

Team name	Inducements	Team summary	Race
Blind Guardian	Re-rolls 2 Dedicated Fans 1	Players cost 1,005,000 Skills cost 120,000 Inducements cost 140,000 Normal skills 6 Secondary skills 0	Old World Alliance
Coach name			Team Value
Skwii			1265
NAF number			Special rules
30644			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!	120,000
2	Old World Dwarf Blitzer	5	3	3+	4+	10+	Block, Loner (3+)*, Thick Skull, <b>Guard</b>	100,000
3	Old World Dwarf Troll Slayer	5	3	4+	-	9+	Block, Dauntless, Frenzy*, Loner (3+)*, Thick Skull	95,000
4	Old World Human Blitzer	7	3	3+	4+	9+	Animosity (all Dwarf and Halfling team-mates), Block, <b>Guard</b>	110,000
5	Old World Human Catcher	8	2	3+	5+	8+	Animosity (all Dwarf and Halfling team-mates), Catch, Dodge, <b>Block</b>	85,000
6	Old World Human Thrower	6	3	3+	3+	9+	Animosity (all Dwarf and Halfling team-mates), Pass, Sure Hands, <b>Leader</b>	100,000
7	Old World Halfling Hopeful	5	2	3+	4+	7+	Animosity (all Dwarf and Human team-mates), Dodge, Right Stuff*, Stunty*	30,000
8	Old World Human Lineman	6	3	3+	4+	9+	<b>Wrestle</b>	70,000
9	Old World Human Lineman	6	3	3+	4+	9+	<b>Block</b>	70,000
10	Old World Human Lineman	6	3	3+	4+	9+		50,000
11	Old World Human Lineman	6	3	3+	4+	9+		50,000
12	Ivar Eriksson	6	4	3+	4+	9+	Block, Tackle, Guard, Loner (3+)*, <b>Special rule:</b> Raiding Party!	245,000

**Raiding Party!:** Once per drive, whenever Ivar begins his activation, he may choose one Open player on his team within five squares. The chosen player may immediately move one square, ignoring Tackle Zones, though they must end this move Marking an opposition player.