



You Thieving Little B****!

Halfling Thief Characters in Warhammer Quest

by Gav Thorpe

- HALFLING CHARACTER -

Halflings are well known for their nimble feet and even nimbler fingers. While many follow their fathers and turn their dextrous skills to works of craft such as basket making, cobbling and cookery (in fact a lot of cookery) many also find themselves drawn towards the danger and excitement of stealing. Of course, Halflings never take anything too valuable (except by accident) as that would not be nice to the person who previously owned the item. Nonetheless, it is surprising the number of things that go 'missing' when a Halfling is about. The poor little chaps don't know they're doing it half the time, they just seem to acquire rings, boxes of matches and small pets as they go about their normal business.

In fact, Halflings have a very relaxed attitude towards property in general, and casually swap items with one another all of the time (mostly without realising they're actually swapping). Halfling birthdays are a celebration of this attitude and many gifts are freely given away by the Halfling whose birthday it is (usually as a consequence of inviting another twelve Halflings to your house and then falling asleep after dinner).

Many Halflings find that the skills which were taught to them as part of their natural childhood and adolescence are frowned upon by people outside of the Moot. They also find themselves very popular with certain organisations, such as the Thieves Guild and the local Watch patrol.

As can be expected, the speed and agility of Halfling Thieves has been noted by many of those who seek their

fortune delving into abandoned Dwarf Holds and performing mighty deeds in dungeons. Halflings make excellent bait for monster traps and are usually quick and lucky enough to escape once the monster has fallen for the trap. Their diminutive size allows them to be pushed through sewers, under badly fitting gates and into rat-infested nooks and crannies. As you might tell, a Halfling is considered by some to be the most essential piece of dungeoneering equipment you could get.

Despite this rough treatment, most Halfling 'Treasure and Property Removal Experts' don't mind popping down the odd dungeon. With a couple of big, burly trained bullies and a sneaky looking wizard to back you up, the City Watch don't come calling at your door so often! Besides, where else can you find so many gifts; pretty gems, silver plates, Swords of Mystical and Magical Significance. Not only all that, someone actually listens to what you're saying, even if they do decide to ignore you completely when you finished giving your advice.

Famous Halfling Thieves from the history books include: Nikkit Kwik (also known as the Burglar of Brionne), Bumblebean Lightfoot, Nifflet 'Statue Stealer' Stumbly, and the Halfling who once managed to steal the Great bell out of the Temple of Sigmar in Nuln, 'Two-feet-tall' Telworth Buttercup. The 'King of Thieves' is the renowned Ned Neddley, responsible for stealing almost anything that wasn't nailed down (and if he had a claw hammer with him, he'd steal the nails too).

- STARTING AS A HALFLING THIEF -

You may start as a Battle-level 1 Halfling Thief instead of one of the Warriors from the Warhammer Quest box. Make the Halfling Thief Warrior Card and his Lunch Box Equipment card.

STARTING PROFILE

Wounds	2D6
Move	4
Weapon Skill	2
Ballistic Skill	4 +
Strength	2
Toughness	2
Initiative	4
Attacks	1
Pinning Roll	3+

Special Rules

A Halfling Thief is very good at ducking and dodging, and is most useful when scouting ahead. The Halfling Thief can use his excellent hearing and sight to Explore, just as if he had the Lantern. The Halfling only has to be within 2 board sections of the Lantern to avoid being lost in the dark, rather than 1 board section. Every time the Halfling's exploration shows a Dungeon Room, roll a dice. On a roll of a 6 turn over the next Event card to see what is in the room. You do not have to resolve the Event until you enter the room. Place the card on the board as a reminder.

Whenever the Warriors find treasure roll 1D6. On a roll of 5 or 6 the Halfling Thief has found some more. After the treasure has been handed out, the Halfling Thief may draw another treasure card and keep it for himself. This does not count towards his total for the dungeon.

Weapons

The Halfling Thief starts the game with a Short Sword which has a strength of 2 and a Short Bow with a strength of 1.

Equipment

The Halfling Thief also starts with the **Lunch Box** equipment card. The Halfling's **Lunch Box** is full of spicy pies, sugared fruits and other goodies, which he casually munches through the adventure.

Once per turn the Halfling Thief may delve around in his Lunch Box for a suitable snack. Roll 1D6 at any time during the turn. On a roll of 4, 5 or 6 he finds something tasty and heals 1 Wound. The Lunch Box is rather large so there is no limit to the number of times he can do this. He can do this even when he is on zero Wounds.

- ADVANCED RULES -

Halfling Thieves and Events

Halfling Thieves are terribly nosy and like little more than to spend all day gossiping. If there is an opportunity for gaining information or to investigate someone or something suspicious or mysterious, the Halfling Thief must seize the moment and do so.

Halfling Thieves and Equipment / Treasure

The Halfling Thief's short bow allows him to fire a number of shots per turn equal to his attacks characteristic. Halfling Thieves may carry any items, treasure or weapons, but they are limited to what they can use. The Halfling Thief may not use the following pieces of equipment or treasure:

Longsword, Greatsword, Broad sword, Battleaxe, Warhammer, Flail, Halberd, Musket, Horse, Warhorse. He may not wear armour of any kind (it doesn't come in Halfling sizes).

