



Team name	Order of the Holy Pie
Coach name	Troublemaker
NAF number	18332

Inducements	
Master Chef	1
Dedicated Fans	1

Team summary	
Players cost	1,100,000
Skills cost	100,000
Inducements cost	100,000
Normal skills	1
Secondary skills	2

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!, Block	160,000
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!, Block	160,000
3	Halfling Hefty	5	2	3+	3+	8+	Dodge, Fend, Stunty*, Leader	70,000
4	Halfling Catcher	5	2	3+	5+	7+	Catch, Dodge, Right Stuff*, Sprint, Stunty*	55,000
5	Halfling Catcher	5	2	3+	5+	7+	Catch, Dodge, Right Stuff*, Sprint, Stunty*	55,000
6	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30,000
7	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30,000
8	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30,000
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	Karla von Kill	6	4	3+	4+	9+	Block, Dauntless, Dodge, Jump Up, Loner (4+)*, Special rule: Indomitable	210,000
16	Mighty Zug	4	5	4+	6+	10+	Block, Mighty Blow (+1), Loner (4+)*, Special rule: Crushing Blow	220,000

Indomitable: Once per game, when Karla successfully rolls to use her Dauntless skill, she may increase her strength characteristic to double that of the nominated target of her Block action.

Crushing Blow: Once per game, when an opposition player is Knocked Down as the result of a Block action performed by Zug, you may apply an additional +1 modifier to the Armor roll. This modifier may be applied after roll has been made.