

Team name

Ogre Bus is coming

Coach name

Flytime

NAF number

17294

Inducements	
-mlls	

Re-rolls 1
Dedicated Fans 1

Team summary						
Players cost	1,130,00					
Skills cost	160,000					
Inducements cost	70,000					
Normal skills	4					
Secondary skills	2					

Race
Ogre
Team Value
1360
Special rules
Badlands Brawl, Low Cost Linemen,
Old World Classic

No.	Position	MA	ST	AG	PA	AV	Skills	Cost
1	Ogre Runt Punter	5	5	4+	4+	10+	Bone Head*, Kick Team-mate, Mighty Blow (+1), Thick Skull, Leader	165,000
2	Ogre Blocker	5	5	4+	5+	10+	Bone Head*, Mighty Blow (+1), Thick Skull, Throw Team-mate, Block	180,000
3	Ogre Blocker	5	5	4+	5+	10+	Bone Head*, Mighty Blow (+1), Thick Skull, Throw Team-mate, Block	180,000
4	Ogre Blocker	5	5	4+	5+	10+	Bone Head*, Mighty Blow (+1), Thick Skull, Throw Team-mate, Guard	160,000
5	Ogre Blocker	5	5	4+	5+	10+	Bone Head*, Mighty Blow (+1), Thick Skull, Throw Team-mate, Break Tackle	160,000
6	Ogre Blocker	5	5	4+	5+	10+	Bone Head*, Mighty Blow (+1), Thick Skull, Throw Team-mate, Break Tackle	160,000
7	Gnoblar Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Titchy*	15,000
8	Gnoblar Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Titchy*	15,000
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	Akhorne the Squirrel	7	1	2+		6+	Dauntless, Frenzy*, Dodge, Jump Up, Sidestep, Claws, Loner (4+)*, No Hands*, Stunty*, Titchy*,	90,000
12		/	1	4+	-	0+	Special rule: Blind Rage	80,000
13	Scrappa Sorehead	7	2	3+	E 1	0.1	Dirty Player (+1), Dodge, Sprint, Sure Feet, Loner (4+)*, Pogo Stick, Right Stuff*, Stunty*,	120,000
		Scrappa Sorenead	Scrappa Soreneau /	/	2	4 3+	5+	8+

Blind Rage: Akhorne may choose to re-roll the D6 when rolling for the Dauntless skill.

Yoink!: Once per game, when Scrappa attempts to interfere with a Pass action, he may roll a D6. On a 2+, Scrappa does not need to roll to interfere with the Pass action, instead he automatically makes an Interception and gains control of the ball.