



Kompendium składów

Race

Coach

NAF Name

NAF Number

Team Name

Wood Elf

aos

aos

27355

Sunnydale In Bloom

Tier: 1

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars
Additional spend can then be spent on players, team goods, inducements and skills (Add spend)
- maximum one player in each team can stack an additional skill, the second of the stacked skill costs 30k, both skills have to be normal skills
- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill
When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1	Trollius Europaeus	Wardancer	Core	2	120 000	8	3	4	7	Block, Dodge, Leap	Strip Ball			20 000
2	Hypericum Maculatum	Wardancer	Core	2	120 000	8	3	4	7	Block, Dodge, Leap	Frenzy			20 000
3	Daphne Alpha	Thrower	Core	2	90 000	7	3	4	7	Pass	Leader			20 000
4														0
5	Heliborus Odorus	Catcher	Core	4	90 000	8	2	4	7	Catch, Dodge, Sprint				0
6	Geum Rivale	Catcher	Core	4	90 000	8	2	4	7	Catch, Dodge, Sprint				0
7	Ononis Spinosa	Catcher	Core	4	90 000	8	2	4	7	Catch, Dodge, Sprint				0
8														0
9	Lecojum Vemum	Lineelf	Core	16	70 000	7	3	4	7		Wrestle			20 000
10	Gentiana Nivalis	Lineelf	Core	16	70 000	7	3	4	7		Kick			20 000
11	Ranunculus Thora	Lineelf	Core	16	70 000	7	3	4	7					0
12	Iris Sibirica	Lineelf	Core	16	70 000	7	3	4	7					0
13														0
14														0
15														0
16	Lignum Vitae	Treeman	Core	1	120 000	2	6	1	10	Loner, Mighty Blow, Stand Firm, Thick Skull, Strong Arm, Take Root, Throw Teammate				0

Team Goods	Cost	Core	Add
Rerolls	50 000	1	0
Fan Factor	10 000	0	0
Assistant Coaches	10 000	0	0
Cheerleaders	10 000	0	0
Apothecary	50 000	1	0

Non-Star Inducements	Core/Add	Cost

Core Spend:

1 100 000

Race

Dark Elf

Tier: 1

Coach

coma

NAF Name

coma

NAF Number

13697

Team Name

Misery Loves Company

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars
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Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1		Blitzer	Core	4	100 000	7	3	4	8	Block	Dodge			20 000
2		Blitzer	Core	4	100 000	7	3	4	8	Block	Dodge			20 000
3		Blitzer	Core	4	100 000	7	3	4	8	Block	Dodge			20 000
4		Witch Elf	Core	2	110 000	7	3	4	7	Frenzy, Dodge, Jump Up	Wrestle			20 000
5		Witch Elf	Core	2	110 000	7	3	4	7	Frenzy, Dodge, Jump Up	Wrestle			20 000
6		Runner	Core	2	80 000	7	3	4	7	Dump Off				0
7		Lineelf	Core	16	70 000	6	3	4	8					0
8		Lineelf	Core	16	70 000	6	3	4	8					0
9		Lineelf	Core	16	70 000	6	3	4	8					0
10		Lineelf	Core	16	70 000	6	3	4	8					0
11		Lineelf	Core	16	70 000	6	3	4	8					0
12														0
13														0
14														0
15														0
16														0

Team Goods	Cost	Core	Add
Rerolls	50 000	2	0
Fan Factor	10 000	0	0
Assistant Coaches	10 000	0	0
Cheerleaders	10 000	0	0
Apothecary	50 000	1	0

Non-Star Inducements	Core/Add	Cost

Core Spend: 1 100 000

Race

Coach

NAF Name

NAF Number

Team Name

Halfing

Cynial

Cynial

28242

oFrivilliga Flygkåren

Tier: 6

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars
Additional spend can then be spent on players, team goods, inducements and skills (Add spend)
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- maximum two players in each team from tier 4-6 can have one double skill
When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1		Treeman	Core	2	120 000	2	6	1	10	Mighty Blow, Strong Arm, Stand Firm, Thick Skull, Take Root, Throw Teammate		Block		30 000
2		Treeman	Core	2	120 000	2	6	1	10	Mighty Blow, Strong Arm, Stand Firm, Thick Skull, Take Root, Throw Teammate	Grab		Multiple Block	50 000
3		Deeproot Strongbranch	Core	1	300 000	2	7	1	10	Loner, Block, Mighty Blow, Stand Firm, Strong Arm, Thick Skull, Throw Team-Mate, Timm-ber				0
4		Catcher	Core	2	50 000	5	2	3	6	Catch, Dodge, Right Stuff, Sprint, Stunty				0
5		Catcher	Core	2	50 000	5	2	3	6	Catch, Dodge, Right Stuff, Sprint, Stunty				0
6		Hefty	Core	2	50 000	5	2	3	7	Dodge, Fend, Stunty	Leader			20 000
7		Halfing	Core	16	30 000	5	2	3	6	Dodge, Stunty, Right Stuff		Wrestle		30 000
8		Halfing	Core	16	30 000	5	2	3	6	Dodge, Stunty, Right Stuff	Sneaky Git			20 000
9		Halfing	Core	16	30 000	5	2	3	6	Dodge, Stunty, Right Stuff	Sneaky Git			20 000
10		Halfing	Core	16	30 000	5	2	3	6	Dodge, Stunty, Right Stuff	Diving Tackle			20 000
11		Halfing	Core	16	30 000	5	2	3	6	Dodge, Stunty, Right Stuff	Diving Tackle			20 000
12		Halfing	Core	16	30 000	5	2	3	6	Dodge, Stunty, Right Stuff				0
13		Halfing	Core	16	30 000	5	2	3	6	Dodge, Stunty, Right Stuff				0
14		Halfing	Core	16	30 000	5	2	3	6	Dodge, Stunty, Right Stuff				0
15														0
16														0

Team Goods	Cost	Core	Add
Rerolls	60 000	1	0
Fan Factor	10 000	1	0
Assistant Coaches	10 000	0	1
Cheerleaders	10 000	0	1
Apothecary	50 000	0	0

Non-Star Inducements	Core/Add	Cost
Halfing Master Chef	Core	100 000

Core Spend:

1 100 000

Race

Coach

NAF Name

NAF Number

Team Name

Undead

DavidD

DavidD

26288

Ghosts of Mars

Tier: 1

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars
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- maximum one player in each team can stack an additional skill, the second of the stacked skill costs 30k, both skills have to be normal skills
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- maximum two players in each team from tier 4-6 can have one double skill
When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1	Darkmage Cydare	Mummy	Core	2	120 000	3	5	1	9	Mighty Blow, Regeneration	Guard			20 000
2	Stonehand Forer	Mummy	Core	2	120 000	3	5	1	9	Mighty Blow, Regeneration	Guard			20 000
3	Greann Sharra	Wight	Core	2	90 000	6	3	3	8	Block, Regeneration	Tackle			20 000
4	Ebeth Qatar	Wight	Core	2	90 000	6	3	3	8	Block, Regeneration				0
5	Kazuyo Andvarli	Ghoul	Core	4	70 000	7	3	3	7	Dodge	Block			20 000
6	Shull Yysara	Ghoul	Core	4	70 000	7	3	3	7	Dodge	Block			20 000
7	Caveral Darko	Zombie	Core	16	40 000	4	3	2	8	Regeneration				0
8	Vyehntir Aldmor	Zombie	Core	16	40 000	4	3	2	8	Regeneration				0
9	Barim Ilron	Zombie	Core	16	40 000	4	3	2	8	Regeneration				0
10	Hawkwind Seberg	Zombie	Core	16	40 000	4	3	2	8	Regeneration				0
11	Trion Steel	Skeleton	Core	16	40 000	5	3	2	7	Regeneration, Thick Skull				0
12		Rotten Rick Bupkeis	Core	1	110 000	4	3	2	8	Loner, Dirty Player, Regeneration, Sneaky Git				0
13														0
14														0
15														0
16														0