Berserker sword, Giant Bane, Deathsword, Ogre Blade, Dispel Magic Scroll, Energy Jewel, Amulet of Fury, Crown of Night, Talisman of Jet, Destroy Magic Scroll, Boots of Battle, Gauntlet of Damzhar.

Chalice of Sorcery, Book of Arcane Knowledge, Brooch of Power, Wand of Jade, Crown of Sorcery, Tablet of Edain, Wand of Diabolum, The Hammer Of Sigmar, Sword of Destruction, Gromril Blade, Hydra Sword, Axe of Slaying, Staff of Command.

If a Halfling Thief somehow ever gets his hands on a Lock Pick Set he gets a +1 modifier to his roll for using them.

Halflings and Food

A Halfling Thief will never give food to anybody unless he considers he has enough left for an adequate meal. Whenever you want to heal another Warrior with provisions from your store you must first roll 1D6. If the total is under the number of provisions you have left you may heal the other Warrior as normal.

Halfling Thief

If the result is equal to or more than the number of Provisions you have left the Halfling Thief hides his food and claims he has only a 'few crumbs' left. Once the Halfling Thief has decided he is down to the minimum he may not give up any provisions for the rest of the adventure.

A Halfling Thief may always eat; it is an instinctive reaction that sets his hand reaching into his bag to grab some food. This means a Halfling Thief may attempt to heal himself with any kind of food, even if he is at zero Wounds. He must still roll a 4+ to be successful in his attempt, just as if another Warrior was trying to heal him.

- HALFLINGS IN SETTLEMENTS -

A Halfling Thief can go to the Alehouse, and suffers a -1 penalty on his roll.

A Halfling Thief can go to the Temple, Gambling Den, Alchemist, General Store, Fletcher, Gunsmith, Animal Trader and Armourer.

THE KITCHENS

A Halfling Thief may visit The Kitchens once per settlement. The Kitchens is not a single place, it just represents the Halfling Thief wandering around the various kitchens, hostleries, inns and taverns, talking to the Halfling cooks and other workers. There is no need to roll to find the Kitchens, every settlement has them somewhere. If you visit The Kitchens roll 2D6 and consult the following table:

Roll	Result
2	You spend the day gossiping with another Halfling and are then pressed into service as a cook. You may do nothing for the next D6 days, though you gain 10 gold per day in wages.
3	The Halflings supply you with some rations to eat during your next adventure. The Halfling rations allow you to heal 1D6 Wounds, and may only be used once. Halfling food is very spicy and only a Halfling Thief may be healed by these rations. These will spoil in the same way as Provisions.
4	You are given a large bag of food, enough to last one dungeon. This contains D6 pork pies, D6 apples and 1 fruit tart. Each piece of food consumed heals 1 Wound. As these are only light snacks they can be given freely (see Halfling Thieves and Food). These will spoil in the same way as Provisions.

- 5 You are taken to one side by a venerable old chef who teaches you a few 'tricks of the trade'. In the next dungeon any Provisions you eat or heal another Warrior with will heal 3 Wounds instead of 2.
- 6 You are given a lovely leather knapsack, in which you find 1D6 Provisions for the next adventure.
- 7 You are given a Talisman which adds +1 to your Luck characteristic for the next adventure. Roll 1D6 on each of the following charts to see what it is.

Roll	Animal	Part of body
1	Rabbit's	Ear
2	Stoat's	Paw
3	Cat's	Tail
4	Dog's	Nose
5	Squirrel's	Claw
6	Rat's	Whisker

For example, a roll of 3 and 6 gives you a Lucky Cat's Whisker.

- 8 You are given a Magic Acorn that supposedly was taken from the Forest of Shadows in the Northern Empire. You may throw the Acorn at a Monster, after which it is lost. Roll to hit using your Ballistic Skill as normal. If you hit the Monster, roll a D6 on the following chart to see what happens:

Roll	Effect
1	The Acorn bounces off the monster and rolls into a crack, magically turning into a Goblin! At the start of the next Monsters' Phase place a Goblin armed with a spear on the table. He will attack the Warriors as normal from that turn on.
2	The Acorn bounces off the Monster with no particularly devastating effect.
3	The Acorn bounces off the Monster with no destructive magical effects. However, the Monster is distracted and loses 1D6 attacks in the next Monsters' Phase.
4	The Acorn explodes in a flash of light, inflicting 1D6 Wounds on the Monster with no deductions at all.

