



Team name	Inducements	Team summary	Race
D-Fingeration X	Re-rolls 1	Players cost 1,015,000	Halfling
Coach name	Assistant coaches 2	Skills cost 100,000	Team Value
Twyllenimor	Master Chef 1	Inducements cost 180,000	1295
NAF number	Dedicated Fans 1	Normal skills 1	Special rules
6737		Secondary skills 2	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 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	Karla von Kill	6	4	3+	4+	9+	Block, Dauntless, Dodge, Jump Up, Loner (4+)*, Special rule: Indomitable	210,000
14	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.