

Ogre

COACH NAME

Videador

TEAM NAME

Hungry Ogres

SIDELINE

Apothecary	No
Assistant coaches	0
Cheerleaders	1
Dedicated fans	0
Re-rolls	2

INDUCEMENTS

No inducements

SPECIAL RULES

- Badlands Brawl
- Low Cost Linemen
- Old World Classic

SUMMARY

Option:	None
Team budget	1145k/1150k
SPP	70/70
Max skill stacks	3
Star players	Not allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Ogre Blocker	5	5	4+	5+	10+	Bone Head*, Mighty Blow (+1), Thick Skull, Throw Team-mate, <i>Block</i>	140k
2	Ogre Blocker	5	5	4+	5+	10+	Bone Head*, Mighty Blow (+1), Thick Skull, Throw Team-mate, <i>Block</i>	140k
3	Ogre Blocker	5	5	4+	5+	10+	Bone Head*, Mighty Blow (+1), Thick Skull, Throw Team-mate, <i>Block, Guard</i>	140k
4	Ogre Blocker	5	5	4+	5+	10+	Bone Head*, Mighty Blow (+1), Thick Skull, Throw Team-mate, <i>Juggernaut</i>	140k
5	Ogre Blocker	5	5	4+	5+	10+	Bone Head*, Mighty Blow (+1), Thick Skull, Throw Team-mate, <i>Block, Guard</i>	140k
6	Ogre Runt Punter	5	5	4+	4+	10+	Bone Head*, Kick Team-mate, Mighty Blow (+1), Thick Skull	145k
7	Gnoblar Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Titchy*	15k
8	Gnoblar Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Titchy*	15k
9	Gnoblar Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Titchy*	15k
10	Gnoblar Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Titchy*	15k
11	Gnoblar Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Titchy*	15k
12	Gnoblar Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Titchy*	15k
13	Gnoblar Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Titchy*	15k
14	Gnoblar Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Titchy*	15k
15	Gnoblar Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Titchy*	15k
16	Gnoblar Lineman	5	1	3+	5+	6+	Dodge, Right Stuff*, Sidestep, Stunty*, Titchy*	15k

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

Bone Head*: 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:

1. On a roll of 1, 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 2+, this player continues their activation as normal and completes their declared action.

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.

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.

Guard: When a player performs a Block action (including as part of a Blitz action) this player can offer both offensive and defensive assists regardless of how many opposition players are Marking them.

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.

Kick Team-mate: Once per team turn, in addition to another player performing either a Pass or Throw Team-mate action, a single player with this Trait on the active team can perform a 'Kick Team-mate' Special action and attempt to kick a Standing team-mate with the Right Stuff trait that is in a square adjacent to them.

To perform a Kick Team-mate Special action, follow the roles for Throw Team-mate actions.

However, if the Kick Team-mate Special action is fumbled, the kicked player is automatically removed from play and an Injury roll is made against them, treating a Stunned result as a KO'd result (note that, if the player that performed this action also has the Mighty Blow (+X) skill, the coach of the opposing team may use that Skill on this Injury roll). If the kicked player was in possession of the ball when removed from play, the ball will bounce from the square they occupied.

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.

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.

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.

Thick Skull: When an Injury roll is made against this player (even if this player is Prone, Stunned or has lost their Tackle Zone), they can only be KO'd on a roll of 9, and will treat a roll of 8 as Stunned result. If this player also has the Stunty trait, they can only be KO'd on a roll of 8, and will treat a roll of 7 as a Stunned result. All other results are unaffected.

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.