Halfling Thief

- 5 The Acorn explodes violently. The Monster and any other Monster or Warrior adjacent to it take 1D6 Wounds each, with no deductions at all.
- 6 The Acorn starts to magically transform the Monster. Roll 1D6 and add the Monster's Toughness. On a roll of 7 or more the Monster resists the effects but takes 4D6 wounds with no deductions at all. On a roll of 6 or less the Monster is turned to stone and killed.
- 9 You are shown a map on which is marked a small wooded glade that is the home of the Mystical Whortleberry Bush. You may spend the next D6 days doing nothing while you go there to pick some (no need for Settlement Events). If you do this, roll 1D6 and look up the result on the following chart:

Roll	Result
1	You cannot find the place and go back disappointed. The Halfling who gave you the information tells you the berries were all probably eaten by a Quarg, which is a voracious Monster and is known to devour entire villages.
2-6	You find 1D6 Mystical Whortleberry Bushes, each of which provides enough berries for one snack that will heal 1D6 Wounds. Any Warrior may eat the berries, and they do not count as food (see Halflings Thieves and Food). Whortleberries only last one adventure before they go rotten.
10	After a long discussion with some distant relatives you are bequeathed an old family heirloom. You immediately gain a piece of Objective Room treasure, chosen as normal.
11	You are given a page from the fabled Recipe Book of Huggo Bobbims. Once per turn you may cast the spell written on the page. This does not require any Power, but the Halfling Thief must give up one piece of food to do so. If the Halfling uses the spells to heal another Warrior, he gains 5 gold for each Wound he heals. Roll 1D6 to see which recipe is contained on the page, re-rolling if you already have that page :

Roll	Recipe
1	<i>Chocolate Supreme.</i> The room is bathed in a faintly brownish glow which invigorates the Warriors. Each Warrior on the same board section rolls a dice. If they score a 6 they may heal a number of Wounds equal to the Halfling Thief's Battle-level.
2	<i>Surprise Pudding.</i> The Halfling's conjurations fill the room with a sickly burning smell, making the Monsters cough and gag. Each Monster on the same board section as the Halfling Thief will lose an attack in the next Monsters' Phase on a D6 roll of 6. If a Monster has more than one attack and you roll a 6, roll again; it will lose another attack on a second roll of 6. Keep rolling until you fail to roll a 6, with the Monster losing one attack for each successful roll.
3	<i>Death by Chocolate!</i> The Halfling Thief throws the item of food at the target, which suddenly feels its stomach distend and swell. The Monster will lose a number of Wounds at the start of each turn, equal to the roll of the Power dice plus the Halfling's Battle-level. If the Power dice comes up as a 1 the Monster does not lose any Wounds and the spell no longer affects it. This spell can only be used against one Monster at a time, so if a Monster is currently under its effects the spell may not be cast. Monsters may not use Ignore Blow, Ignore Pain, armour or Toughness or any similar deductions to reduce the amount of Wounds they suffer.
4	<i>Worm Stew.</i> Grabbing a handful of dirt and rubbing it into the food, the Halfling throws the grimy item at the target, which begins to feel its legs clamped to the ground as long worms writhe up and entwine around its legs. The Monster may no longer move from its square, just as if it were pinned, though it may fire weapons, use spells and fight as normal. If a 1 is rolled in the Power phase the spell ends.
5	<i>Restoration Pie.</i> The food takes on a healthy lustre and glows faintly with a golden light. A single warrior may eat the food and will heal 2D6 Wounds, but any normal affects from eating the food are lost.

Halfling Thief

- 6** *Special Dessert.* The Halfling mumbles an ancient incantation over the food and passes it to one of the other Warriors (or eats it himself). This affects one Warrior for this turn. Roll a dice for each hit the Warrior suffers. On the roll of a 6 the Wounds of the hit are instantly healed back; do not deduct any Wounds from the Warrior's total.
- 12** After eating some delicious cookies you are taken into a small back room and given a jar of Magical Pickles. The jar of Magical Pickles may be used once per adventure and will heal your Wounds back to their starting total. Other Warriors may not use the jar of Magical Pickles as it is too precious to waste on non-Halflings.
- 9** The Halfling Thief manages to 'acquire' a few items of jewellery worth 2 rolls on the Earnings table.
- 10** The Halfling Thief's day's work is very successful, and he manages to pick up a few objects d'art, one of which is actually a piece of Objective Room treasure, make an immediate roll on the table.
- 11** The Halfling Thief takes part in a daring daylight robbery which gains him 4 rolls on the Earnings table.
- 12** The Halfling Thief is met by the criminal underworld of the settlement, who invite you to take part in a big robbery. You cannot turn down their offer and must do nothing for the next D6 days but should roll a D6. On a roll of 1 you are caught red-handed and may be sent to court. On any other result you gain 6 rolls on the Earnings table from the escapade.

- UNEVENTFUL DAYS -

When a Halfling Thief enters a Settlement there is a large number of mischievous deeds he can get up to. Whenever you roll an Uneventful day on the Settlement Events table roll 2D6 on the following chart:

Roll	Event
2	The Halfling Thief is caught trying to steal a pet from the Settlement's most important figure. If he is sent to court there is a -1 modifier to the roll on the Verdict table (see below).
3	The Halfling Thief is caught stealing from a bakers.
4	In a fit of conscience the Halfling Thief tries to give back everything he has stolen. Lose 1D6x50 gold immediately
5	The Halfling Thief manages to steal something before being chased out of town. You may select any item from the shops you are allowed to enter. Roll for its availability and if it is there you get one for free. You must also leave the settlement immediately.
6	The Halfling steals a few odds and ends which are worth 10 Gold. Add this to your gold total.
7	The Halfling runs a few quick games of 'Find the Lady' before he is chased off by the Watch. Gain 1D6x50 gold.
8	After an average day's pilfering the Halfling Thief has accumulated a few odds and ends. Make one roll on the Earnings table.

