

Goblin

COACH NAME

Girathon

TEAM NAME

Da Weerdoez

SIDELINE

Apothecary	No
Assistant coaches	1
Cheerleaders	0
Dedicated fans	0
Re-rolls	3

INDUCEMENTS

Bribes 3

SPECIAL RULES

- Badlands Brawl
- Bribery and Corruption
- Underworld Challenge

SUMMARY

Option: Quantity over quality
Trade 10SPP for 50kgold
Team budget 1200k/1200k
SPP 60/60
Max skill stacks 3
Star players Not allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Pogoer	7	2	3+	5+	8+	Dodge, Pogo Stick, Stunty*, <i>Block</i>	75k
2	Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff*, Stunty*, <i>Sidestep</i>	40k
3	Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff*, Stunty*, <i>Sidestep</i>	40k
4	Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff*, Stunty*, <i>Sidestep</i>	40k
5	Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff*, Stunty*, <i>Sidestep</i>	40k
6	Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff*, Stunty*	40k
7	Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff*, Stunty*	40k
8	Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff*, Stunty*	40k
9	Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff*, Stunty*	40k
10	Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff*, Stunty*	40k
11	Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff*, Stunty*	40k
12	Looney	6	2	3+	-	8+	Chainsaw*, Secret Weapon*, Stunty*	40k
13	Bomma	6	2	3+	4+	8+	Bombardier, Dodge, Secret Weapon*, Stunty*, <i>Safe Pass</i>	45k
14	Trained Troll	4	5	5+	5+	10+	Always Hungry*, Loner (3+)*, Mighty Blow (+1), Projectile Vomit, Really Stupid*, Regeneration, Throw Team-mate, <i>Brawler</i>	115k
15	Trained Troll	4	5	5+	5+	10+	Always Hungry*, Loner (3+)*, Mighty Blow (+1), Projectile Vomit, Really Stupid*, Regeneration, Throw Team-mate, <i>Brawler</i>	115k
16	Fanatic	3	7	3+	-	8+	Ball & Chain*, No Hands*, Secret Weapon*, Stunty*, <i>Mighty Blow (+1)</i>	70k

Always Hungry*: If this player wishes to perform a Throw Team-mate action, roll a D6 after they have finished moving, but before they throw their team-mate. On a roll of 2+, continue with the throw as normal. On a roll of 1, this player will attempt to eat their team-mate. Roll another D6:

1. On a roll of 1, the team-mate has been eaten and is immediately removed from the Team Draft list. No apothecary can save them and no Regeneration attempts can be made. If the team-mate was in possession of the ball, it will bounce from the square this player occupies.
2. On a roll of 2+, the team-mate squirms free and the Throw Team-mate action is automatically fumbled.

Ball & Chain*: When this player is activated, the only action they may perform is a 'Ball & Chain Move' Special action. There is no limit to how many players with this Trait may perform this Special action each team turn.

When this player performs this Special action:

1. Place the Throw-in template over the player, facing towards either End Zone or either sideline as you wish.
2. Roll a D6 and move the player one square in the direction indicated.
3. A player with Ball & Chain automatically passes any Agility tests they may be required to make in order to Dodge, regardless of any modifiers.
4. If this movement takes the player off the pitch, they risk Injury by the Crowd.
5. If this movement takes the player into a square in which ball is placed, the player is considered to have moved involuntarily. Therefore, they may not attempt to pick the ball up and the ball will bounce.

Repeat this process for each square the player moves.

If this player would move into a square that is occupied by a Standing player from either team, they must perform a Block action against that player, following the normal rules, but with the following exceptions:

1. A Ball & Chain player ignores the Foul Appearance skill.
2. A Ball & Chain player must follow-up if they push-back another player

If this player moves into a square that is occupied by a Prone or Stunned player from either team, for any reason, that player is immediately pushed back and an Armour roll is made against them.

This player may Rush. Declare that the player will Rush before placing the Throw-in template and rolling the D6 to determine direction:

1. If this player Rushes into an unoccupied square, move them as normal and roll a D6:
 - On a roll of 2+, this player moves without mishap.
 - On a roll of 1 (before or after modification), the player Falls Over.
2. If this player Rushes into a square that is occupied by a standing player from either team, roll a D6:
 - On a roll of 2+, this player moves without mishap and will perform a Block action against the player occupying the square as described previously.
 - On a roll of 1 (before or after modification), the player occupying the square is pushed back and this player will Fall Over after moving into vacated square.

If this player ever Falls Over, is Knocked Down or is Placed Prone, an Injury roll is immediately made against them (no Armour roll is required), treating a Stunned result as a KO'd result.

