

Snotling

COACH NAME

Tschirgant

TEAM NAME

Getting Games in C

SIDELINE	
Apothecary	Yes
Assistant coaches	0
Cheerleaders	0
Dedicated fans	0
Re-rolls	2

INDUCEMENTS	
Bribes	1
Riotous Rookies	1

LEAGUES & SPECIAL RULES	
• Underworld Challenge	
• Bribery and Corruption	
• Low Cost Linemen	
• Swarming	

SUMMARY	
Players cost	860k
Skills cost	160k
Inducement cost	200k
Sideline cost	190k
Primary skills	1
Secondary skills	3

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Glart Smashrip	5	4	4+	6+	9+	Block, Claws, Juggernaut, Loner (4+)*, Stand Firm, Special skill: Frenzied Rush	175k
2	Fungus the Loon	4	7	3+	-	8+	Ball & Chain*, Loner (4+)*, Mighty Blow, No Ball*, Secret Weapon*, Stunty*, Special skill: Whirling Dervish	80k
3	Trained Troll	4	5	5+	5+	10+	Always Hungry*, Mighty Blow, Projectile Vomit, Really Stupid*, Regeneration, Throw Team-mate, Block	115k
4	Trained Troll	4	5	5+	5+	10+	Always Hungry*, Mighty Blow, Projectile Vomit, Really Stupid*, Regeneration, Throw Team-mate, Block	115k
5	Pump Wagon	5	5	5+	6+	9+	Dirty Player, Juggernaut, Mighty Blow, Really Stupid*, Stand Firm, Pro	100k
6	Pump Wagon	5	5	5+	6+	9+	Dirty Player, Juggernaut, Mighty Blow, Really Stupid*, Stand Firm	100k
7	Fungus Flinga	5	1	3+	4+	6+	Bombardier, Dodge, Right Stuff*, Secret Weapon*, Sidestep, Stunty*, Titchy*, Accurate	30k
8	Stilty Runna	6	1	3+	4+	6+	Dodge, Right Stuff*, Sidestep, Sprint, Stunty*	20k
9	Stilty Runna	6	1	3+	4+	6+	Dodge, Right Stuff*, Sidestep, Sprint, Stunty*	20k
10	Snotling Lineman	5	1	3+	4+	6+	Dodge, Insignificant*, Right Stuff*, Sidestep, Stunty*, Titchy*	15k
11	Snotling Lineman	5	1	3+	4+	6+	Dodge, Insignificant*, Right Stuff*, Sidestep, Stunty*, Titchy*	15k
12	Snotling Lineman	5	1	3+	4+	6+	Dodge, Insignificant*, Right Stuff*, Sidestep, Stunty*, Titchy*	15k
13	Snotling Lineman	5	1	3+	4+	6+	Dodge, Insignificant*, Right Stuff*, Sidestep, Stunty*, Titchy*	15k
14	Snotling Lineman	5	1	3+	4+	6+	Dodge, Insignificant*, Right Stuff*, Sidestep, Stunty*, Titchy*	15k
15	Snotling Lineman	5	1	3+	4+	6+	Dodge, Insignificant*, Right Stuff*, Sidestep, Stunty*, Titchy*	15k
16	Snotling Lineman	5	1	3+	4+	6+	Dodge, Insignificant*, Right Stuff*, Sidestep, Stunty*, Titchy*	15k

Keywords: **Glart Smashrip:** Blocker, Skaven | **Fungus the Loon:** Goblin, Special | **Trained Troll:** Big Guy, Troll | **Pump Wagon:** Big Guy, Snotling, Special | **Fungus Flinga:** Snotling, Special | **Stilty Runna:** Runner, Snotling | **Snotling Lineman:** Lineman, Snotling

Frenzied Rush: Once per half, when Glart declares a Blitz Action he may gain the Frenzy Skill until the end of his activation. Glart may not use the Grab Skill during Turn in which he uses this special rule.

Whirling Dervish: Once per Activation, Fungus may re-roll the D6 when determining which direction he moves in.

Accurate (ACTIVE): When this player performs a Pass Action which is a Quick Pass or a Short Pass, this player may apply a +1 modifier to the Passing Ability Test.

Always Hungry* (ACTIVE): Whenever this player performs a Throw Team-mate Action, before making the Passing Ability Test, they must roll a D6. On a 2+, they may continue with the Throw Team-mate Action as normal. On a 1, the player will attempt to eat their team-mate - they must roll a further D6.