Team Goods	Cost	Core	Add
Rerolls	70 000	3	0
Fan Factor	10 000	0	0
Assistant Coaches	10 000	1	0
Cheerleaders	10 000	1	0
Apothecary	50 000	0	0

Non-Star Inducements	Core/Add	Cost

Core Spend: 1 100 000

Race

Chaos Dwarf

Tier: 2

Coach

Drexsl

NAF Name

Drexsl

NAF Number

21319

Team Name

Korta, Tjocka och Elaka

Notes on Rules

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- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill
When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1														0
2		Bull Centaur	Core	2	130 000	6	4	2	9	Sprint, Sure Feet, Thick Skull	Block			20 000
3		Bull Centaur	Core	2	130 000	6	4	2	9	Sprint, Sure Feet, Thick Skull	Break Tackle			20 000
4		Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull	Guard			20 000
5		Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull	Guard			20 000
6		Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull	Guard			20 000
7		Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull	Guard			20 000
8		Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull				0
9		Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull				0
10		Hobgoblin	Core	16	40 000	6	3	3	7					0
11		Hobgoblin	Core	16	40 000	6	3	3	7					0
12		Hobgoblin	Core	16	40 000	6	3	3	7					0
13		Hobgoblin	Core	16	40 000	6	3	3	7					0
14		Hobgoblin	Core	16	40 000	6	3	3	7					0
15														0
16														0

Team Goods	Cost	Core	Add
Rerolls	70 000	3	0
Fan Factor	10 000	1	0
Assistant Coaches	10 000	0	0
Cheerleaders	10 000	0	0
Apothecary	50 000	0	0

Non-Star Inducements	Core/Add	Cost

Core Spend: 1 100 000

Race

Dark Elf

Tier: 1

Coach

Duckwing

NAF Name

Duckwing

NAF Number

16278

Team Name

Malvernas BK

Notes on Rules

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- maximum one player in each team from tier 1-3 can have one double skill
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When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1		Blitzer	Core	4	100 000	7	3	4	8	Block	Dodge			20 000
2		Blitzer	Core	4	100 000	7	3	4	8	Block	Dodge			20 000
3		Blitzer	Core	4	100 000	7	3	4	8	Block	Dodge			20 000
4		Witch Elf	Core	2	110 000	7	3	4	7	Frenzy, Dodge, Jump Up	Block			20 000
5		Witch Elf	Core	2	110 000	7	3	4	7	Frenzy, Dodge, Jump Up	Wrestle			20 000
6		Runner	Core	2	80 000	7	3	4	7	Dump Off				0
7		Lineelf	Core	16	70 000	6	3	4	8					0
8		Lineelf	Core	16	70 000	6	3	4	8					0
9		Lineelf	Core	16	70 000	6	3	4	8					0
10		Lineelf	Core	16	70 000	6	3	4	8					0
11		Lineelf	Core	16	70 000	6	3	4	8					0
12														0
13														0
14														0
15														0
16														0

Team Goods	Cost	Core	Add
Rerolls	50 000	2	0
Fan Factor	10 000	0	0
Assistant Coaches	10 000	0	0
Cheerleaders	10 000	0	0
Apothecary	50 000	1	0

Non-Star Inducements	Core/Add	Cost

Core Spend: 1 100 000

Race

Coach

NAF Name

NAF Number

Team Name

Khemri

grumplekins

grumplekins

26358

The Canterbury Ales

Tier: 4

Notes on Rules

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Additional spend can then be spent on players, team goods, inducements and skills (Add spend)
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- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill
When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1	Itburger	Tomb Guardian	Core	4	100 000	4	5	1	9	Decay, Regeneration	Break Tackle			20 000
2	Lady Chatterley's Löwenbrau	Tomb Guardian	Core	4	100 000	4	5	1	9	Decay, Regeneration	Guard			20 000
3	100 Years of Sol	Tomb Guardian	Core	4	100 000	4	5	1	9	Decay, Regeneration	Guard			20 000
4	War and Pilsner	Tomb Guardian	Core	4	100 000	4	5	1	9	Decay, Regeneration	Break Tackle			20 000
5	The Lord of the Ringnes	Blitz-Ra	Core	2	90 000	6	3	2	8	Block, Regeneration	Tackle		Mighty Blow	50 000
6	Fauster's	Blitz-Ra	Core	2	90 000	6	3	2	8	Block, Regeneration	Mighty Blow			20 000
7	Wuthering Weissbier	Thro-Ra	Core	2	70 000	6	3	2	7	Sure Hands, Pass, Regeneration	Block			20 000
8														0
9	Billy Buddweisser	Skeleton	Core	16	40 000	5	3	2	7	Regeneration, Thick Skull				0
10	Crime and Purkmistr	Skeleton	Core	16	40 000	5	3	2	7	Regeneration, Thick Skull				0
11	Catch TwentyTuborg	Skeleton	Core	16	40 000	5	3	2	7	Regeneration, Thick Skull				0
12	Robinson Krušovice	Skeleton	Core	16	40 000	5	3	2	7	Regeneration, Thick Skull				0
13	Asahi Lay Dying	Skeleton	Core	16	40 000	5	3	2	7	Regeneration, Thick Skull				0
14	A Farewell to Amstel	Skeleton	Core	16	40 000	5	3	2	7	Regeneration, Thick Skull				0
15														0
16														0

Team Goods	Cost	Core	Add
Rerolls	70 000	3	0
Fan Factor	10 000	0	0
Assistant Coaches	10 000	0	0
Cheerleaders	10 000	0	0
Apothecary	50 000	0	0

Non-Star Inducements	Core/Add	Cost

Core Spend: 1 100 000

Race

Bretonnian

Tier: 3

Coach

Hightower

NAF Name

Hightower

NAF Number

29567

Team Name

Bachelors By "Choice"

