

# Halfling

## COACH NAME

peterd (NAF Nr. 16619)

## TEAM NAME

Fling Trainingsgruppe: Bauch  
- Beine - Pro

## SIDELINE

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

## INDUCEMENTS

Halfling Master Chef 1

## SPECIAL RULES

- Halfling Thimble Cup
- Old World Classic

## SUMMARY

Players cost	1050k
Skills cost	120k
Inducement cost	100k
Sideline cost	0k
Primary skills	3
Secondary skills	2

#	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!, <i>Block</i>	120k
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!, <i>Block</i>	120k
3	Halfling Catcher	5	2	3+	5+	7+	Catch, Dodge, Right Stuff*, Sprint, Stunty*	55k
4	Halfling Catcher	5	2	3+	5+	7+	Catch, Dodge, Right Stuff*, Sprint, Stunty*	55k
5	Halfling Hefty	5	2	3+	3+	8+	Dodge, Fend, Stunty*, <i>Leader</i>	50k
6	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*, <i>Sneaky Git</i>	30k
7	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*, <i>Sneaky Git</i>	30k
8	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30k
9	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30k
10	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30k
11	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30k
12	Mighty Zug	4	5	4+	6+	10+	Block, Loner (4+)*, Mighty Blow (+1), <b>Special skill:</b> Crushing Blow	220k
13	Skrorg Snowpelt	5	5	4+	-	9+	Claws, Disturbing Presence*, Juggernaut, Loner (4+)*, Mighty Blow (+1), <b>Special skill:</b> Pump Up The Crowd!	250k

**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.

**Pump Up The Crowd!:** Once per game, if Skrorg makes a block and causes a Casualty you get a reroll for the rest of the drive.

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

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

**Claws:** When you make an Armour roll against an opposition player that was Knocked Down as the result of a Block action performed by this player, a roll of 8+ before applying any modifiers will break their armour, regardless of their actual Armor Value.

**Disturbing Presence\*:** When an opposition player performs either a Pass action, a Throw Team-mate action or a Throw Bomb Special action, or attempts to either interfere with a pass or to catch the ball, they must apply a -1 modifier to the test for each player on your team with this Skill that is within three squares of them, even if the player with this Skill is Prone, Stunned or has lost their Tackle Zone.

**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.

**Fend:** If this player is pushed back as the result of any block dice result being applied against them, they may choose to prevent the player that pushed them back from following-up. However, the player that pushed them back may continue to move as part of a Blitz action if they have Movement Allowance remaining or by Rushing.

This Skill cannot be used when this player is chain-pushed, against a player with the Ball & Chain trait or against a player with the Juggernaut skill that performed the Block action as part of a Blitz.

**Juggernaut:** When this player performs a Block action as part of a Blitz action (but not on its own), they may choose to treat a Both Down result as a Push Back result. In addition, when this player performs a Block action as part of a Blitz action, the target of the Block action may not use the Fend, Stand Firm or Wrestle skills.

**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.

**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.

**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.

**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.

**Thick Skull:** When an Injury roll is made against this player (even if this player is Prone, Stunned or has lost their Tackle Zone), they can only be KO'd on a roll of 9, and will treat a roll of 8 as Stunned result. If this player also has the Stunty trait, they can only be KO'd on a roll of 8, and will treat a roll of 7 as a Stunned result. All other results are unaffected.

**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.