Earnings table

D6 Roll	Earnings
1	100 gold
2	1D3 x100 gold
3	1D6 x100 gold
4	2D6 x100 gold
5	1D6 x 300 gold
6	1 piece of Objective Room treasure, determined normally

- BURGLARIES -

While in a Settlement, the Halfling may perform one or more Burglaries. There are various stages to performing a Burglary which may be carried out. This is summarised next and explained in greater detail in the relevant sections of this booklet.

- 1) Choose a Store or Special Location as the target of the Burglary. This may be ANY Location, even those not normally open to the Halfling Thief. However some Locations do not contain appropriate items for the Thief to steal. This will become clearer later.
- 2) The Halfling Thief may visit the Underworld to obtain Rumours of his target.
- 3) The Halfling Thief may spend some time planning the Burglary.

Halfling Thief

- 4) The Halfling Thief performs the Burglary.

The Target

In order for the Halfling Thief to steal something during a Burglary, the location burgled must contain an list of items that are available to the Warriors who usually visit it. The list must include a price and a Stock value. See the main rulebook for more details. Once you have decided upon the target, roll as normal to see if there is such a place in the Settlement, if there isn't one in the Settlement, the Halfling Thief must choose another target. A Location or store may only be the target of one attempted Burglary per Settlement.

THE UNDERWORLD

There are two types of people the Halfling can visit in the Underworld: the Fence and the Insider. Every time the Halfling wishes to meet one of these people, even if he has already located one in this settlement, he must make a Location roll of 7+. (Location rolls are 3 dice in a city, 2 dice in a town, 1 dice in a village)

The Insider

The Insider gathers information for all the thieves of the Settlement, telling them where shipments are kept, how well guarded properties are, and so on. For each visit to the Insider the Halfling Thief may ask about rumours on his target. If he does not like the rumours then he may choose another target. It is possible for the Halfling Thief to have rumours on several different targets before he decides which one he is going to burgle. Once the Halfling has rumours on a target the rumours will stay the same; they will not change if he visits the Insider and asks about the same place again. Note that the Halfling Thief must decide which target is to be robbed before he starts spending days Planning.

Roll 1D6 on each of the following tables.

Contents Table

D6 Roll	Contents
1	'There's nothing there at all, don't even bother goin'.' You may not attempt to Burgle that Location in this Settlement.
2	'It's a bit sparse in there.' The Halfling Thief must deduct 1 from all his Stock rolls if he attempts a Burglary there (see later for Stock rolls).

- 3-5 'They've got stuff all over the place, but it's hard to find!' The Burglary can be carried out as normal.

- 6 'The place is brimming with Stuff!' Add +1 to any Stock rolls you make during a burglary of this location (see later for Stock rolls).

Gaurds Table

D6 Roll	Guards
1	1 'The place is right next to the Watch House! Don't go near it!' You may not attempt to Burgle that Location in this Settlement.
2	'The locks can be a bit of a pain.' Deduct -1 from your Burglary roll if you attempt to Burgle this Location (see Burglary rolls later).
3-5	'There's easier places, but there's worse places too, so I've heard.' The Burglary can be carried out as normal.
6	'It'd be safer if they left it in the middle of the square!' Add +1 to your Burglary roll if you decide to Burgle this Location (see Burglary rolls later).

The Fence

Anything that a Halfling Thief steals in a settlement (no matter what its source or the method used) may only be sold to other Warriors or to a Fence. The items are marked as stolen and even another Warrior cannot try to sell them.

Every time he visits a Fence the Halfling may sell any stolen goods he has in his possession. Roll 1D6 for each possession and consult the following chart:

Fence Table

D6 Roll	Result
1	The local watch interrupt the proceedings. You lose whatever you were trying to sell (discard it immediately) and are Caught.
2	You manage to sell the item for -10% less than its usual selling price

Halfling Thief

- 3-4** You get the normal selling price for the item.
- 5** You get the item at + 10% of its normal selling price.
- 6** You manage to sell the item for its full value.

Items which do not have a selling price listed (such as items available from the Elven Quarter) count half their full price as their normal selling price. This only applies to Halfling Thieves selling their items to Fences, not to anybody who wishes to sell an item with no listed selling price. Once you have rolled on the table above you must sell the item, whether you like the price or not!

PLANNING

To assist his attempt at the Burglary, a Halfling Thief may spend one or more days Planning. The maximum number of days he can spend Planning in a single Settlement is equal to his Battle-level. These can be split between several burglaries if he wishes or all used on the same target. The days spent Planning must be consecutive, and during this time the Halfling may do nothing else. While Planning, the Halfling is hidden away and avoids contact with other people, so there is no need to roll on the Settlement Events table for each day. The Halfling must declare at the start of this period how many days he is going to spend Planning. After the last day of Planning, the Halfling carries out the Burglary.

For each day spent Planning roll 1D6. On a roll of a 6 the Halfling has learned something new. He may add +1 to the subsequent Burglary roll. This is cumulative, so if he manages to spend three days successfully Planning he will gain +3 to his Burglary roll, for example.