On a 2+, the team-mate will squirm free and the Throw Team-mate Action will automatically result in a Fumbled Throw. On a 1, the player will eat their team-mate - immediately remove them from your Team Draft List. No Apothecary can be used to try to save them, and no Regeneration rolls can be made. If the team-mate was in possession of the ball, it will Bounce from the square this player occupies. A Turnover is then caused.

Ball & Chain* (ACTIVE): When this player is activated, the only action they can declare is a Ball & Chain Special Action; there is no limit to the number of players that can declare this Special Action each Turn. When a player performs a Ball & Chain Special Action, position the Throw-in Template over this player so it faces one of the two End Zones or either Sideline. Then roll a D6 and move this player into the square as indicated by the Throw-in Template.

A player that moves in this manner does not have to make an Agility Test to Dodge away from another player's Tackle Zone; they will automatically pass. Opposition players cannot use the Shadowing or Tentacles Skills against a player performing a Ball & Chain Action.

- If this move takes this player off the pitch, they will risk Injury by the Crowd.
- If this move takes this player into a square containing a Standing player (from either team) they will automatically perform a Block Action against that player; this Block Action will ignore the Foul Appearance Skill. If this is a team-mate, then this player's Coach will choose which result to apply after the Block Dice have been rolled.
- If this move takes this player into a square containing a Prone or Stunned player, that player is Pushed Back and an Armour Roll is made against them.
- If this move takes this player into a square containing the ball, it will immediately Bounce. This will not cause a Turnover.

A player performing a Ball & Chain Special Action can move a number of squares up to their MA. They may Rush as normal, though if they roll a 1, they will move into the square as normal first, including performing any Block Actions, Pushing Back any players or causing the ball to Bounce, before Falling Over in the square they have moved into.

If this player is Knocked Down, Falls Over or Placed Prone for any reason, immediately make an Injury Roll for them treating any result of Stunned as Knocked-out instead. A player with this Trait cannot have any of the following Skills: Diving Tackle, Eye Gouge, Frenzy, Grab, Hit & Run, Leap, Multiple Block, On the Ball, Shadowing, Steady Footing.

Block (ACTIVE, ELITE): A player with this Skill may choose not to be Knocked Down when a Both Down result is applied during a Block Action that they are part of.

Bombardier (ACTIVE): When this player is activated, they can declare a Throw Bomb Special Action; only one player can declare this Special Action each Turn.

When a player performs a Throw Bomb Special Action, they throw a bomb in the same manner as when a player performs a Pass Action, following all the usual rules for a Pass Action. Though this is not a Pass Action itself, any Skills or Traits that come into play when a player performs a Pass Action will also apply to a Throw Bomb Special Action, with the exception of the On the Ball Skill. A player that declared a Throw Bomb Special Action may not perform a Move Action before throwing the bomb.

If at any point a bomb comes to rest on the ground then it will immediately explode in that thrower, or dropped when a player attempts to Catch it, then it will not Bounce and will instead explode in that player's square. When a bomb explodes, any player in the square it exploded in is hit by the explosion.

Any Standing player that is hit by the explosion is immediately Knocked Down. Additionally, make an Armour Roll for any Prone or Stunned players hit by the explosion. If a player successfully Catches or Intercepts a thrown bomb, the player that caught the bomb must immediately throw it again, following all the same rules for making a Throw Bomb Special Action as described above.

Claws (PASSIVE): Whenever an Armour Roll is made for an opposition player that has been Knocked Down by this player during a Block Action, even if this player is also Knocked Down, then any roll of a natural 8+ on the Armour Roll will break the opposition player's armour regardless of their actual Armour Value.

Dirty Player (ACTIVE): When this player performs a Foul Action, they may apply a +1 modifier to either the Armour Roll or Injury Roll. This modifier may be applied after the roll has been made.

Dodge (ACTIVE, ELITE): Once per Turn, this player may re-roll a single Agility Test when attempting to Dodge.

Additionally, this Skill will impact the Stumble result when an opposition player performs a Block Action against this player, as described on page 62.

Insignificant* (PASSIVE): When creating a Team Draft List, you may not include more players with this Trait than players without this Trait.

Juggernaut (ACTIVE): When this player declares a Blitz Action, they may treat any result of Both Down as Pushed Back during any Block Actions they perform during the Blitz Action.

Additionally, when this player performs a Block Action as part of a Blitz Action, opposition players cannot use the Fend, Stand Firm or Wrestle Skills.

Loner (4+)* (PASSIVE): Whenever this player wishes to use a Team Re-roll, they must roll a D6. If they roll equal to or higher than the number shown in brackets, then they may use the Team Re-roll as normal. If they roll lower than the number shown in brackets, then they may not re-roll the dice and the Team Re-roll is lost just as if it had been used.

