

Team name	Inducements	Team summary	Race
Old Worder Order	Assistant coaches 1 Dedicated Fans 1	Players cost 1,140,000 Skills cost 60,000 Inducements cost 10,000 Normal skills 3 Secondary skills 0	Old World Alliance
Coach name			Team Value
Underworld			1210
NAF number			Special rules
19138			Old World Classic

No.	Position	MA	ST	AG	PA	AV	Skills	Cost
1	Altern Forest Treeman	2	6	5+	5+	11+	Loner (4+)*, Mighty Blow (+1), Stand Firm, Strong Arm, Take Root*, Thick Skull, Throw Team-mate, Timmm-ber!	120,000
2	Old World Dwarf Blitzer	5	3	3+	4+	10+	Block, Loner (3+)*, Thick Skull	80,000
3	Old World Dwarf Troll Slayer	5	3	4+	-	9+	Block, Dauntless, Frenzy*, Loner (3+)*, Thick Skull, Mighty Blow (+1)	115,000
4	Old World Human Catcher	8	2	3+	5+	8+	Animosity (all Dwarf and Halfling team-mates), Catch, Dodge	65,000
5	Old World Human Thrower	6	3	3+	3+	9+	Animosity (all Dwarf and Halfling team-mates), Pass, Sure Hands, Leader	100,000
6	Old World Human Lineman	6	3	3+	4+	9+		50,000
7	Old World Human Lineman	6	3	3+	4+	9+		50,000
8	Old World Human Lineman	6	3	3+	4+	9+		50,000
9	Old World Human Lineman	6	3	3+	4+	9+		50,000
10	Old World Halfling Hopeful	5	2	3+	4+	7+	Animosity (all Dwarf and Human team-mates), Dodge, Right Stuff*, Stunty*	30,000
11	Old World Human Blitzer	7	3	3+	4+	9+	Animosity (all Dwarf and Halfling team-mates), Block, Guard	110,000
12	Morg 'n' Thorg	6	6	3+	4+	11+	Block, Thick Skull, Loner (4+)*, Throw Team-mate, Mighty Blow (+2), Special rule: The Ballista	380,000

The Ballista: Once per game, if Morg fails the Passing Ability test when making a Pass action or a Throw Team-mate action, you may re-roll the D6.