THE BURGLARY

At the end of his last day of Planning the Halfling Thief sets all of his plans in motion and performs the Burglary. A Halfling may perform a Burglary without any Planning or rumours at all. If he has not done any Planning he will not have any bonuses to his Burglary roll, while without the knowledge of rumours he may walk into a trap.

Whatever his Planning or state of readiness, first off all roll 1D6; on a roll of a 1 the rumours were wrong! Roll again on the Rumour Table to see what the reality is. If it indicates that the Watch is there (i.e. a roll of a one on the Guards table) then you are Caught and must abort the Burglary.

If you have not already gathered any rumours for this target, generate them now, to see if any modifiers apply to

the dice rolls. If you roll a 1 on the Guards table you are Caught.

Regardless of the truth of the rumours, now roll 1D6 on the following table, applying any modifiers from rumours, Planning or any other source. A roll of a 1 is always a 1, irrespective of modifiers.

Burglary Table

Roll	Result
1	Stop Thief! The Watch apprehend you in the act and you are Caught. The Burglary has failed
2-3	After all of your careful preparations you are disturbed and flee empty handed.
4	You are slightly hurried but manage to get in.
5	You have quite a while to search out the 'bargains'. You may try to find and steal 1D3 items before there is any risk of being caught.
6	You have loads of time! You may try to find and steal 1D6 items before there is any risk of being caught.

To steal an item you must make its stock roll for it, applying any modifiers. Stock rolls are fully discussed in the Warhammer Quest rulebook. You may only steal one of each item, but there is no limit to the amount of rolls you can make before you successfully find the item. However, this is not without risk: if you ever fail a stock roll and one or more of the stock dice is a 1, you are Caught by the Watch and must try to escape (see below).

- SHOPLIFTING -

Whenever a Halfling Thief enters a shop for any reason he may attempt to steal something. To do so he must make a stock roll as normal, but modified by -4. If the Halfling enters the shop solely for the purpose of theft there is a further -1 modifier to the stock roll due to his suspicious behaviour.

There is no limit to the number of items he may attempt to shoplift, but cannot shoplift more than 1 of a single item (or a batch, such as D6 bandages). This is unaffected by any purchases he makes. You may only enter a store once per Settlement, as usual, whether you go there to shoplift, purchase or both.

If the Halfling fails the adjusted stock roll, he is Caught and may be punished.

- GETTING CAUGHT -

Throughout his escapades there are many situations that say the Halfling Thief has been Caught (OH NO!). The Halfling Thief immediately loses whatever he was caught stealing, from that particular store or location. To escape capture, the Halfling Thief must roll 1D6 and add his Initiative. If the result is an eight or more, he has given them the slip and escapes. If he fails to do this, roll 1D6 on the following Punishment Table:

Punishment Table

Roll	Punishment
1	The Halfling is sent to Court (see below) .
2	The Halfling is beaten up and thrown out of the settlement. He loses 1 Wound permanently and must leave the settlement immediately.
3	The Halfling is thrown out of the settlement and told never to let his shadow fall there again.
4-5	The Halfling Thief is summarily fined 2D6x100 gold.
6	The Halfling Thief is charged 1D6x100 gold for the problems he has caused.

BEING SENT TO COURT

There are some results on previous charts that say you are sent to Court. If this happens the Halfling Thief may do nothing for the next D6 days while he languishes in jail. Any stolen items the Halfling Thief has yet to sell are confiscated, remove them from your Warrior sheet.

On the last day the Halfling is sent to Court and faces the judge. You should roll 1D6 on each of the following tables to see what the Court decides.

Crime Table

Roll	Crime
1	Being a Halfling
2	Attempted Theft

3	Theft
4	Grand Theft
5	Unlawful Acquisition
6	Theft with Intent

Sentence Table

Roll	Sentence
1	You are found innocent and are free to go! Anything confiscated from you (including any item you were caught stealing!) is returned to your possession.
2	You are given a stern warning but left free to go.
3	1,000 Gold fine which you must pay immediately. If you cannot, after selling items and so on, you must pay all you have and are thrown out of the Settlement.
4	Physical chastisement *. The judge orders you to be physically mutilated in some way. Roll 1D6 and consult the following table:

Roll Chastisement

1-2	Ear, finger or other non-vital appendage. This gives the Halfling a rather more rascally look than before, and hurts for weeks afterwards.
3-4	Leg cut off. You now move at half your movement rate and have -2 deducted from your Initiative, plus you may only break from Pinning on a roll of 6. If you lose your other leg you must retire this warrior.
5-6	Lose a Hand. You are at -1 to hit with any weapon, if you lose both hands you must retire.
5	1D6x5 years imprisonment* The Halfling must be retired immediately. However, if you can roll a 5 or 6 at the start of any adventure the Halfling has managed to escape and he may participate from that adventure onwards.

- 6 Death!!!” Roll 1D6 and consult the chart to see what your method of execution is going to be. You are dead...