Mighty Blow (ACTIVE, ELITE): Whenever this player Knocks Down an opposition player during a Block Action, even if this player is also Knocked Down, they may apply a +1 modifier to either the Armour Roll or Injury Roll. This modifier may be applied after the roll has been made.

No Ball* (PASSIVE): A player with this Trait may never have possession of the ball. If this player would be required to attempt to Catch or Pick-up the Ball, they will automatically fail to do so as if they had rolled a natural 1.

A player with this Trait may not attempt to Intercept a Pass.

Pro (ACTIVE): During this player's activation, they may attempt to re-roll a single dice. This can be a dice rolled on its own, as part of a multiple dice roll or as a dice pool. To use this Skill, the player must roll a D6: on a 3+ the dice may be re-rolled, on a 1-2 the dice may not be re-rolled.

The Skill cannot be used to re-roll a dice made as part of an Armour Roll, Injury Roll, Casualty Roll, a roll made outside of the player's activation, or any dice roll not made on the player's behalf (such as Argue the Call or if the Crowd Takes Action).

Once a player has attempted to use this Skill, they cannot use a re-roll from any other source to re-roll the dice.

Projectile Vomit (ACTIVE): When this player is activated, they can declare a Projectile Vomit Special Action; there is no limit to the number of players that can declare this Special Action each Turn.

When this player performs a Projectile Vomit Special Action, select a Standing opposition player adjacent to this player and roll a D6. On a 2+, this player vomits on their target; make an Armour Roll for the selected player. This Armour Roll cannot be modified in any way. If the player's armour is broken, make an Injury Roll for them, otherwise nothing happens.

On a 1, this player covers themselves in acidic bile; make an Armour Roll for this player. This Armour Roll cannot be modified in any way. If this player's armour is broken, make an Injury Roll for them, otherwise nothing happens.

This player may use the Projectile Vomit Special Action to replace the Block Action made as part of a Blitz Action if they wish, though their activation will still end as soon as they have performed the Projectile Vomit Special Action.

Really Stupid* (PASSIVE): Whenever this player is activated, after declaring their Action, they must roll a D6. They may apply a +2 modifier to the roll if they have any Standing team-mates who are not Distracted, and do not have the Really Stupid Trait, adjacent to them. On a 4+, the player may perform the declared Action as normal. On a 1-3, this player becomes Distracted.

Regeneration (PASSIVE): Whenever this player suffers a Casualty, before making the Casualty Roll for them, roll a D6.

On a 1-3, this player suffers the Casualty; make the Casualty Roll as normal. On a 4+, this player regenerates and ignores the Casualty (though any Star Player Points earned for causing the Casualty are still earned) and is instead placed in their team's Reserves Box.

Right Stuff* (PASSIVE): This player can be thrown by a team-mate with the Throw Team-mate Trait, even if this player is Prone.

Secret Weapon* (PASSIVE): At the end of a Drive in which this player took part, even if they are not on the pitch at the end of the Drive, they are Sent-off for committing a Foul.

Sidestep (ACTIVE): Whenever this player is Pushed Back for any reason, then instead of the opposing Coach choosing where this player is Pushed Back to, this player's Coach may choose any adjacent unoccupied square for this player to be Pushed Back into instead. If there are no adjacent unoccupied squares, then this Skill cannot be used.

Sprint (ACTIVE): When this player performs a Move Action they may attempt to Rush one additional time than they would normally be allowed to.

Stand Firm (ACTIVE): When this player would be Pushed Back during a Block Action, including during a Chain Push, they can choose to not be Pushed Back and instead remain in their current square. Using this Skill will not prevent a player with the Frenzy Skill from performing a second Block Action, so long as this player is still Standing.

Stunty* (PASSIVE): When this player attempts to Dodge, they do not suffer any negative modifiers to their Agility Test for being Marked by opposition players. Additionally, this player applies a -1 modifier to the Agility Test when attempting to Intercept the ball. A player with this Trait is more prone to injury and so if an Injury Roll is made for them, roll on the Stunty Injury Table instead.

Throw Team-mate (ACTIVE): This player may declare the Throw Team-mate Action as described on page 76.

Titchy* (PASSIVE): A player with this Trait may apply a +1 modifier to the Agility Test when attempting to Dodge. However, when an opposition player attempts to Dodge into a square within this player's Tackle Zone, this player will not apply a -1 modifier to the opposition player's Agility Test for Marking the opposition player.