A player with this Trait cannot also have the Diving Tackle, Frenzy, Grab, Leap, Multiple Block, On the Ball or Shadowing skills.

This Trait must still be used if the player is Prone or has lost their Tackle Zone.

Block: When a Both Down result is applied during a Block action, this player may choose to ignore it and not be Knocked Down.

Bombardier: When activated and it they are Standing, this player can perform a 'Throw Bomb' Special action. This Special action is neither a Pass action nor a Throw Team-mate action, so does not prevent another player performing one of those actions during the same team turn. However, only a single player with this Trait may perform this Special action each team turn.

A Bomb can be thrown and caught, and the throw interfered with, just like a ball, using the rules for Pass actions, with the following exceptions:

1. A player may not stand up or move before performing a Throw Bomb action.
2. Bombs do not bounce and can come to rest on the ground in an occupied square. Should a player fail to catch a Bomb, it will come to rest on the ground in the square that player occupies.

3. If a Bomb is fumbled, it will explode immediately in the square occupied by the player attempting to throw it.
4. If a Bomb comes to rest on the ground in an empty square or is caught by an opposition player, no Turnover is caused.
5. A player that is in possession of the ball can still catch a Bomb.
6. Any Skills that can be used when performing a Pass action can also be used when performing a Throw Bomb Special action, with the exception of On the Ball.

If a Bomb is caught by a player on either team, roll a D6:

1. On a roll of 4+, the Bomb explodes immediately, as described below.
2. On a roll of 1-3, that player must throw the Bomb again immediately. This throw takes place out of the normal sequence of play.

Should a Bomb ever leave the pitch, it explodes in the crowd with no effect (on the game) before crowd can throw it back.

When a Bomb comes to rest on the ground, in either an unoccupied square, in a square occupied by a player that failed to catch the Bomb or in a square occupied by a Prone or Stunned player, it will explode immediately:

1. If the Bomb explodes in an occupied square, that player is automatically hit by the explosion.
2. Roll a D6 for each player (from either team) that occupies a square adjacent to the one in which the Bomb exploded:
 - On a roll of 4+, the player has been hit by the explosion.
 - On a roll of 1-3, the player manages to avoid the explosion.
3. Any Standing players hit by the explosion are Placed Prone.
4. An Armour roll (and possibly an Injury roll as well) is made against any player hit by the explosion, even if they were already Prone or Stunned.
5. If the player performing the Throw Bomb Special action is hit by their bomb and Placed Prone, either as the result of a Fumbled throw or by being hit by the explosion, then a Turnover is caused.

Brawler: When this player performs a Block action on its own (but not as part of a Blitz action), this player may re-roll a single Both Down result.

Chainsaw*: Instead of performing a Block action (on its own or as part of a Blitz action), this player may perform a 'Chainsaw Attack' Special action. Exactly as described for a Block action, nominate a single Standing player to be the target of the Chainsaw Attack Special action. There is no limit to how many players with this Trait may perform this Special action each team turn.

To perform a Chainsaw Attack Special action, roll a D6:

1. On a roll of 2+, the nominated target is hit by a Chainsaw!
2. On a roll of 1, the Chainsaw will violently 'kick-back' and hit the player wielding it. This will result in a Turnover.
3. In either case, an Armour roll is made against the player hit by the Chainsaw, adding +3 to the result.
4. If the armour of the player hit is broken, they become Prone and an Injury roll is made against them. This Injury roll cannot be modified in any way.
5. If the armour of the player hit is not broken, this Trait has no effect.

This player can only use the Chainsaw once per turn (i.e., a Chainsaw cannot be used with Frenzy or Multiple Block) and if used as part of a Blitz action, this player cannot continue moving after using it.

If this player Falls Over or is Knocked Down, the opposing coach may add +3 to the Armour roll made against the player.

If an opposition player performs a Block action targeting this player and a Player Down! or a POW! result is applied, +3 is added to the Armour roll. If a Both Down result is applied, +3 is added to both Armour rolls.

Finally, this player may use their Chainsaw when they performing a Foul action. Roll a D6 for kick-back as described above. Once again, an Armour roll is made against the player hit by the Chainsaw, adding +3 to the score.

Dodge: Once per team turn, during their activation, this player may re-roll a failed Agility test when attempting to Dodge.

Additionally, this player may choose to use this Skill when they are the target of a Block action and a Stumble result is applied against them.

Loner (3+)*: If this player wishes to use a team re-roll, roll a D6. If you roll equal to or higher than the target number shown in brackets, this player may use the team re-roll as normal. Otherwise, the original result stands without being re-rolled but the team re-roll is lost just as if it had been used.

This Trait must still be used if the player is Prone or has lost their Tackle Zone.

