

Snotling

COACH NAME

Sim_vom_Niw

TEAM NAME

Orkland Rotzletics

SIDELINE

Apothecary	No
Assistant coaches	2
Cheerleaders	0
Dedicated fans	0
Re-rolls	5

INDUCEMENTS

Bloodweiser Kegs	1
Bribes	3
Riotous Rookies	1

SPECIAL RULES

- Bribery and Corruption
- Low Cost Linemen
- Underworld Challenge

SUMMARY

Option: Quantity over quality	
Trade 2SPP for 10kgold	
Team budget	1160k/1160k
SPP	68/68
Max skill stacks	3
Star players	Not allowed

#	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, <i>Block</i>	115k
2	Trained Troll	4	5	5+	5+	10+	Always Hungry*, Loner (3+)*, Mighty Blow (+1), Projectile Vomit, Really Stupid*, Regeneration, Throw Team-mate, <i>Block</i>	115k
3	Pump Wagon	4	5	5+	-	9+	Dirty Player (+1), Juggernaut, Mighty Blow (+1), Really Stupid*, Secret Weapon*, Stand Firm	105k
4	Fungus Flinger	5	1	3+	4+	6+	Bombardier, Dodge, Right Stuff*, Secret Weapon*, Sidestep, Stunty*, <i>Cannoneer, Hail Mary Pass</i>	30k
5	Stilty Runner	6	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Sprint, Stunty*, <i>Sure Feet</i>	20k
6	Stilty Runner	6	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Sprint, Stunty*, <i>Sure Feet</i>	20k
7	Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Swarming, Titchy*, <i>Diving Tackle</i>	15k
8	Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Swarming, Titchy*, <i>Diving Tackle</i>	15k
9	Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Swarming, Titchy*, <i>Diving Tackle</i>	15k
10	Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Swarming, Titchy*	15k
11	Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Swarming, Titchy*	15k
12	Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Swarming, Titchy*	15k
13	Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Swarming, Titchy*	15k
14	Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Swarming, Titchy*	15k
15	Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Swarming, Titchy*	15k

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.

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 if 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.

Cannoneer: When this player performs a Long Pass action or a Long Bomb Pass action, you may apply an additional +1 modifier to the Passing Ability test.

Dirty Player (+1): When this player commits a Foul action, either the Armour roll or Injury roll made against the victim may be modified by the amount shown in brackets. This modifier may be applied after the roll has been made.

Diving Tackle: Should an active opposition player that is attempting to Dodge, Jump or Leap in order to vacate a square in which they are being Marked by this player pass their Agility test, you may declare that this player will use this Skill. Your opponent must immediately subtract 2 from the result of the Agility test. This player is then Placed Prone in the square vacated by the opposition player.

If the opposition player was being Marked by more than one player with this Skill, only one player may use it.

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.

Hail Mary Pass: When this player performs a Pass action (or a Throw Bomb action), the target square can be anywhere on the pitch and the range rules does not need to be used. A Hail Mary pass is never accurate, regardless of the result of the Passing Ability test it will always be inaccurate at best. A Passing Ability test is made and can be re-rolled as normal in order to determine if the Hail Mary pass is wildly

inaccurate or is fumbled. A Hail Mary pass cannot be interfered with. This Skill may not be used in a Blizzard.

Juggernaut: When this player performs a Block action as part of a Blitz action (but not on its own), they may choose to treat a Both Down result as a Push Back result. In addition, when this player performs a Block action as part of a Blitz action, the target of the Block action may not use the Fend, Stand Firm or Wrestle skills.

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.

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.

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.

Sprint: When this player performs any action that includes movement, they may attempt to Rush three times, rather than the usual two.

Stand Firm: This player may choose not to be pushed back, either as the result of a Block action made against them or by a chain-push. Using this Skill does not prevent an opposition player with Frenzy skill from performing a second Block action if this player is still Standing after the first.

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.

Sure Feet: Once per turn, during their activation, this player may re-roll the D6 when attempting to Rush.

Swarming: During each Start of Drive sequence, after Step 2 but before Step 3, you may remove D3 players with this Trait from Reserves box of your dugout and set them up on the pitch, allowing you to set up more than the usual 11 players. These extra players may not be placed on the Line of Scrimmage or in a Wide Zone. Swarming players must be set up in their team's half.

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.

Titchy*: This player may apply a +1 modifier to any Agility tests they make in order to Dodge. However, if an opposition player dodges into a square within the Tackle Zone of this player, this player does not count as Marking the moving player for the purposes of calculating Agility test modifiers.