Notes on Rules

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When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1	Kusko kvint	Blitzer	Core	4	110 000	7	3	3	8	Block, Catch, Dauntless	Dodge			20 000
2	Gaston	Blitzer	Core	4	110 000	7	3	3	8	Block, Catch, Dauntless	Leader			20 000
3		Bo Gallanté	Core	1	160 000	8	3	4	7	Loner, Dodge, Side Step, Sprint, Sure Feet				0
4	Frollo	Blitzer	Core	4	110 000	7	3	3	8	Block, Catch, Dauntless	Dodge			20 000
5	Hans	Blitzer	Core	4	110 000	7	3	3	8	Block, Catch, Dauntless				0
6	Charming	Yeoman	Core	4	70 000	6	3	3	8	Wrestle	Guard			20 000
7	Jafar	Yeoman	Core	4	70 000	6	3	3	8	Wrestle	Guard			20 000
8	Kronk	Yeoman	Core	4	70 000	6	3	3	8	Wrestle	Guard			20 000
9	Smee	Yeoman	Core	4	70 000	6	3	3	8	Wrestle	Guard			20 000
10	LeFou	Lineman	Core	16	40 000	6	3	2	7	Fend				0
11	Rumpelstiltskin	Lineman	Core	16	40 000	6	3	2	7	Fend				0
12	Hamond	Lineman	Core	16	40 000	6	3	2	7	Fend				0
13														0
14														0
15														0
16														0

Team Goods	Cost	Core	Add
Rerolls	70 000	1	0
Fan Factor	10 000	1	0
Assistant Coaches	10 000	1	0
Cheerleaders	10 000	1	0
Apothecary	50 000	0	0

Non-Star Inducements	Core/Add	Cost

Core Spend: 1 100 000

Race

Coach

NAF Name

NAF Number

Team Name

Wood Elf

imp

imp

21827

Rowanplace Owls

Tier: 1

Notes on Rules

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Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1	Aesculus the Roodted	Treeman	Core	1	120 000	2	6	1	10	Loner, Mighty Blow, Stand Firm, Thick Skull, Strong Arm, Take Root, Throw Teammate	Grab			20 000
2	Betula Stingingnettle	Wardancer	Core	2	120 000	8	3	4	7	Block, Dodge, Leap	Strip Ball			20 000
3	Carpinus Windfeller	Wardancer	Core	2	120 000	8	3	4	7	Block, Dodge, Leap	Frenzy			20 000
4	Acer Swiftleaf	Catcher	Core	4	90 000	8	2	4	7	Catch, Dodge, Sprint				0
5	Salix Stongsprout	Catcher	Core	4	90 000	8	2	4	7	Catch, Dodge, Sprint				0
6		Catcher	Core	4	90 000	8	2	4	7	Catch, Dodge, Sprint				0
7														0
8	Quercus Surebranch	Thrower	Core	2	90 000	7	3	4	7	Pass	Leader			20 000
9														0
10	Ulmus Thomasii	Lineelf	Core	16	70 000	7	3	4	7		Kick			20 000
11	Siospyros Crassiflora	Lineelf	Core	16	70 000	7	3	4	7					0
12	Castanea Sativa	Lineelf	Core	16	70 000	7	3	4	7					0
13	Betula Pendula	Lineelf	Core	16	70 000	7	3	4	7					0
14														0
15														0
16														0

Team Goods	Cost	Core	Add
Rerolls	50 000	1	0
Fan Factor	10 000	0	0
Assistant Coaches	10 000	0	0
Cheerleaders	10 000	0	0
Apothecary	50 000	1	0

Non-Star Inducements	Core/Add	Cost

Core Spend: 1 100 000

Race

Chaos Dwarf

Tier: 2

Coach

inforthepain

NAF Name

inforthepain

NAF Number

19483

Team Name

Dvärgar som nästan är i tid...

Notes on Rules

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When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1		Bull Centaur	Core	2	130 000	6	4	2	9	Sprint, Sure Feet, Thick Skull	Block			20 000
2		Bull Centaur	Core	2	130 000	6	4	2	9	Sprint, Sure Feet, Thick Skull	Block			20 000
3		Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull	Guard			20 000
4		Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull	Guard			20 000
5		Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull	Guard			20 000
6		Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull	Mighty Blow			20 000
7		Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull				0
8		Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull				0
9		Hobgoblin	Core	16	40 000	6	3	3	7					0
10		Hobgoblin	Core	16	40 000	6	3	3	7					0
11		Hobgoblin	Core	16	40 000	6	3	3	7					0
12		Hobgoblin	Core	16	40 000	6	3	3	7					0
13														0
14														0
15														0
16														0

Team Goods	Cost	Core	Add
Rerolls	70 000	3	0
Fan Factor	10 000	0	0
Assistant Coaches	10 000	0	0
Cheerleaders	10 000	0	0
Apothecary	50 000	1	0

Non-Star Inducements	Core/Add	Cost

Core Spend: 1 100 000

Race

Old World Alliance

Tier: 1

Coach

ionas

NAF Name

ionas

NAF Number

28196

Team Name

Gamla trötta losers

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars

Additional spend can then be spent on players, team goods, inducements and skills (Add spend)

- maximum one player in each team can stack an additional skill, the second of the stacked skill costs 30k, both skills have to be normal skills
- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill

When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1		Halfling Hopeful	Core	2	30 000	5	2	3	6	Dodge, Loner, Right Stuff, Stunty,				0
2		Halfling Hopeful	Core	2	30 000	5	2	3	6	Dodge, Loner, Right Stuff, Stunty,				0
3		Human Lineman	Core	16	50 000	6	3	3	8	Animosity				0
4		Human Lineman	Core	16	50 000	6	3	3	8	Animosity				0
5		Human Blitzzer	Core	1	90 000	7	3	3	8	Animosity, Block	Guard		Strip Ball	50 000
6		Dwarf Blitzzer	Core	1	80 000	5	3	3	9	Block, Loner, Thick Skull				0
7		Troll Slayer	Core	1	90 000	5	3	2	8	Block, Dauntless, Frenzy, Loner, Thick Skull	Guard			20 000
8		Ogre	Core	1	140 000	5	5	2	9	Loner, Bonehead, Mighty Blow, Thick Skull, Throw Team Mate		Block		30 000
9		Dwarf Blocker	Core	2	70 000	6	3	3	8	Block, Loner, Tackle, Thick Skull	Guard			20 000
10		Dwarf Blocker	Core	2	70 000	4	3	2	9	Block, Loner, Tackle, Thick Skull	Mighty Blow			20 000
11		Dwarf Runner	Core	1	80 000	6	3	3	8	Loner, Sure Hands, Thick Skull	Leader			20 000
12		Griff Oberwald	Core	#N/A	320 000	7	4	4	8	Loner, Block, Dodge, Fend, Sprint, Sure Feet				0
13														0
14														0
15														0
16														0

Minimum 11 core players before Stars
Maximum 1 Star

Team Goods	Cost	Core	Add
Rerolls	70 000	0	0
Fan Factor	10 000	0	1
Assistant Coaches	10 000	0	0
Cheerleaders	10 000	0	0
Apothecary	50 000	0	0

