

Team name	Inducements	Team summary	Race
Moabit Mushroom Marauders	Re-rolls 2	Players cost 920,000	Snotling
Coach name	Assistant coaches 1	Skills cost 40,000	Team Value
pedda	Dedicated Fans 1	Inducements cost 230,000	1190
NAF number	Riotous Rookies 1	Normal skills 2	Special rules
20090		Secondary skills 0	Bribery and Corruption, Low Cost Linemen, Underworld Challenge

No.	Position	MA	ST	AG	PA	AV	Skills	Cost
1	Fungus Flinger	5	1	3+	4+	6+	Bombardier, Dodge, Right Stuff*, Secret Weapon*, Sidestep, Stunty*, <b>Accurate</b>	50,000
2	Hakflem Skuttlespike	9	3	2+	3+	8+	Dodge, Extra Arms, Prehensile Tail, Two Heads, Loner (4+)*, <b>Special rule: Treacherous</b>	210,000
3	Stilty Runner	6	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Sprint, Stunty*	20,000
4	Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Swarming, Titchy*	15,000
5	Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Swarming, Titchy*, <b>Sneaky Git</b>	35,000
6	Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Swarming, Titchy*	15,000
7	Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Swarming, Titchy*	15,000
8	Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Swarming, Titchy*	15,000
9	Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Swarming, Titchy*	15,000
10	Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Swarming, Titchy*	15,000
11	Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Swarming, Titchy*	15,000
12	Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Swarming, Titchy*	15,000
13	Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Swarming, Titchy*	15,000
14	Trained Troll	4	5	5+	5+	10+	Always Hungry*, Loner (3+)*, Mighty Blow (+1), Projectile Vomit, Really Stupid*, Regeneration, Throw Team-mate	115,000
15	Trained Troll	4	5	5+	5+	10+	Always Hungry*, Loner (3+)*, Mighty Blow (+1), Projectile Vomit, Really Stupid*, Regeneration, Throw Team-mate	115,000
16	Varag Ghoul-Chewer	6	5	3+	5+	10+	Block, Jump Up, Mighty Blow (+1), Thick Skull, Loner (4+)*, <b>Special rule: Crushing Blow</b>	280,000

**Treacherous:** Once per game, if a team-mate in an adjacent square to Hakflem is in possession of the ball when Hakflem is activated, that player may immediately be knocked Down and Hakflem may take possession of the ball. No Turnover is caused as a result of using this special rule.

**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.