Roll	Method
1	Beheading. 'Off with his head!'
2	Hanging. 'The fellow's so short we won't need a big scaffold!'
3	Drowning. 'Tie him to a pebble and throw him in the river!'
4	Burning. 'The chap's got so much fat on him he'll probably melt to death!'
5	Tenure. 'I'm bored, take him down to the cells for later'
6	Starvation. 'I can think of no worse punishment for a Halfling!'

Sentences marked with * may be avoided if the other Warriors can pay to get the Halfling out (bribe the judge!). The amount to be paid is worked out by adding together the rolls on the tables above (including the sub-tables) and multiplying the result by one hundred. If the Halfling Thief manages to evade his fate by bribery the whole party must leave the settlement immediately and may never return there, on pain of death!

- HALFLING THIEVES AND TRAINING -

Halfling Thieves don't train in the normal way, instead they perform a series of burglaries, robberies and con-tricks under the watchful eye of a more experienced thief. The master thief continuously gives the Halfling hints and tips on certain aspects of their profession, and occasionally shows them the odd trick or two. When you want to go up a level you pay the gold as normal (it is used to fund the next few days' seams), but instead of simply updating your Warrior's profile you should roll D66 on the training table below. The number of rolls you get depends on the level you are going up to, as detailed on the table below. In addition, you get certain set increases at some levels like other Warriors, this is shown on the advance profile below. As a Halfling's training is more risky by its nature, you should roll a D6 every time you go up a level, after you have worked out your new Warrior profile and skills. If you roll a 1 you have been caught on some escapade and must try to escape (see Being Caught).

TRAINING TABLE

If a Halfling Thief gains an increase to a characteristic which is already at its maximum, such as a 1+ Bow Skill or a Weaponskill of then the player may choose which characteristic is increased instead. However, the Halfling Thief may not choose to increase his Strength dice this way, and if he chooses Wounds he will gain 1D6 (re-rolling the first roll if it is a 1).

D66	Result
11	Skill Cling Tightly. The Halfling Thief leaps onto a Monster and wraps his arms around its arms, legs or head, causing it to stumble around trying to shake the Halfling off. You must give up all your attacks to cling to a Monster that is larger than the Halfling. The Monster must be in adjacent square at the start of the Warriors' Phase and may do nothing while the Halfling clings to it. Roll a D6 at the start of each subsequent Monsters Phase, on a roll of 1 or 2 the Halfling has been shaken off, takes 1D6 Wounds with no deductions and is placed prone in an adjacent square for a whole turn, while the monster may act as normal. On a 3+ the Halfling must continue to cling on, he may not stop clinging voluntarily
12	Skill I can Fly! The Halfling is so acrobatic that the other Warriors can throw him across the room. To throw the Halfling a Warrior must be in an adjacent square at the start of the Warriors' phase. Neither the Halfling or the other Warrior may move that turn, but they may attack an adjacent Monster if they have not yet attacked. The Halfling may be thrown a number of squares equal to the other Warrior's strength, though the distance may be shorter if you wish. The Halfling may only be thrown into empty squares, but can pass over any other obstacles.
13	Profile The Halfling gains +1 Weapon Skill
14	Skill Roll with blow. The Halfling rolls with the Monster's attack, reducing the amount of damage he takes. Whenever he takes damage the Halfling may reduce the number of wounds he takes by 1D6+ his Battle-Level. The Halfling may reduce the wounds by 2D6+ his Battle Level instead if he wishes, but must be placed prone in the square he was in. The Halfling remains prone for a whole turn.

Halfling Thief

- 15 Skill Cower and Hide.** As the Monsters appear the Halfling scampers off to a place of safety. When Monsters are placed on the board the Halfling may immediately move a number of squares equal to his Movement characteristic. He is not subject to the rules for pinning and may even move through squares occupied by other Warriors or Monsters. He may not finish his move in an occupied square. This skill may not be used in conjunction with any other skill.
- 16 Profile** The Halfling gains +1 to his Ballistic Skill (so, 4+ to hit becomes 3+).
- 21 Skill Sneaky Swipe!** The Halfling is a master of sleight of hand and can take items more easily. He may re-roll the dice once for a single item when he attempts to shoplift from a store.
- 22 Skill Avoid Trap.** The Halfling has developed lightning reactions that allow him to avoid swinging blades, pitfalls and other traps. Whenever the Halfling Thief is caught in a trap because of an event he may ignore the effects on a roll of 3+ on 1D6.
- 23 Skill Plucky.** The Halfling Thief is courageous and bold, dashing in where other Warriors fear to tread. The Halfling Thief may re-roll any failed Fear or Terror tests once. If the second roll fails as well the Halfling Thief is affected as normal.
- 24 Profile** You may add +1 to a single characteristic, chosen by you. The only exception is your strength dice, which may not be increased this way. Wounds will be increased by 1D6.
- 25 Skill Opportunist** The Halfling never looks a gift horse in the mouth and can always seize the moment. This skill can only be used in combination with the Nimble Feet skill. Whenever you use the Nimble Feet skill to move under a Monster you may attack it as you go through its legs. You get 1 attack with a +1 modifier to hit. The attack does 1D6 damage with no deductions at all.