Mighty Blow (+1): When an opposition player is Knocked Down as the result of a Block action performed by this player (on its own or as part of a Blitz action), you may modify either the Armour roll or Injury roll by the amount shown in brackets. This modifier may be applied after the roll has been made.

This Skill cannot be used with the Stab or Chainsaw traits.

No Hands*: This player is unable to take possession of the ball. They may not attempt to pick it up, to catch it, or attempt to interfere with a pass. Any attempt to do so will automatically fail, causing the ball to bounce. Should this player voluntarily move into a square in which the ball is placed, they cannot attempt to pick it up. The ball will bounce and a Turnover is caused as if this player had failed an attempt to pick up the ball.

Pogo Stick: During their movement, instead of jumping over a single square that is occupied by a Prone or Stunned player, a player with this Trait may choose to Leap over any single adjacent square, including unoccupied squares and squares occupied by Standing players.

Additionally, when this player makes an Agility test to Jump over a Prone or Stunned player, or to Leap over an empty square or a square occupied by a Standing player, they may ignore any negative modifiers that would normally be applied for being Marked in the square the jumped or leaped from and/or for being Marked in the square they have jumped or leaped into.

A player with this Trait cannot also have the Leap skill.

Projectile Vomit: Instead of performing a Block action (on its own or as part of a Blitz action), this player may perform a 'Projectile Vomit' Special action. Exactly as described for a Block action, nominate a single Standing player to be the target of the Projectile Vomit Special action. There is no limit to how many players with this Trait may perform this Special action each team turn.

To perform a Projectile Vomit Special action, roll a D6:

1. On a roll of 2+, this player regurgitates acidic bile onto the nominated player.
2. On a roll of 1, this player belches and snorts, before covering itself in acidic bile.
3. In either case, an Armour roll is made against the player hit by the Projectile Vomit. This Armour roll cannot be modified in any way.
4. If the armour of the player hit is broken, they become Prone and an Injury roll is made against them. This Injury roll cannot be modified in any way.
5. If the armour of the player hit is not broken, this Trait has no effect.

A player can only perform this Special action once per turn (i.e., Projectile Vomit cannot be used with Frenzy or Multiple Block).

Really Stupid*: When this player is activated, even if they are Prone or have lost their Tackle Zone, immediately after declaring the action they will perform but before performing the action, roll a D6, applying a +2 modifier to the dice roll if this player is currently adjacent to one or more Standing team-mates that do not have this Trait:

1. On a roll of 1-3, this player forgets what they are doing and their activation ends immediately. Additionally, this player loses their Tackle Zone until they are next activated.
2. On a roll of 4+, this player continues their activation as normal and completes their declared action.

Note that if you declared that this player would perform an action which can only be performed once per team turn and this player's activation ended before the action could be completed, the action is considered to have been performed and no other player on your team may perform the same action this team turn.

Regeneration: After a Casualty roll has been made against this player, roll a D6. On a roll of 4+, the Casualty roll is discarded without effect and the player is placed in the Reserves box rather than the Casualty box of their team dugout. On a roll of 1-3, however, the result of the Casualty roll is applied as normal.

This Trait may still be used if the player is Prone, Stunned, or has lost their Tackle Zone.

Right Stuff*: If this player also has a Strength characteristic of 3 or less, they can be thrown by team-mate with the Throw Team-mate skill.

This Trait may still be used if the player is Prone, Stunned, or has lost their Tackle Zone.

Safe Pass: Should this player fumble a Pass action, the ball is not dropped, does not bounce from the square this player occupies, and no Turnover is caused. Instead, this player retains possession of the ball and their activation ends.

Secret Weapon*: When a drive in which this player took part ends, even if this player was not on the pitch at the end of the drive, this player will be Sent-off for committing a Foul.

Sidestep: If this player is pushed back for any reason, they are not moved into a square chosen by the opposing coach. Instead you may choose any unoccupied square adjacent to this player. This player is pushed back into that square instead. If there are no unoccupied squares adjacent to this player, this Skill cannot be used.

Stunty*: When this player makes an Agility test in order to Dodge, they ignore any -1 modifiers for being Marked in the square they have moved into, unless they also have either Bombardier trait, the Chainsaw trait or the Swoop trait.

However, when an opposition player attempts to interfere with Pass action performed by this player, that player may apply a +1 modifier to their Agility test.

Finally, players with this Trait are more prone to injury. Therefore, when an Injury roll is made against this player, roll 2D6 and consult the Stunty Injury table.

This Trait must still be used if the player is Prone, Stunned, or has lost their Tackle Zone.

Throw Team-mate: If this player also has a Strength characteristic of 5 or more, they may perform a Throw Team-mate action, allowing them to throw a team-mate with the Right Stuff trait.