

Halfling

COACH NAME

Frank the Tank

TEAM NAME

Peter Pans Pöse Pink
Pancakes

SIDELINE

Apothecary	No
Assistant coaches	1
Cheerleaders	2
Dedicated fans	0
Re-rolls	3

INDUCEMENTS

Halfling Master Chef 1

SPECIAL RULES

- Halfling Thimble Cup
- Old World Classic

SUMMARY

Option: Center of attention	
Team budget	1150k/1150k
SPP	68/70
Max skill stacks	3
Star players	Allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30k
2	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30k
3	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30k
4	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30k
5	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*, <i>Strip Ball</i>	30k
6	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30k
7	Halfling Hefty	5	2	3+	3+	8+	Dodge, Fend, Stunty*, <i>Guard</i>	50k
8	Halfling Hefty	5	2	3+	3+	8+	Dodge, Fend, Stunty*, <i>Block</i>	50k
9	Halfling Catcher	5	2	3+	5+	7+	Catch, Dodge, Right Stuff*, Sprint, Stunty*	55k
10	Halfling Catcher	5	2	3+	5+	7+	Catch, Dodge, Right Stuff*, Sprint, Stunty*	55k
11	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
12	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
13	Puggy Baconbreath	5	3	3+	4+	7+	Block, Dodge, Loner (3+)*, Nerves of Steel, Right Stuff*, Stunty*, Special skill: Halfling Luck	120k
14	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30k
15	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30k
16	Halfling Hopeful Lineman	5	2	3+	4+	7+	Dodge, Right Stuff*, Stunty*	30k

Halfling Luck: Once per game, Puggy may re-roll one dice that was rolled either as a single dice, as part of a multiple dice roll, or as part of a dice pool (this cannot be a dice that was rolled as part of an Armour, Injury or Casualty roll).

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.

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.

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.

Loner (3+)*: 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.

Nerves of Steel: This player may ignore any modifier(s) for being Marked when they attempt to perform a Pass action, attempt to catch the ball or attempt to interfere with a pass.

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.

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.

Strip Ball: When this player targets an opposition player that is in possession of the ball with a Block action (on its own or as part of a Blitz action), choosing to apply a Push back result will cause that player to drop the ball in the square they are pushed back into. The ball will bounce from the square the player is pushed back into, as if they had been Knocked Down.

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.