- 26 Skill Treasure Hunter.** The Halfling Thief is exceptionally good at finding items of treasure and gold. Whenever the group gets an item of dungeon room or Objective room treasure roll 1D6, and compare the roll with the following chart. If the roll is successful the Halfling gains an extra roll on the Dungeon room Treasure table. This is in addition to his innate ability to find treasure.

Title	Success roll
Novice	N/A
Burglar	6
Looter	5+
Brigand	4+

- 31 Profile** You may add +1 to your number of Attacks.
- 32 Skill Sharp Ears.** The exceptional hearing of the Halfling Thief allows him to warn the Warriors when Monsters are close. This skill may be used once per adventure and it allows the Warriors to ignore an Ambush. When Monsters are placed they do not gain their Ambush attacks for that combat. If you gain this skill more than once you may use this skill a number of times per adventure equal to the number of times you have rolled this skill.
- 33 Skill 'Who's is this?'** The Halfling uses the hurly-burly of combat to swap a Monster's equipment with something from his pack, usually a Pork pie or piece of fruit. This skill can be used once per combat. The Halfling may use this ability on a single Monster he starts the Warriors' phase next to. He may steal and throw away one Magic Item or Magic Weapon from the Monster, but must replace it with something he is carrying.
- 34 Skill 'Can I borrow that?'** When the Warriors find treasure the Halfling Thief manages to end up with more than his fair share. This skill can be used once per adventure when the party has found an item of Dungeon Room treasure and it allows the Halfling to steal a magic item or weapon from another Warrior. When the Halfling has found out what the treasure is he may keep it for himself. This piece of treasure does not count towards the amount he has taken from this adventure, but it does count for the other Warrior, note this on his Warrior sheet.
- 35 Profile** You may add +1 to your Weaponskill.

Halfling Thief

- 36 Skill Goldmaster.** The Halfling Thief is adept at grubbing around in the dirt and prising coins out of cracks in the floor and walls. Whenever the Warriors find a piece of treasure the Halfling Thief may roll 2D6. If either of the dice end up as a 1 then he has found nothing, otherwise multiply the result by ten and add this to the Halfling Thief's gold total .
- 41 Skill Hide Evidence.** When your Warrior is taken to court he hides the things that he has stolen. The Halfling Thief does not lose the stolen items he possesses when he is taken to court.
- 42 Skill Destiny.** Your Warrior is set aside by the gods to perform great deeds. At the start of each adventure you gain +1D6 Luck points. Any of these 'destiny' points that are not used are lost at the end of the adventure. Roll separately for each adventure.
- 43 Skill Nimble Feet.** This skill allows the Halfling thief to duck between a monster's legs. The Halfling may move through squares occupied by other Warriors or Monsters at half his normal rate (each square moved through counts as 2). He may not end his move in an occupied square. This skill cannot be used to move the Halfling through monsters that are not larger than him, such as Goblins.
- 44 Profile** You may add +1 to your Toughness.
- 45 Profile** You may add +1 to number of Attacks.
- 46 Skill Sneakily Stab.** The Halfling sneaks up on a monster and stabs it in a soft bit. The Halfling may give up all his attacks for a turn to make a Sneaky Stab. Roll to hit as normal, and if successful roll 1D6 on the chart below. A Sneaky stab is never deducted for Toughness or Armour and Monsters with Dodge, Ignore Blow or Ignore Pain may not use these abilities against a Sneaky stab.

Roll	Effect
1	The monster is unaffected by your weak blow and turns towards you. The Monster immediately gets 1 attack against the Halfling Thief, resolved as normal, and this does not affect the Monster's abilities or attacks in the next Monster's Phase.

- 2** You stab the Monster in the foot, it loses 1D6 attacks in the next monster's phase as it hops around in pain
- 3** You managed to cut the muscles in the back of one of its legs. The Monster loses D6 wounds and the warriors have +1 to their hit rolls against that Monster for a whole turn. With a vicious swipe you cut the Monster's ear off, causing it to bleed heavily and bellow in rage. The Monster takes 1D6 damage immediately and will take 1D6 damage at the start of every subsequent Monster's phase. The bleeding stops if a one is rolled (the 1 is still deducted from the Monster's wounds). If a Monster dies from bleeding it is placed on the Halfling's warrior sheet.
- 5** Shrieking a war cry of The Moot the Halfling Thief brings his blade round in a glittering arc that severs limbs and imbeds into the Monsters side. The Monster takes 2D6 wounds immediately and will also suffer damage from bleeding as detailed in result 4
- 6** The Halfling Thief lunges at the Monster and his blade passes straight through its neck, killing it immediately. The Monster is dead but your Warrior may do nothing at all for the next 2D6 turns as he stares in disbelief at the Monsters corpse lying at his feet
- 51 Profile** You may increase your chances of escaping from pinning by 1 (3+ becomes 2+, for example).
- 52 Profile** The Halfling gains +1 to his Ballistic Skill (so, 4+ to hit becomes 3+).
- 53 Skill Distract.** By pointing suspiciously, pulling rude faces and giggling loudly the Halfling Thief manages to attract the attention of some of the Monster's in the room. This skill will affect any Monster on the same board section as the Halfling Thief. Roll 1D6 for each Monster, on a roll of 6 it may do nothing for that turn. This skill can be used a number of times each adventure equal to that shown on the table below:

Halfling Thief

Title	No Times / Adventure
Novice	N/A
Burglar	1
Looter	2
Brigand	3

- 54 Profile** The Halfling Thief's initiative is increased by +1.
- 55 Skill Move silently.** The Halfling's stealthy walk allows him to spy on Monsters that are ahead of the Warriors in the dungeon.

