

Team name		Inducements	Team summary	Race
		Re-rolls 1	Players cost 925,000	Old World Alliance
Coach name		Apothecary Yes	Skills cost 280,000	Team Value
		Dedicated Fans 1	Inducements cost 120,000	1325
NAF number			Normal skills 12	Special rules
			Secondary skills 1	Old World Classic

No.	Position	MA	ST	AG	PA	AV	Skills	Cost
1	Altern Forest Treeman	2	6	5+	5+	11+	Loner (4+)*, Mighty Blow (+1), Stand Firm, Strong Arm, Take Root*, Thick Skull, Throw Team-mate, Timmm-ber!, Block	160,000
2	Old World Dwarf Troll Slayer	5	3	4+	-	9+	Block, Dauntless, Frenzy*, Loner (3+)*, Thick Skull, Guard	115,000
3	Old World Dwarf Blitzzer	5	3	3+	4+	10+	Block, Loner (3+)*, Thick Skull, Guard	100,000
4	Old World Dwarf Runner	6	3	3+	4+	9+	Loner (3+)*, Sure Hands, Thick Skull, Block	105,000
5	Old World Dwarf Blocker	4	3	4+	5+	10+	Arm Bar, Brawler, Loner (3+)*, Thick Skull, Guard	95,000
6	Old World Dwarf Blocker	4	3	4+	5+	10+	Arm Bar, Brawler, Loner (3+)*, Thick Skull, Guard	95,000
7	Old World Halfling Hopeful	5	2	3+	4+	7+	Animosity (all Dwarf and Human team-mates), Dodge, Right Stuff*, Stunty*, Sneaky Git	50,000
8	Old World Halfling Hopeful	5	2	3+	4+	7+	Animosity (all Dwarf and Human team-mates), Dodge, Right Stuff*, Stunty*, Sneaky Git	50,000
9	Old World Human Blitzzer	7	3	3+	4+	9+	Animosity (all Dwarf and Halfling team-mates), Block, Tackle	110,000
10	Old World Human Catcher	8	2	3+	5+	8+	Animosity (all Dwarf and Halfling team-mates), Catch, Dodge, Block	85,000
11	Old World Human Thrower	6	3	3+	3+	9+	Animosity (all Dwarf and Halfling team-mates), Pass, Sure Hands, Leader	100,000
12	Old World Human Lineman	6	3	3+	4+	9+	Kick	70,000
13	Old World Human Lineman	6	3	3+	4+	9+	Block	70,000