



Team name	Moguntia Mainzelmännchen
Coach name	Rüdiger "Traveller" Rickassel
NAF number	468

Inducements	
Re-rolls	2
Master Chef	1
Dedicated Fans	1

Team summary	
Players cost	980,000
Skills cost	100,000
Inducements cost	220,000
Normal skills	5
Secondary skills	0

Race	Halfling
Team Value	1300
Special rules	Halfling Thimble Cup, Old World Classic

No.	Position	MA	ST	AG	PA	AV	Skills	Cost
1	Altern Forest Treeman	2	6	5+	5+	11+	Mighty Blow (+1), Stand Firm, Strong Arm, Take Root*, Thick Skull, Throw Team-mate, Timmm-ber!, Guard	140,000
2	Altern Forest Treeman	2	6	5+	5+	11+	Mighty Blow (+1), Stand Firm, Strong Arm, Take Root*, Thick Skull, Throw Team-mate, Timmm-ber!, Guard	140,000
3	Puggy Baconbreath	5	3	3+	4+	7+	Block, Dodge, Nerves of Steel, Right Stuff*, Stunty*, Loner (3+)*, Special rule: Halfling Luck	120,000
4	Rumbelow Sheepskin	6	3	3+	-	8+	Block, Tackle, Juggernaut, Thick Skull, Horns, Loner (4+)*, No Hands*, Special rule: Ram	170,000
5	Halfling Catcher	5	2	3+	5+	7+	Catch, Dodge, Right Stuff*, Sprint, Stunty*, Sidestep	75,000
6	Halfling Catcher	5	2	3+	5+	7+	Catch, Dodge, Right Stuff*, Sprint, Stunty*, Sidestep	75,000
7	Halfling Hefty	5	2	3+	3+	8+	Dodge, Fend, Stunty*, Sprint	70,000
8	Halfling Hefty	5	2	3+	3+	8+	Dodge, Fend, Stunty*	50,000
9	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30,000
10	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30,000
11	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30,000
12	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30,000
13	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30,000
14	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30,000
15	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30,000
16	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30,000

Halfling Luck: Once per game, Puggy may re-roll one dice that was rolled either as a single dice, as part of a multiple dice roll, or as part of a dice pool (this cannot be a dice that was rolled as part of an Armour, Injury or Casualty roll).

Ram: Once per game, when an opposite player is Knocked Down as the result of a Block action performed by Rumbelow, you may apply an additional +1 modifier to either the Armour roll or Injury roll, This modifier may be applied after the roll has been made.