

Team name	Inducements	Team summary	Race
Toponobles	Re-rolls 2	Players cost 1,040,000	Imperial Nobility
Coach name	Dedicated Fans 2	Skills cost 200,000	Team Value
Toponimias		Inducements cost 150,000	1390
NAF number		Normal skills 8	Special rules
31163		Secondary skills 1	Old World Classic

No.	Position	MA	ST	AG	PA	AV	Skills	Cost
1	Bodyguard	6	3	3+	5+	9+	Stand Firm, Wrestle, Guard	110,000
2	Bodyguard	6	3	3+	5+	9+	Stand Firm, Wrestle, Guard	110,000
3	Bodyguard	6	3	3+	5+	9+	Stand Firm, Wrestle, Guard	110,000
4	Bodyguard	6	3	3+	5+	9+	Stand Firm, Wrestle, Frenzy*	110,000
5	Noble Blitzer	7	3	3+	4+	9+	Block, Catch, Dodge	125,000
6	Noble Blitzer	7	3	3+	4+	9+	Block, Catch, Dodge	125,000
7	Imperial Thrower	6	3	3+	3+	9+	Pass, Running Pass, Leader	95,000
8	Imperial Thrower	6	3	3+	3+	9+	Pass, Running Pass, Block	95,000
9	Ogre	5	5	4+	5+	10+	Bone Head*, Loner (4+)*, Mighty Blow (+1), Thick Skull, Throw Team-mate, Pro	180,000
10	Imperial Retainer Lineman	6	3	4+	4+	8+	Fend	45,000
11	Imperial Retainer Lineman	6	3	4+	4+	8+	Fend	45,000
12	Imperial Retainer Lineman	6	3	4+	4+	8+	Fend	45,000
13	Imperial Retainer Lineman	6	3	4+	4+	8+	Fend	45,000