



Team name	Turnover Gobbos
Coach name	Spoilsquid
NAF number	19252

Inducements	
Re-rolls	1
Assistant coaches	2
Dedicated Fans	1
Bribes	3

Team summary	
Players cost	920,000
Skills cost	160,000
Inducements cost	230,000
Normal skills	4
Secondary skills	2

Race	Goblin
Team Value	1310
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, <b>Block</b>	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	115,000
3	Ripper Bolgrot	4	6	5+	4+	10+	Grab, Mighty Blow (+1), Loner (4+)*, Regeneration, Throw Team-mate, <b>Special rule:</b> Thinking Man's Troll	250,000
4	Bomma	6	2	3+	4+	8+	Bombardier, Dodge, Secret Weapon*, Stunty*, <b>Safe Pair of Hands</b> , <b>Nerves of Steel</b>	105,000
5	Bomber Dribblesnot	6	2	3+	3+	8+	Dodge, Accurate, Bombardier, Loner (4+)*, Right Stuff*, Secret Weapon*, Stunty*, <b>Special rule:</b> Kaboom!	50,000
6	Ooligan	6	2	3+	6+	8+	Dirty Player (+1), Disturbing Presence*, Dodge, Right Stuff*, Stunty*	65,000
7	Looney	6	2	3+	-	8+	Chainsaw*, Secret Weapon*, Stunty*	40,000
8	Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff*, Stunty*, <b>Diving Tackle</b>	60,000
9	Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff*, Stunty*, <b>Diving Tackle</b>	60,000
10	Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff*, Stunty*, <b>Sprint</b>	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

**Thinking Man's Troll:** Once per half, Ripper may re-roll one dice that was rolled either as a single dice, as part of a multiple dice roll, or as part of a dice pool (this cannot be a dice that was rolled as part of an Armour, Injury or Casualty roll).

**Kaboom!:** Once per game, if an opponent player catches a Bomb thrown by Bomber, you can choose to have it explode immediately rather than rolling to see if the player can throw it again.