

Gnome

COACH NAME

Jurisch

TEAM NAME

Fishermen's Little Friends

SIDELINE

Apothecary	No
Assistant coaches	1
Cheerleaders	0
Dedicated fans	1
Re-rolls	3

INDUCEMENTS

No inducements

SPECIAL RULES

- Halfling Thimble Cup

SUMMARY

Option: Center of attention	
Team budget	1150k/1150k
SPP	70/70
Max skill stacks	3
Star players	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>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>Brawler</i>	120k
3	Woodland Fox	7	2	2+	-	6+	Dodge, My Ball*, Sidestep, Stunty*	50k
4	Woodland Fox	7	2	2+	-	6+	Dodge, My Ball*, Sidestep, Stunty*	50k
5	Gnome Beastmaster	5	2	3+	4+	8+	Guard, Jump Up, Stunty*, Wrestle, <i>Dodge</i>	55k
6	Gnome Beastmaster	5	2	3+	4+	8+	Guard, Jump Up, Stunty*, Wrestle, <i>Sidestep</i>	55k
7	Gnome Illusionist	5	2	3+	3+	7+	Jump Up, Stunty*, Trickster, Wrestle, <i>Pass</i>	50k
8	Gnome Illusionist	5	2	3+	3+	7+	Jump Up, Stunty*, Trickster, Wrestle, <i>Leader</i>	50k
9	Gnome Lineman	5	2	3+	4+	7+	Jump Up, Right Stuff*, Stunty*, Wrestle, <i>Sneaky Git</i>	40k
10	Gnome Lineman	5	2	3+	4+	7+	Jump Up, Right Stuff*, Stunty*, Wrestle, <i>Sneaky Git</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	Rowana ForestFoot	6	3	3+	4+	8+	Dodge, Dump-off, Guard, Horns, Jump Up, Leap, Loner (4+)*, Special skill: Bounding Leap	160k
15	Rodney Roachbait	6	2	3+	4+	7+	Catch, Diving Catch, Jump Up, Loner (4+)*, On the Ball, Sidestep, Stunty*, Wrestle, Special skill: Catch of the Day!	70k

Bounding Leap: Once per game, after declaring that she will Leap but before rolling any dice, Rowana may choose to use this special rule. If she does, Rowana suffers no negative modifiers for the Agility test to Leap and may choose to re-roll the result.

Catch of the Day!: Once per half, if Rodney is Standing and begins his activation within 3 squares of a ball which is on the ground he may roll a D6. On a 1-2, nothing happens. On a 3+, Rodney immediately gains possession of the ball.

Brawler: When this player performs a Block action on its own (but not as part of a Blitz action), this player may re-roll a single Both Down result.

Catch: This player may re-roll a failed Agility test when attempting to catch the ball.

Diving Catch: This player may attempt to catch the ball if a pass, throw-in or kick-off causes it to land in a square within their Tackle Zone after scattering or deviating. This Skill does not allow this player to attempt to catch the ball if it bounces into a square within their Tackle Zone.

Additionally, this player may apply a +1 modifier to any attempt to catch an accurate pass if they occupy the target square.

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.

Dump-off: If this player is nominated as the target of a Block action (or a Special action granted by a Skill or Trait that can be performed instead of a Block action) and if they are in possession of the ball, they may immediately perform a Quick Pass action, interrupting the activation of the opposition player performing the Block action (or Special action) to do so. This Quick Pass action cannot cause a Turnover, but otherwise all of the normal rules for passing the ball apply. Once the Quick Pass action is resolved, the active player performs the Block action and their team turn continues.

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.

Horns: When this player performs a Block action as part of a Blitz action (but not on its own), you may apply a +1 modifier to this player's Strength characteristic. This modifier is applied before counting assists, before applying any other Strength modifiers and before using any other Skills or Traits.

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.

Leader: A team which has one or more players with this Skill gains a single extra team re-roll, called a Leader re-roll. However, the Leader re-roll can only be used if there is at least one player with this Skill on the pitch (even if the player with this Skill is Prone, Stunned or has lost their Tackle Zone). If all players with this Skill are removed from play before the Leader re-roll is used, it is lost. The Leader re-roll can be carried over into extra time if it is not used, but the team does not receive a new one at the start of extra time. Unlike standard Team Re-rolls, the Leader Re-roll cannot be lost due to a Halfling Master Chef. Otherwise, the Leader re-roll is treated just like a normal team re-roll.

Leap: During their movement, instead of jumping over a single square that is occupied by a Prone or Stunned player, a player with this Skill may choose to Leap over any single adjacent square, including unoccupied squares and squares occupied by Standing players.

Additionally, this player may reduce any negative modifier applied to the Agility test when they attempt to Jump over a Prone or Stunned player, or to Leap over an empty square or a square occupied by a Standing player by 1, to a minimum of -1.

A player with this Skill cannot also have the Pogo Stick trait.

Loner (4+)*: If this player wishes to use a team re-roll, roll a D6. If you roll equal to or higher than the target number shown in brackets, this player may use the team re-roll as normal. Otherwise, the original result stands without being re-rolled but the team re-roll is lost just as if it had been used.

This Trait must 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.

On the Ball: This player may move up to three squares (regardless of their MA), following all of the normal movement rules, when the opposing coach declares that one of their players is going to perform a Pass action. This move is made after the range has been measured and the target square declared, but before the active player makes a Passing Ability test. Making this move interrupts the activation of the opposition player performing the Pass action. A player may use this Skill when an opposition player uses the Dump-off skill, but should this player Fall Over whilst moving, a Turnover is caused.

Additionally, during each Start of Drive sequence, after Step 2 but before Step 3, one Open player with this Skill on the receiving team may move up to three squares (regardless of their MA). This Skill may not be used if a touchback is caused when the kick deviates and does not allow the player to cross into their opponent's half of the pitch.

Pass: This player may re-roll a failed Passing Ability test when performing a Pass action.

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.

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.

Timmm-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.