Non-Star Inducements	Core/Add	Cost

Core Spend: 1 100 000

Race

Coach

NAF Name

NAF Number

Team Name

Khemri

jimmiebila

jimmiebila

18859

APPRECIATIVE UNDEAD

Tier: 4

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars
Additional spend can then be spent on players, team goods, inducements and skills (Add spend)
- maximum one player in each team can stack an additional skill, the second of the stacked skill costs 30k, both skills have to be normal skills
- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill
When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1		Tomb Guardian	Core	4	100 000	4	5	1	9	Decay, Regeneration		Block		30 000
2		Tomb Guardian	Core	4	100 000	4	5	1	9	Decay, Regeneration	Guard			20 000
3		Tomb Guardian	Core	4	100 000	4	5	1	9	Decay, Regeneration	Guard			20 000
4		Tomb Guardian	Core	4	100 000	4	5	1	9	Decay, Regeneration	Mighty Blow			20 000
5		Blitz-Ra	Core	2	90 000	6	3	2	8	Block, Regeneration	Tackle			20 000
6		Blitz-Ra	Core	2	90 000	6	3	2	8	Block, Regeneration	Mighty Blow			20 000
7		Thro-Ra	Core	2	70 000	6	3	2	7	Sure Hands, Pass, Regeneration	Block			20 000
8		Skeleton	Core	16	40 000	5	3	2	7	Regeneration, Thick Skull	Dirty Player			20 000
9		Skeleton	Core	16	40 000	5	3	2	7	Regeneration, Thick Skull				0
10		Skeleton	Core	16	40 000	5	3	2	7	Regeneration, Thick Skull				0
11		Skeleton	Core	16	40 000	5	3	2	7	Regeneration, Thick Skull				0
12		Skeleton	Core	16	40 000	5	3	2	7	Regeneration, Thick Skull				0
13		Skeleton	Core	16	40 000	5	3	2	7	Regeneration, Thick Skull				0
14														0
15														0
16														0

Team Goods	Cost	Core	Add
Rerolls	70 000	3	0
Fan Factor	10 000	0	0
Assistant Coaches	10 000	0	0
Cheerleaders	10 000	0	0
Apothecary	50 000	0	0

Non-Star Inducements	Core/Add	Cost

Core Spend:

1 100 000

Race

Chaos

Tier: 3

Coach

Juiblex

NAF Name

Juiblex

NAF Number

25515

Team Name

Westside Murders

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars
Additional spend can then be spent on players, team goods, inducements and skills (Add spend)
- maximum one player in each team can stack an additional skill, the second of the stacked skill costs 30k, both skills have to be normal skills
- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill
When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1		Minotaur	Core	1	150 000	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	Claw(s)			20 000
2		Chaos Warrior	Core	4	100 000	5	4	3	9		Block			20 000
3		Chaos Warrior	Core	4	100 000	5	4	3	9		Block			20 000
4		Chaos Warrior	Core	4	100 000	5	4	3	9		Guard			20 000
5		Chaos Warrior	Core	4	100 000	5	4	3	9		Guard			20 000
6		Beastman	Core	16	60 000	6	3	3	8	Horns	Strip Ball			20 000
7		Beastman	Core	16	60 000	6	3	3	8	Horns	Sure Hands			20 000
8		Beastman	Core	16	60 000	6	3	3	8	Horns				0
9		Beastman	Core	16	60 000	6	3	3	8	Horns				0
10		Beastman	Core	16	60 000	6	3	3	8	Horns				0
11		Beastman	Core	16	60 000	6	3	3	8	Horns				0
12														0
13														0
14														0
15														0
16														0

Team Goods	Cost	Core	Add
Rerolls	60 000	2	0
Fan Factor	10 000	2	0
Assistant Coaches	10 000	0	0
Cheerleaders	10 000	0	0
Apothecary	50 000	1	0

Non-Star Inducements	Core/Add	Cost

Core Spend: 1 100 000

Race

Coach

NAF Name

NAF Number

Team Name

Chaos Dwarf

Keith Olof Andersson

KaithOEX

29626

heresneeduck wikings

Tier: 2

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars
Additional spend can then be spent on players, team goods, inducements and skills (Add spend)
- maximum one player in each team can stack an additional skill, the second of the stacked skill costs 30k, both skills have to be normal skills
- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill
When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1	org	Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull	Guard			20 000
2	blog	Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull	Guard			20 000
3	dorg	Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull	Mighty Blow			20 000
4	glorg	Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull	Mighty Blow			20 000
5	torg	Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull				0
6	norg	Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull				0
7	triag	Bull Centaur	Core	2	130 000	6	4	2	9	Sprint, Sure Feet, Thick Skull	Guard			20 000
8	lriag	Bull Centaur	Core	2	130 000	6	4	2	9	Sprint, Sure Feet, Thick Skull	Guard			20 000
9	breck	Hobgoblin	Core	16	40 000	6	3	3	7					0
10	kneck	Hobgoblin	Core	16	40 000	6	3	3	7					0
11	reck	Hobgoblin	Core	16	40 000	6	3	3	7					0
12	treck	Hobgoblin	Core	16	40 000	6	3	3	7					0
13														0
14														0
15														0
16														0

Team Goods	Cost	Core	Add
Rerolls	70 000	3	0
Fan Factor	10 000	0	0
Assistant Coaches	10 000	0	0
Cheerleaders	10 000	0	0
Apothecary	50 000	1	0

Non-Star Inducements	Core/Add	Cost

Core Spend: 1 100 000

Race

Lizardmen

Tier: 1

Coach

kaju

NAF Name

kaju

NAF Number

19529

Team Name

Cobra kaj! U

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars
Additional spend can then be spent on players, team goods, inducements and skills (Add spend)
- maximum one player in each team can stack an additional skill, the second of the stacked skill costs 30k, both skills have to be normal skills
- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill
When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1		Kroxigor	Core	1	140 000	6	5	1	9	Loner, Mighty Blow, Thick Skull, Prehensile Tail, Bonehead				0
2		Saurus	Core	6	80 000	6	4	1	9		Block			20 000
3		Saurus	Core	6	80 000	6	4	1	9		Block			20 000
4		Saurus	Core	6	80 000	6	4	1	9		Block			20 000
5		Saurus	Core	6	80 000	6	4	1	9		Block			20 000
6		Saurus	Core	6	80 000	6	4	1	9		Block			20 000
7		Saurus	Core	6	80 000	6	4	1	9					0
8		Skink	Core	16	60 000	8	2	3	7	Dodge, Stunty				0
9		Skink	Core	16	60 000	8	2	3	7	Dodge, Stunty				0
10		Skink	Core	16	60 000	8	2	3	7	Dodge, Stunty				0
11		Skink	Core	16	60 000	8	2	3	7	Dodge, Stunty				0
12		Skink	Core	16	60 000	8	2	3	7	Dodge, Stunty				0
13														0
14														0
15														0
16														0

Team Goods	Cost	Core	Add
Rerolls	60 000	2	0
Fan Factor	10 000	1	0
Assistant Coaches	10 000	0	0
Cheerleaders	10 000	0	0
Apothecary	50 000	1	0

