Old World Classic

No.	Position	MA	ST	AG	PA	AV	Skills	Cost
1	Ogre Blocker	5	5	4+	5+	10+	Bone Head*, Mighty Blow (+1), Thick Skull, Throw Team-mate, <b>Guard</b>	160,000
2	Ogre Blocker	5	5	4+	5+	10+	Bone Head*, Mighty Blow (+1), Thick Skull, Throw Team-mate, <b>Guard</b>	160,000
3	Ogre Blocker	5	5	4+	5+	10+	Bone Head*, Mighty Blow (+1), Thick Skull, Throw Team-mate, <b>Block</b>	180,000
4	Ogre Blocker	5	5	4+	5+	10+	Bone Head*, Mighty Blow (+1), Thick Skull, Throw Team-mate, <b>Block</b>	180,000
5	Ogre Blocker	5	5	4+	5+	10+	Bone Head*, Mighty Blow (+1), Thick Skull, Throw Team-mate, <b>Pro</b>	180,000
6	Ogre Runt Punter	5	5	4+	4+	10+	Bone Head*, Kick Team-mate, Mighty Blow (+1), Thick Skull, <b>Leader</b>	165,000
7	Fungus the Loon	4	7	3+	-	8+	Mighty Blow (+1), Ball & Chain*, Loner (4+)*, No Hands*, Secret Weapon*, Stunty*, <b>Special rule:</b> Whirling Dervish!	80,000
8	Gnoblar Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Titchy*, <b>Sneaky Git</b>	35,000
9	Gnoblar Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Titchy*	15,000
10	Gnoblar Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Titchy*	15,000
11	Gnoblar Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Titchy*	15,000
12	Gnoblar Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Titchy*	15,000
13	Gnoblar Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Titchy*	15,000
14	Gnoblar Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Titchy*	15,000
15	Gnoblar Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Titchy*	15,000
16	Gnoblar Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Titchy*	15,000

**Whirling Dervish!:** Once per activation, Fungus may re-roll the D6 when determining which direction he moves in.