

BOMB BALL



Roll one six-sided dice at the start of each turn that this ball is in play. On a 1, each player that is in the same square as this ball, or in a square adjacent to this ball, suffers a Knocked Down result as described under the Block action. Then remove the ball from play.

GOBLIN TEAM

SNOTLING BALL SUIT



At the start of a turn, before taking any actions, if this ball is not possessed by a player, roll one eight-sided dice and consult the bounce chart to determine a direction. Then move this ball 3 squares in that direction. If this ball would move into a player or blocked square the ball stops moving and remains in the square it is in.

GOBLIN TEAM

SHADY SPECIAL



When a player that has possession of this ball makes a Throw action, subtract 2 from Throw check (to a minimum of 1).

GOBLIN TEAM



LINEMAN

GOBLIN



8x 

MOVE

6

THROW

4+

ARMOUR

6+

SMALL AND SHIFTY

When this player makes a Run action they can move adjacent to opponents, but must end the action Open, not Marked.