

Team name

Goblins of the Caribbean

Coach name

Kuei-Jin

NAF number

18516

| Inducements | |
|----------------|---|
| Re-rolls | 2 |
| Dedicated Fans | 1 |
| Bribes | 3 |

| Team summary | | | | | |
|------------------|---------|--|--|--|--|
| Players cost | 925,000 | | | | |
| Skills cost | 200,000 | | | | |
| Inducements cost | 270,000 | | | | |
| Normal skills | 2 | | | | |
| Secondary skills | 4 | | | | |

| Race |
|-------------------------|
| Goblin |
| Team Value |
| 1395 |
| Special rules |
| Badlands Brawl, |
| Bribery and Corruption, |
| Underworld Challenge |

| No. | Position | MA | ST | AG | PA | AV | Skills | Cost |
|-----|-----------------|----|----|----|----|-----|---|---------|
| 1 | Trained Troll | 4 | 5 | 5+ | 5+ | 10+ | Always Hungry*, Loner (3+)*, Mighty Blow (+1), Projectile Vomit, Really Stupid*, Regeneration, Throw Team-mate, Block | 155,000 |
| 2 | Trained Troll | 4 | 5 | 5+ | 5+ | 10+ | Always Hungry*, Loner (3+)*, Mighty Blow (+1), Projectile Vomit, Really Stupid*, Regeneration, Throw Team-mate, Guard | 135,000 |
| 3 | Fungus the Loon | 4 | 7 | 3+ | - | 8+ | Mighty Blow (+1), Ball & Chain*, Loner (4+)*, No Hands*, Secret Weapon*, Stunty*, Special rule: Whirling Dervish! | 80,000 |
| 4 | Fanatic | 3 | 7 | 3+ | - | 8+ | Ball & Chain*, No Hands*, Secret Weapon*, Stunty* | 70,000 |
| 5 | Looney | 6 | 2 | 3+ | - | 8+ | Chainsaw*, Secret Weapon*, Stunty* | 40,000 |
| 6 | Bomma | 6 | 2 | 3+ | 4+ | 8+ | Bombardier, Dodge, Secret Weapon*, Stunty*, Accurate | 85,000 |
| 7 | Ooligan | 6 | 2 | 3+ | 6+ | 8+ | Dirty Player (+1), Disturbing Presence*, Dodge, Right Stuff*, Stunty* | 65,000 |
| 8 | Pogoer | 7 | 2 | 3+ | 5+ | 8+ | Dodge, Pogo Stick, Stunty*, Break Tackle | 115,000 |
| 9 | Goblin Lineman | 6 | 2 | 3+ | 4+ | 8+ | Dodge, Right Stuff*, Stunty*, Wrestle | 80,000 |
| 10 | Goblin Lineman | 6 | 2 | 3+ | 4+ | 8+ | Dodge, Right Stuff*, Stunty*, Sidestep | 60,000 |
| 11 | Goblin Lineman | 6 | 2 | 3+ | 4+ | 8+ | Dodge, Right Stuff*, Stunty* | 40,000 |
| 12 | Goblin Lineman | 6 | 2 | 3+ | 4+ | 8+ | Dodge, Right Stuff*, Stunty* | 40,000 |
| 13 | Goblin Lineman | 6 | 2 | 3+ | 4+ | 8+ | Dodge, Right Stuff*, Stunty* | 40,000 |
| 14 | Goblin Lineman | 6 | 2 | 3+ | 4+ | 8+ | Dodge, Right Stuff*, Stunty* | 40,000 |
| 15 | Goblin Lineman | 6 | 2 | 3+ | 4+ | 8+ | Dodge, Right Stuff*, Stunty* | 40,000 |
| 16 | Goblin Lineman | 6 | 2 | 3+ | 4+ | 8+ | Dodge, Right Stuff*, Stunty* | 40,000 |

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