Non-Star Inducements	Core/Add	Cost

Core Spend: 1 100 000

Race

Coach

NAF Name

NAF Number

Team Name

Amazon

Lenharth

Lenharth

23619

1956-70

Tier: 1

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars
Additional spend can then be spent on players, team goods, inducements and skills (Add spend)
- maximum one player in each team can stack an additional skill, the second of the stacked skill costs 30k, both skills have to be normal skills
- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill
When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1		Blitzer	Core	4	90 000	6	3	3	7	Dodge, Block	Guard			20 000
2		Blitzer	Core	4	90 000	6	3	3	7	Dodge, Block	Guard			20 000
3		Blitzer	Core	4	90 000	6	3	3	7	Dodge, Block	Guard			20 000
4		Blitzer	Core	4	90 000	6	3	3	7	Dodge, Block	Guard			20 000
5														0
6														0
7		Thrower	Core	2	70 000	6	3	3	7	Dodge, Pass	Leader			20 000
8		Linewoman	Core	16	50 000	6	3	3	7	Dodge				0
9		Linewoman	Core	16	50 000	6	3	3	7	Dodge				0
10		Linewoman	Core	16	50 000	6	3	3	7	Dodge				0
11		Linewoman	Core	16	50 000	6	3	3	7	Dodge				0
12		Roxanna Darknail	Core	1	250 000	8	3	5	7	Loner, Dodge, Frenzy, Jump Up, Juggernaut, Leap				0
13		Linewoman	Core	16	50 000	6	3	3	7	Dodge				0
14		Linewoman	Core	16	50 000	6	3	3	7	Dodge				0
15		Linewoman	Core	16	50 000	6	3	3	7	Dodge				0
16														0

Team Goods	Cost	Core	Add
Rerolls	50 000	1	0
Fan Factor	10 000	0	0
Assistant Coaches	10 000	1	0
Cheerleaders	10 000	1	0
Apothecary	50 000	0	0

Non-Star Inducements	Core/Add	Cost

Core Spend: 1 100 000

Race

Coach

NAF Name

NAF Number

Team Name

Nurgle

Lockmund

Lockmund

19816

Four More Years!

Tier: 4

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars
Additional spend can then be spent on players, team goods, inducements and skills (Add spend)
- maximum one player in each team can stack an additional skill, the second of the stacked skill costs 30k, both skills have to be normal skills
- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill
When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1		Pestigor	Core	4	80 000	6	3	3	8	Homs, Nurgle's Rot, Regeneration	Extra Arms			20 000
2		Pestigor	Core	4	80 000	6	3	3	8	Homs, Nurgle's Rot, Regeneration	Wrestle			20 000
3		Pestigor	Core	4	80 000	6	3	3	8	Homs, Nurgle's Rot, Regeneration	Block			20 000
4		Pestigor	Core	4	80 000	6	3	3	8	Homs, Nurgle's Rot, Regeneration	Block			20 000
5		Nurgle Warrior	Core	4	110 000	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration	Block			20 000
6		Nurgle Warrior	Core	4	110 000	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration	Block			20 000
7		Nurgle Warrior	Core	4	110 000	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration	Guard			20 000
8		Nurgle Warrior	Core	4	110 000	4	4	2	9	Disturbing Presence, Foul Appearance, Nurgle's Rot, Regeneration		Leader		30 000
9														0
10		Rotter	Core	16	40 000	5	3	3	8	Decay, Nurgle's Rot				0
11		Rotter	Core	16	40 000	5	3	3	8	Decay, Nurgle's Rot				0
12		Rotter	Core	16	40 000	5	3	3	8	Decay, Nurgle's Rot				0
13		Rotter	Core	16	40 000	5	3	3	8	Decay, Nurgle's Rot				0
14		Rotter	Core	16	40 000	5	3	3	8	Decay, Nurgle's Rot				0
15														0
16														0

Team Goods	Cost	Core	Add
Rerolls	70 000	2	0
Fan Factor	10 000	0	0
Assistant Coaches	10 000	0	0
Cheerleaders	10 000	0	0
Apothecary	50 000	0	0

Non-Star Inducements	Core/Add	Cost

Core Spend:

1 100 000

Race

Coach

NAF Name

NAF Number

Team Name

Orc

Lotto

Lotto

29569

The True Horde

Tier: 2

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars
Additional spend can then be spent on players, team goods, inducements and skills (Add spend)
- maximum one player in each team can stack an additional skill, the second of the stacked skill costs 30k, both skills have to be normal skills
- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill
When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1		Lineorc	Core	16	50 000	5	3	3	9					0
2		Lineorc	Core	16	50 000	5	3	3	9					0
3		Thrower	Core	2	70 000	5	3	3	8	Pass, Sure Hands				0
4		Black Orc Blocker	Core	4	80 000	4	4	2	9		Block			20 000
5		Black Orc Blocker	Core	4	80 000	4	4	2	9		Block			20 000
6		Black Orc Blocker	Core	4	80 000	4	4	2	9		Block			20 000
7		Black Orc Blocker	Core	4	80 000	4	4	2	9					0
8		Blitzer	Core	4	80 000	6	3	3	9	Block	Guard			20 000
9		Blitzer	Core	4	80 000	6	3	3	9	Block	Mighty Blow			20 000
10		Blitzer	Core	4	80 000	6	3	3	9	Block	Guard			20 000
11		Blitzer	Core	4	80 000	6	3	3	9	Block				0
12		Lineorc	Core	16	50 000	5	3	3	9					0
13														0
14														0
15														0
16														0

Team Goods

Cost

Core

Add

Rerolls

60 000

3

0

Fan Factor

10 000

1

0

Assistant Coaches

10 000

0

0

Cheerleaders

10 000

0

0

Apothecary

50 000

1

0

Non-Star Inducements

Core/Add

Cost

Core Spend:

1 100 000

Race

Coach

NAF Name

NAF Number

Team Name

Dwarf

Moozer

Moozer

27774

Shiny Little Bastards

Tier: 1

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars
Additional spend can then be spent on players, team goods, inducements and skills (Add spend)
- maximum one player in each team can stack an additional skill, the second of the stacked skill costs 30k, both skills have to be normal skills
- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill
When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1	Balin	Blocker	Core	16	70 000	4	3	2	9	Block, Tackle, Thick Skull	Guard			20 000
2	Bifur	Blocker	Core	16	70 000	4	3	2	9	Block, Tackle, Thick Skull	Guard			20 000
3	Bofur	Blocker	Core	16	70 000	4	3	2	9	Block, Tackle, Thick Skull				0
4	Dori	Blocker	Core	16	70 000	4	3	2	9	Block, Tackle, Thick Skull				0
5	Durin	Blocker	Core	16	70 000	4	3	2	9	Block, Tackle, Thick Skull				0
6	Dvalin	Blocker	Core	16	70 000	4	3	2	9	Block, Tackle, Thick Skull				0
7														0
8	Fill	Runner	Core	2	80 000	6	3	3	8	Sure Hands, Thick Skull	Block			20 000
9	Fundin	Runner	Core	2	80 000	6	3	3	8	Sure Hands, Thick Skull	Block			20 000
10														0
11	Gloin	Blitzer	Core	2	80 000	5	3	3	9	Block, Thick Skull	Mighty Blow			20 000
12	Groin	Blitzer	Core	2	80 000	5	3	3	9	Block, Thick Skull				0
13														0
14	Pugehenis	Troll Slayer	Core	2	90 000	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull				0
15														0
16														0