Title	No Times / Dungeon	Success roll
Novice	1	5+
Burglar	1	4+
Looter	2	4+
Brigand	2	3+

- 56 Skill Evade(6)** - as Elf skill. If you get this skill more than once you may add +1 to your evade roll for each additional time you roll this skill.
- 61 Profile** You may add +1 to your number of Attacks.
- 62 Skill Run Away!** The Halfling may double his movement value as long as he does nothing except move.
- 63 Profile** The Halfling gains +1 to his Movement value.
- 64 Skill Dodge(6)** - As Elf skill. If you get this skill more than once you may add +1 to your evade roll for each additional time you roll this skill.
- 65 Profile** The Halfling gains +1 to his Initiative.
- 66 Skill Duck!** The Halfling Thief is adept at avoiding the blows of his attackers. Monsters are at -1 to hit the Halfling Thief.

explore dark corners and find important clues. Halfings are good-natured and care free, treating everybody as their equal regardless of social standing or physical prowess, they are sharp-witted and sharp tongued, and can lighten most situations with a well spoken jest.

The most over riding concern for a Halfling is where his next meal is coming from, and for a Halfling Thief this constantly wars with his instincts to find loot. Though they are not brave, halfings possess a rare source of determination and stubbornness that most other races find surprising. Though they may be plump, and not all that strong, Halfings are quite resistant to the elements, while their simple nature, gives them an innate resistance to magic.

Halfings are basically honest and speak their mind, and their unique perspective often provides solutions to problems that the clouded judgement of Men dwarves and elves would miss.

Their small size makes Halfings good at hiding, using cover and exploring confined spaces. Their thieving skills allows them to do strange things such as tying up Orcs' boot laces, while their impertinence can be used to bait mighty sorcerers and other creatures who think themselves of noble birth. Another use for a Halfling Thief is as bait for a trap. The Thief can stroll into a guard room, persuade the Monsters to chase him (not very difficult to do) and then the other warriors can leap on the surprised Monsters.

Hufnall Trott stood with his eye to the iron keyhole, trying to discern the shapes moving beyond the huge oak doors. Gruff voices drifted through the thick wood and he recognised the Chaos Dwarf language. The assembled Warriors behind him nudged and whispered, asking what was going on, but he ignored them. Licking the tips of his fingers, Hufnall drew a long slither of metal from his hat band and started working on the complex lock. With a soft click of tumblers the catch came free and Ranulf hid the lantern with his bearskin cloak while the other Warriors dropped back into the darkness.

Clearing his throat Hufnall kicked open the door and strode into the room. The Chaos Dwarves hats bobbed in disbelief as they turned from their map to face him. Jaws agape, they watched as the Halfling boldly strode over to the map. Jabbing a stubby little finger over a small Empire village Hufnall muttered to himself just loud enough for the secret cabal of Chaos Dwarfs to hear.

- ROLEPLAYING HALFLING THIEVES -

Halfling Thieves are very useful in roleplay adventure , where their agility and nimble fingers allow them to

Halfling Thief

"That's what I thought. Fifteen miles out of my way and no sign of my pony."

He turned back to the Chaos dwarves and grinned innocently.

"I don't suppose anybody could lend me a half-crown for the stage fare to Nuln? My pony was stolen last night and I must have taken a wrong turn in Mad Dog pass. I thought it looked a bit dreary and was rather hot for the year. Then I said to myself 'Hufnall, you silly Baked Bean, you've wandered into the Darklands again'. And here's me without my purse and only a few scraps to eat..." as he spoke the Halfling Thief had sauntered over to the doors again and was casually munching an apple.

"So! How about those three crowns for the fare?" A couple of the more inexperienced Chaos Dwarfs started reaching into their tunics, but their leader said a rude word and drew his huge two handed hammer from his belt.

As The Chaos Dwarfs chased Hufnall out of the door the other Warriors leapt on them from behind.

Hufnall winced as he watched the flash of the swords and heard the screams of the dying Chaos Dwarves. He tossed his apple core away and started to whistle quietly to himself:

"Should've given me the eight crowns for the fare to Nuln!"

- HALFLING THIEF BATTLE-LEVEL TABLE -

Battle-Level	Gold	Title	Damage Dice	Wounds	Luck	WP	Training Rolls
1	0	Novice	1	2D6	0	2	0
2	2,000	Burglar	1	3D6	1	2	3
3	4,000	Burglar	1	3D6	1	3	3
4	8,000	Burglar	1	3D6	2	3	4
5	12,000	Looter	2	4D6	2	4	4
6	18,000	Looter	2	4D6	3	4	3
7	24,000	Looter	2	4D6	3	4	3
8	32,000	Looter	2	5D6	3	4	3
9	45,000	Brigand	2	5D6	4	5	4
10	50,000	Brigand	2	6D6	4	5	4