

# Gnome

## COACH NAME

Dennisthemenace

## TEAM NAME

Jenfield Blackhats

## SIDELINE

Apothecary	No
Assistant coaches	0
Cheerleaders	0
Dedicated fans	0
Re-rolls	5

## INDUCEMENTS

No inducements

## SPECIAL RULES

- Halfling Thimble Cup

## SUMMARY

Option: Training camp	
Team budget	1120k/1120k
SPP	76/76
Max skill stacks	2
Star players	Not allowed

#	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*, Throw Team-mate, Timmm-ber!, <i>Block, Guard</i>	120k
2	Altern Forest Treeman	2	6	5+	5+	11+	Mighty Blow (+1), Stand Firm, Strong Arm, Take Root*, Throw Team-mate, Timmm-ber!, <i>Block, Guard</i>	120k
3	Gnome Beastmaster	5	2	3+	4+	8+	Guard, Jump Up, Stunty*, Wrestle, <i>Dodge</i>	55k
4	Gnome Beastmaster	5	2	3+	4+	8+	Guard, Jump Up, Stunty*, Wrestle, <i>Dodge</i>	55k
5	Gnome Illusionist	5	2	3+	3+	7+	Jump Up, Stunty*, Trickster, Wrestle	50k
6	Gnome Illusionist	5	2	3+	3+	7+	Jump Up, Stunty*, Trickster, Wrestle	50k
7	Woodland Fox	7	2	2+	-	6+	Dodge, My Ball*, Sidestep, Stunty*	50k
8	Woodland Fox	7	2	2+	-	6+	Dodge, My Ball*, Sidestep, Stunty*	50k
9	Gnome Lineman	5	2	3+	4+	7+	Jump Up, Right Stuff*, Stunty*, Wrestle, <i>Sprint</i>	40k
10	Gnome Lineman	5	2	3+	4+	7+	Jump Up, Right Stuff*, Stunty*, Wrestle, <i>Defensive</i>	40k
11	Gnome Lineman	5	2	3+	4+	7+	Jump Up, Right Stuff*, Stunty*, Wrestle	40k
12	Gnome Lineman	5	2	3+	4+	7+	Jump Up, Right Stuff*, Stunty*, Wrestle	40k
13	Gnome Lineman	5	2	3+	4+	7+	Jump Up, Right Stuff*, Stunty*, Wrestle	40k
14	Gnome Lineman	5	2	3+	4+	7+	Jump Up, Right Stuff*, Stunty*, Wrestle	40k
15	Gnome Lineman	5	2	3+	4+	7+	Jump Up, Right Stuff*, Stunty*, Wrestle, <i>Sneaky Git</i>	40k
16	Gnome Lineman	5	2	3+	4+	7+	Jump Up, Right Stuff*, Stunty*, Wrestle, <i>Sneaky Git</i>	40k

**Block:** When a Both Down result is applied during a Block action, this player may choose to ignore it and not be Knocked Down.

**Defensive:** During your opponent's turn (but not during your own team turn), any opposition players being Marked by this player cannot use the Guard skill.

**Dodge:** Once per team turn, during their activation, this player may re-roll a failed Agility test when attempting to Dodge.

Additionally, this player may choose to use this Skill when they are the target of a Block action and a Stumble result is applied against them.

**Guard:** When a player performs a Block action (including as part of a Blitz action) this player can offer both offensive and defensive assists regardless of how many opposition players are Marking them.

**Jump Up:** If this player is Prone they may stand up for free (i.e., standing does not cost this player three (3) squares of their Movement Allowance, as it normally would).

Additionally, if this player is Prone when activated, they may attempt to Jump Up and perform a Block action. This player makes an Agility test, applying a +1 modifier. If this test is passed, they stand up and may perform a Block action. If the test is failed, they remain Prone and their activation ends.

This Skill may still be used if the player is Prone or has lost their Tackle Zone.

**Mighty Blow (+1):** When an opposition player is Knocked Down as the result of a Block action performed by this player (on its own or as part of a Blitz action), you may modify either the Armour roll or Injury roll by the amount shown in brackets. This modifier may be applied after the roll has been made.