Team Goods	Cost	Core	Add
Rerolls	50 000	5	0
Fan Factor	10 000	2	0
Assistant Coaches	10 000	0	0
Cheerleaders	10 000	0	0
Apothecary	50 000	0	0

Non-Star Inducements	Core/Add	Cost

Core Spend: 1 100 000

Race

Old World Alliance

Tier: 1

Coach

mom82

NAF Name

mom82

NAF Number

27281

Team Name

Old World Bastards

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars

Additional spend can then be spent on players, team goods, inducements and skills (Add spend)

- maximum one player in each team can stack an additional skill, the second of the stacked skill costs 30k, both skills have to be normal skills
- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill

When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1		Ogre	Core	1	140 000	5	5	2	9	Loner, Bonehead, Mighty Blow, Thick Skull, Throw Team Mate		Block		30 000
2		Human Thrower	Core	1	70 000	6	3	3	8	Animosity, Pass, Safe Throw	Accurate			20 000
3		Human Catcher	Core	1	60 000	8	2	3	7	Animosity, Catch, Dodge	Block			20 000
4		Human Blitzzer	Core	1	90 000	7	3	3	8	Animosity, Block	Mighty Blow			20 000
5		Human Lineman	Core	16	50 000	6	3	3	8	Animosity				0
6		Human Lineman	Core	16	50 000	6	3	3	8	Animosity				0
7														0
8		Dwarf Blocker	Core	2	70 000	6	3	3	8	Block, Loner, Tackle, Thick Skull	Guard			20 000
9		Dwarf Blocker	Core	2	70 000	4	3	2	9	Block, Loner, Tackle, Thick Skull	Guard			20 000
10		Dwarf Blitzzer	Core	1	80 000	5	3	3	9	Block, Loner, Thick Skull	Tackle			20 000
11		Troll Slayer	Core	1	90 000	5	3	2	8	Block, Dauntless, Frenzy, Loner, Thick Skull	Tackle			20 000
12														0
13		Halfling Hopeful	Core	2	30 000	5	2	3	6	Dodge, Loner, Right Stuff, Stunty,				0
14														0
15		Karla von Kill	Core	6	220 000	6	4	3	8	Loner, Block, Dodge, Dauntless, Jump Up				0
16														0

Minimum 11 core players before Stars
Maximum 1 Star

Team Goods	Cost	Core	Add
Rerolls	70 000	1	0
Fan Factor	10 000	0	0
Assistant Coaches	10 000	1	0
Cheerleaders	10 000	0	0
Apothecary	50 000	0	0

Non-Star Inducements	Core/Add	Cost

Core Spend: 1 100 000

Race

Dark Elf

Tier: 1

Coach

mfreeze

NAF Name

mfreeze

NAF Number

29744

Team Name

Bad elfs hunting

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars
Additional spend can then be spent on players, team goods, inducements and skills (Add spend)
- maximum one player in each team can stack an additional skill, the second of the stacked skill costs 30k, both skills have to be normal skills
- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill
When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1		Blitzer	Core	4	100 000	7	3	4	8	Block	Dodge			20 000
2		Blitzer	Core	4	100 000	7	3	4	8	Block	Dodge			20 000
3		Blitzer	Core	4	100 000	7	3	4	8	Block	Dodge			20 000
4		Blitzer	Core	4	100 000	7	3	4	8	Block	Dodge			20 000
5		Lineelf	Core	16	70 000	6	3	4	8		Pro			20 000
6		Lineelf	Core	16	70 000	6	3	4	8					0
7		Lineelf	Core	16	70 000	6	3	4	8					0
8		Lineelf	Core	16	70 000	6	3	4	8					0
9		Lineelf	Core	16	70 000	6	3	4	8					0
10		Lineelf	Core	16	70 000	6	3	4	8					0
11		Lineelf	Core	16	70 000	6	3	4	8					0
12														0
13														0
14														0
15														0
16														0

Team Goods	Cost	Core	Add
Rerolls	50 000	3	0
Fan Factor	10 000	1	0
Assistant Coaches	10 000	0	0
Cheerleaders	10 000	0	0
Apothecary	50 000	0	0

Non-Star Inducements	Core/Add	Cost
Bloodweiser Keg	Core	50 000

Core Spend: 1 100 000

Race

Elf

Tier: 4

Coach

Nyaga

NAF Name

Nyaga

NAF Number

26721

Team Name

Eldril & the Eleven Onions

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars
Additional spend can then be spent on players, team goods, inducements and skills (Add spend)
- maximum one player in each team can stack an additional skill, the second of the stacked skill costs 30k, both skills have to be normal skills
- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill
When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1		Blitzer	Core	2	110 000	7	3	4	8	Block, Sidestep	Dodge		Tackle	50 000
2		Blitzer	Core	2	110 000	7	3	4	8	Block, Sidestep	Dodge			20 000
3		Catcher	Core	4	100 000	8	3	4	7	Catch, Nerves of Steel	Dodge			20 000
4		Catcher	Core	4	100 000	8	3	4	7	Catch, Nerves of Steel	Dodge			20 000
5		Thrower	Core	2	70 000	6	3	4	7	Pass	Leader			20 000
6		Lineelf	Core	16	60 000	6	3	4	7		Wrestle			20 000
7		Lineelf	Core	16	60 000	6	3	4	7		Wrestle			20 000
8		Lineelf	Core	16	60 000	6	3	4	7					0
9		Lineelf	Core	16	60 000	6	3	4	7					0
10		Lineelf	Core	16	60 000	6	3	4	7					0
11		Lineelf	Core	16	60 000	6	3	4	7					0
12														0
13														0
14														0
15														0
16		Eldril Sidewinder	Core	1	200 000	8	3	4	7	Loner, Catch, Dodge, Hypnotic Gaze, Nerves of Steel, Pass Block				0

Team Goods	Cost	Core	Add
Rerolls	50 000	1	0
Fan Factor	10 000	0	0
Assistant Coaches	10 000	0	0
Cheerleaders	10 000	0	0
Apothecary	50 000	0	0

Non-Star Inducements	Core/Add	Cost

Core Spend: 1 100 000

Race

Khemri

Tier: 4

Coach

Ozt

NAF Name

Ozt

NAF Number

14941

Team Name

Nehekara City Elite

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars
Additional spend can then be spent on players, team goods, inducements and skills (Add spend)
- maximum one player in each team can stack an additional skill, the second of the stacked skill costs 30k, both skills have to be normal skills
- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill
When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1		Tomb Guardian	Core	4	100 000	4	5	1	9	Decay, Regeneration	Guard			20 000
2		Tomb Guardian	Core	4	100 000	4	5	1	9	Decay, Regeneration	Guard			20 000
3		Tomb Guardian	Core	4	100 000	4	5	1	9	Decay, Regeneration	Guard			20 000
4		Tomb Guardian	Core	4	100 000	4	5	1	9	Decay, Regeneration	Guard			20 000
5		Thro-Ra	Core	2	70 000	6	3	2	7	Sure Hands, Pass, Regeneration	Block			20 000
6		Thro-Ra	Core	2	70 000	6	3	2	7	Sure Hands, Pass, Regeneration				0
7		Blitz-Ra	Core	2	90 000	6	3	2	8	Block, Regeneration	Guard			20 000
8		Blitz-Ra	Core	2	90 000	6	3	2	8	Block, Regeneration	Tackle			20 000
9		Skeleton	Core	16	40 000	5	3	2	7	Regeneration, Thick Skull		Guard		30 000
10		Skeleton	Core	16	40 000	5	3	2	7	Regeneration, Thick Skull				0
11		Skeleton	Core	16	40 000	5	3	2	7	Regeneration, Thick Skull				0
12		Skeleton	Core	16	40 000	5	3	2	7	Regeneration, Thick Skull				0
13														0
14														0
15														0
16														0

