



Team name	W-Village Banana Looters
Coach name	Marvelhoeller
NAF number	12565

Inducements	
Re-rolls	2
Dedicated Fans	1

Team summary	
Players cost	1,005,000
Skills cost	120,000
Inducements cost	140,000
Normal skills	6
Secondary skills	0

Race	Ogre
Team Value	1265
Special rules	Badlands Brawl, Low Cost Linemen, Old World Classic

No.	Position	MA	ST	AG	PA	AV	Skills	Cost
1	Varag Ghoul-Chewer	6	5	3+	5+	10+	Block, Jump Up, Mighty Blow (+1), Thick Skull, Loner (4+)*, Special rule: Crushing Blow	280,000
2	Ogre Blocker	5	5	4+	5+	10+	Bone Head*, Mighty Blow (+1), Thick Skull, Throw Team-mate, Break Tackle	160,000
3	Ogre Blocker	5	5	4+	5+	10+	Bone Head*, Mighty Blow (+1), Thick Skull, Throw Team-mate, Break Tackle	160,000
4	Ogre Blocker	5	5	4+	5+	10+	Bone Head*, Mighty Blow (+1), Thick Skull, Throw Team-mate, Break Tackle	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	Gnoblar Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Titchy*, Sneaky Git	35,000
7	Gnoblar Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Titchy*, Sneaky Git	35,000
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	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

Crushing Blow: Once per game, when an opposition player is Knocked Down as the result of a Block action performed by Varag, you may apply an additional +1 modifier to the Armor roll. This modifier may be applied after roll has been made.