This Skill cannot be used with the Stab or Chainsaw traits.

**My Ball\*:** A player with this Trait may not willingly give up the ball when in possession of it. May not make Pass actions, Hand-off actions, or use any other Skill or Trait that would allow them to relinquish possession of the ball.

The only way they can lose possession of the ball is by being Knocked Down, Placed Prone, Falling Over or by the effect of a Skill, Trait, or special rule of an opposing model. E.g. Strip Ball.

**Right Stuff\*:** If this player also has a Strength characteristic of 3 or less, they can be thrown by team-mate with the Throw Team-mate skill.

This Trait may still be used if the player is Prone, Stunned, or has lost their Tackle Zone.

**Sidestep:** If this player is pushed back for any reason, they are not moved into a square chosen by the opposing coach. Instead you may choose any unoccupied square adjacent to this player. This player is pushed back into that square instead. If there are no unoccupied squares adjacent to this player, this Skill cannot be used.

**Sneaky Git:** When this player performs a Foul action, they are not Sent-off for committing a Foul should they roll a natural double on the Armour roll.

**Sprint:** When this player performs any action that includes movement, they may attempt to Rush three times, rather than the usual two.

**Stand Firm:** This player may choose not to be pushed back, either as the result of a Block action made against them or by a chain-push. Using this Skill does not prevent an opposition player with Frenzy skill from performing a second Block action if this player is still Standing after the first.

**Strong Arm:** This player may apply a +1 modifier to any Passing Ability test rolls they make when performing a Throw Team-mate action.

A player that does not have the Throw Team-mate trait cannot have this Skill.

**Stunty\*:** When this player makes an Agility test in order to Dodge, they ignore any -1 modifiers for being Marked in the square they have moved into, unless they also have either Bombardier trait, the Chainsaw trait or the Swoop trait.

However, when an opposition player attempts to interfere with Pass action performed by this player, that player may apply a +1 modifier to their Agility test.

Finally, players with this Trait are more prone to injury. Therefore, when an Injury roll is made against this player, roll 2D6 and consult the Stunty Injury table.

This Trait must still be used if the player is Prone, Stunned, or has lost their Tackle Zone.

**Take Root\*:** When this player is activated, even if they are Prone or have lost their Tackle Zone, immediately after declaring the action they will perform but before performing the action, roll a D6:

1. On a roll of 1, this player becomes 'Rooted':
  - A Rooted player cannot move from the square they currently occupy for any reason, voluntarily or otherwise, until the end of this drive, or until they are Knocked Down or Placed Prone.
  - A Rooted player may perform any action available to them provided they can do so without moving. For example, a Rooted player may perform a Pass action but may not move before making the pass, and so on.
2. On a roll of 2+, this player continues their activation as normal

If you declared that this player would perform any action that includes movement (Pass, Hand-off, Blitz or Foul) prior to them becoming Rooted, they may complete the action if possible. If they cannot, the action is considered to have been performed and no other player on your team may perform the same action this team turn.

**Throw Team-mate:** If this player also has a Strength characteristic of 5 or more, they may perform a Throw Team-mate action, allowing them to throw a team-mate with the Right Stuff trait.

**Timm-ber!:** If this player has a Movement Allowance of 2 or less, apply a +1 modifier to the dice roll when they attempt to stand up for each Open, Standing team-mate they are currently adjacent to. A natural 1 is always a failure, no matter how many team-mates are helping.

This Trait may still be used if the player is Prone or has lost their Tackle Zone.

**Trickster:** When this player is about to be hit by a Block action or a Special action that replaces a Block action (with the exception of a Block action caused by the Ball and Chain Move Special action). Before determining how many dice are rolled.

They may be removed from the pitch and placed in any other unoccupied square adjacent to the player performing the Block action.

The Block action then takes place as normal. If the player using this Trait is holding the ball and places themselves in the opposition End Zone, the Block action will still be fully resolved before any touchdown is resolved.

**Wrestle:** This player may use this Skill when a Both Down result is applied, either when they perform a Block action or when they are the target of a Block action. Instead of applying the Both Down result as normal, and regardless of any other Skill either player may possess, both players are Placed Prone.