Team Goods	Cost	Core	Add
Rerolls	70 000	3	0
Fan Factor	10 000	1	0
Assistant Coaches	10 000	0	0
Cheerleaders	10 000	0	0
Apothecary	50 000	0	0

Non-Star Inducements	Core/Add	Cost

Core Spend: 1 100 000

Race

Chaos Dwarf

Tier: 2

Coach

Pellevin

NAF Name

Pellevin

NAF Number

19271

Team Name

Makhbai Bulduhk

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars
Additional spend can then be spent on players, team goods, inducements and skills (Add spend)
- maximum one player in each team can stack an additional skill, the second of the stacked skill costs 30k, both skills have to be normal skills
- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill
When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1														0
2		Bull Centaur	Core	2	130 000	6	4	2	9	Sprint, Sure Feet, Thick Skull	Block			20 000
3		Bull Centaur	Core	2	130 000	6	4	2	9	Sprint, Sure Feet, Thick Skull	Block			20 000
4		Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull	Guard			20 000
5		Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull	Guard			20 000
6		Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull	Guard			20 000
7		Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull	Guard			20 000
8		Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull				0
9		Chaos Dwarf	Core	6	70 000	4	3	2	9	Block, Tackle, Thick Skull				0
10		Hobgoblin	Core	16	40 000	6	3	3	7					0
11		Hobgoblin	Core	16	40 000	6	3	3	7					0
12		Hobgoblin	Core	16	40 000	6	3	3	7					0
13		Hobgoblin	Core	16	40 000	6	3	3	7					0
14														0
15														0
16														0

Team Goods	Cost	Core	Add
Rerolls	70 000	3	0
Fan Factor	10 000	0	0
Assistant Coaches	10 000	0	0
Cheerleaders	10 000	0	0
Apothecary	50 000	1	0

Non-Star Inducements	Core/Add	Cost

Core Spend: 1 100 000

Race

Coach

NAF Name

NAF Number

Team Name

Chaos

Pertan

Pertan

23338

Lost Angel's Rams

Tier: 3

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars
Additional spend can then be spent on players, team goods, inducements and skills (Add spend)
- maximum one player in each team can stack an additional skill, the second of the stacked skill costs 30k, both skills have to be normal skills
- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill
When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1	Lucifer	Chaos Warrior	Core	4	100 000	5	4	3	9		Disturbing Presence			20 000
2	Michael	Chaos Warrior	Core	4	100 000	5	4	3	9		Block			20 000
3	Gabriel	Chaos Warrior	Core	4	100 000	5	4	3	9		Block			20 000
4	Uriel	Chaos Warrior	Core	4	100 000	5	4	3	9		Tentacles			20 000
5	Amaymon	Beastman	Core	16	60 000	6	3	3	8	Horns	Big Hand			20 000
6	Corson	Beastman	Core	16	60 000	6	3	3	8	Horns	Claw(s)			20 000
7	Ziminiair	Beastman	Core	16	60 000	6	3	3	8	Horns	Extra Arms			20 000
8	Gaap	Beastman	Core	16	60 000	6	3	3	8	Horns				0
9	Bael	Beastman	Core	16	60 000	6	3	3	8	Horns				0
10	Paimon	Beastman	Core	16	60 000	6	3	3	8	Horns				0
11	Zagan	Beastman	Core	16	60 000	6	3	3	8	Horns				0
12	Purson	Beastman	Core	16	60 000	6	3	3	8	Horns				0
13														0
14														0
15														0
16														0

Team Goods	Cost	Core	Add
Rerolls	60 000	3	0
Fan Factor	10 000	0	0
Assistant Coaches	10 000	2	0
Cheerleaders	10 000	2	0
Apothecary	50 000	0	0

Non-Star Inducements	Core/Add	Cost

Core Spend: 1 100 000

Race

Elf

Tier: 4

Coach

Skuld

NAF Name

Skuld

NAF Number

20481

Team Name

Dumpster Dans Off Chance

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars
Additional spend can then be spent on players, team goods, inducements and skills (Add spend)
- maximum one player in each team can stack an additional skill, the second of the stacked skill costs 30k, both skills have to be normal skills
- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill
When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1		Blitzer	Core	2	110 000	7	3	4	8	Block, Sidestep	Dodge			20 000
2		Blitzer	Core	2	110 000	7	3	4	8	Block, Sidestep	Dodge			20 000
3		Catcher	Core	4	100 000	8	3	4	7	Catch, Nerves of Steel	Dodge			20 000
4		Catcher	Core	4	100 000	8	3	4	7	Catch, Nerves of Steel	Dodge			20 000
5		Catcher	Core	4	100 000	8	3	4	7	Catch, Nerves of Steel		Dump-Off		30 000
6		Thrower	Core	2	70 000	6	3	4	7	Pass	Leader			20 000
7		Lineelf	Core	16	60 000	6	3	4	7		Wrestle			20 000
8		Lineelf	Core	16	60 000	6	3	4	7		Wrestle			20 000
9		Lineelf	Core	16	60 000	6	3	4	7					0
10		Lineelf	Core	16	60 000	6	3	4	7					0
11		Lineelf	Core	16	60 000	6	3	4	7					0
12		Lineelf	Core	16	60 000	6	3	4	7					0
13														0
14														0
15														0
16														0

Team Goods	Cost	Core	Add
Rerolls	50 000	2	0
Fan Factor	10 000	0	0
Assistant Coaches	10 000	0	0
Cheerleaders	10 000	0	0
Apothecary	50 000	1	0

Non-Star Inducements	Core/Add	Cost

Core Spend: 1 100 000

Race

Coach

NAF Name

NAF Number

Team Name

Skaven

smokey

smokey

22198

Northbay Poets

Tier: 2

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars
Additional spend can then be spent on players, team goods, inducements and skills (Add spend)
- maximum one player in each team can stack an additional skill, the second of the stacked skill costs 30k, both skills have to be normal skills
- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill
When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1	Willirat Shakepaw	Blitzer	Core	2	90 000	7	3	3	8	Block	Guard			20 000
2	Emilrat Dickinsneak	Blitzer	Core	2	90 000	7	3	3	8	Block	Mighty Blow			20 000
3	Ratbert Frosty	Gutter Runner	Core	4	80 000	9	2	4	7	Dodge				0
4	Ratwill Black	Gutter Runner	Core	4	80 000	9	2	4	7	Dodge				0
5	Sylvirat Splath	Gutter Runner	Core	4	80 000	9	2	4	7	Dodge				0
6	Ralt Sneakman	Gutter Runner	Core	4	80 000	9	2	4	7	Dodge				0
7	Johnnyrat Reats	Thrower	Core	2	70 000	7	3	3	7	Pass, Sure Hands	Kick			20 000
8														0
9	Rante Alighirat	Linerat	Core	16	50 000	7	3	3	7		Wrestle			20 000
10	Ratyard Kippling	Linerat	Core	16	50 000	7	3	3	7		Wrestle			20 000
11	Ratgar Allan Poo	Linerat	Core	16	50 000	7	3	3	7					0
12														0
13														0
14														0
15														0
16	Ratscar Wilde	Rat Ogre	Core	1	150 000	6	5	2	8	Loner, Mighty Blow, Frenzy, Prehensile Tail, Wild Animal	Juggernaut			20 000

