



Team name	D-Flingeration X	Inducements	Assistant coaches 1	Team summary	Players cost 1,040,000	Race	Halfling
Coach name	Twyllenimor	Master Chef 1	Dedicated Fans 1	Skills cost 20,000	Inducements cost 110,000	Team Value	1170
NAF number	6737			Normal skills 1	Secondary skills 0	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!	120,000
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!	120,000
3	Halfling Hefty	5	2	3+	3+	8+	Dodge, Fend, Stunty*, Leader	70,000
4	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30,000
5	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30,000
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	Rumbelow Sheepskin	6	3	3+	-	8+	Block, Tackle, Juggernaut, Thick Skull, Horns, Loner (4+)*, No Hands*, Special rule: Ram	170,000
15	Griff Oberwald	7	4	2+	3+	9+	Block, Fend, Dodge, Sprint, Sure Feet, Loner (3+)*, Special rule: Consummate Professional	280,000

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.

Consummate Professional: Once per game, Griff may re-roll one dice that was rolled either as a single dice roll, 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).