Team Goods	Cost	Core	Add
Rerolls	60 000	3	0
Fan Factor	10 000	0	0
Assistant Coaches	10 000	0	0
Cheerleaders	10 000	0	0
Apothecary	50 000	1	0

Non-Star Inducements	Core/Add	Cost

Core Spend:

1 100 000

Race

Coach

NAF Name

NAF Number

Team Name

High Elf

Spolledsquid

Spolledsquid

19252

Bollabollah

Tier: 4

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars
Additional spend can then be spent on players, team goods, inducements and skills (Add spend)
- maximum one player in each team can stack an additional skill, the second of the stacked skill costs 30k, both skills have to be normal skills
- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill
When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1		Blitzer	Core	2	100 000	7	3	4	8	Block	Dodge			20 000
2		Blitzer	Core	2	100 000	7	3	4	8	Block	Dodge			20 000
3		Thrower	Core	2	90 000	6	3	4	8	Pass, Safe Throw	Leader			20 000
4														0
5		Catcher	Core	4	90 000	8	3	4	7	Catch	Dodge			20 000
6		Catcher	Core	4	90 000	8	3	4	7	Catch	Dodge			20 000
7		Catcher	Core	4	90 000	8	3	4	7	Catch	Dodge			20 000
8		Catcher	Core	4	90 000	8	3	4	7	Catch	Dodge			20 000
9		Lineelf	Core	16	70 000	6	3	4	8			Guard		30 000
10		Lineelf	Core	16	70 000	6	3	4	8					0
11		Lineelf	Core	16	70 000	6	3	4	8					0
12		Lineelf	Core	16	70 000	6	3	4	8					0
13		Lineelf	Core	16	70 000	6	3	4	8					0
14														0
15														0
16														0

Team Goods

Cost

Core

Add

Rerolls

50 000

2

0

Fan Factor

10 000

0

0

Assistant Coaches

10 000

0

0

Cheerleaders

10 000

0

0

Apothecary

50 000

0

0

Non-Star Inducements

Core/Add

Cost

Core Spend: 1 100 000

Race

Old World Alliance

Tier: 1

Coach

suncar

NAF Name

suncar

NAF Number

20113

Team Name

NULN BOMBER CATS

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars
Additional spend can then be spent on players, team goods, inducements and skills (Add spend)
- maximum one player in each team can stack an additional skill, the second of the stacked skill costs 30k, both skills have to be normal skills
- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill
When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1		Dwarf Blocker	Core	2	70 000	6	3	3	8	Block, Loner, Tackle, Thick Skull	Guard			20 000
2		Dwarf Blocker	Core	2	70 000	4	3	2	9	Block, Loner, Tackle, Thick Skull	Guard			20 000
3		Human Blitzzer	Core	1	90 000	7	3	3	8	Animosity, Block	Tackle			20 000
4		Dwarf Blitzzer	Core	1	80 000	5	3	3	9	Block, Loner, Thick Skull	Guard			20 000
5		Human Thrower	Core	1	70 000	6	3	3	8	Animosity, Pass, Safe Throw	Leader			20 000
6		Human Catcher	Core	1	60 000	8	2	3	7	Animosity, Catch, Dodge				0
7		Human Lineman	Core	16	50 000	6	3	3	8	Animosity	Block			20 000
8		Human Lineman	Core	16	50 000	6	3	3	8	Animosity	Wrestle			20 000
9		Halfling Hopeful	Core	2	30 000	5	2	3	6	Dodge, Loner, Right Stuff, Stunty,				0
10		Halfling Hopeful	Core	2	30 000	5	2	3	6	Dodge, Loner, Right Stuff, Stunty,				0
11		Ogre	Core	1	140 000	5	5	2	9	Loner, Bonehead, Mighty Blow, Thick Skull, Throw Team Mate		Block		30 000
12		Karla von Kill	Core	6	220 000	6	4	3	8	Loner, Block, Dodge, Dauntless, Jump Up				0
13														0
14														0
15														0
16														0

Minimum 11 core players before Stars
Maximum 1 Star

Team Goods	Cost	Core	Add
Rerolls	70 000	2	0
Fan Factor	10 000	0	0
Assistant Coaches	10 000	0	0
Cheerleaders	10 000	0	0
Apothecary	50 000	0	0

Non-Star Inducements	Core/Add	Cost

Core Spend: 1 100 000

Race

Dark Elf

Tier: 1

Coach

Zedd

NAF Name

Zedd

NAF Number

27441

Team Name

Mountainfield Brawlers

Notes on Rules

1100k must be spent on players, team goods and inducements (core spend) with at least 11 players before stars
Additional spend can then be spent on players, team goods, inducements and skills (Add spend)
- maximum one player in each team can stack an additional skill, the second of the stacked skill costs 30k, both skills have to be normal skills
- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill
When choosing players, team goods and inducements, choose if they are Core or Add spend.

Nr.	Name	Position	Core/Add	Max	Cost	MA	ST	AG	AV	Starting Skills	Normal Skill	Double Skill	Stacked Skill	Skill Cost
1		Blitzer	Core	4	100 000	7	3	4	8	Block	Dodge			20 000
2		Blitzer	Core	4	100 000	7	3	4	8	Block	Dodge			20 000
3		Blitzer	Core	4	100 000	7	3	4	8	Block	Dodge			20 000
4														0
5		Witch Elf	Core	2	110 000	7	3	4	7	Frenzy, Dodge, Jump Up	Wrestle			20 000
6		Witch Elf	Core	2	110 000	7	3	4	7	Frenzy, Dodge, Jump Up	Block			20 000
7														0
8		Lineelf	Core	16	70 000	6	3	4	8					0
9		Lineelf	Core	16	70 000	6	3	4	8					0
10		Lineelf	Core	16	70 000	6	3	4	8					0
11		Lineelf	Core	16	70 000	6	3	4	8					0
12		Lineelf	Core	16	70 000	6	3	4	8					0
13		Lineelf	Core	16	70 000	6	3	4	8					0
14														0
15														0
16														0

Team Goods	Cost	Core	Add
Rerolls	50 000	2	0
Fan Factor	10 000	1	0
Assistant Coaches	10 000	0	0
Cheerleaders	10 000	0	0
Apothecary	50 000	1	0

Non-Star Inducements	Core/Add	Cost

Core Spend: 1 100 000