

BLOOD BOWL

Halflings Having a Ball

Fun house rules for Halfling Team variants

By Mike Molloy

After returning to the hobby after a few years absence, I was looking around the internet for PDFs for the most recent edition of Blood Bowl rules. This was around the time the Living Rulebook was being updated and thus unavailable at the time. As I was looking around the unofficial downloads, I kept noticing extra rules for Halfling teams to “encourage more Halfling teams in a league”.

From experience, Halflings were the most demoralising team to play of the “difficult” teams, as they had little to make them a fun team to use. They didn't have access to the sheer array of secret weapons at their disposal like Goblins, very violent players like Chaos, or the vast variety of players available to the Undead. All they have are Treemen. Now, I'm not saying Treemen are useless, but the little guys are too reliant on the virtually immobile beasts. So I started to develop some rules for them to help bring Halflings in-line with all the other teams: Big Guys being useful, but not mandatory.

At first I tried just having Halfling catchers, throwers etc, but this didn't stick as only the “easy” teams should have rookie players starting with the all important Catch, Pass and Block skills. Now, this was never the intention, to make Halflings an “easy” team. After that I thought about possible players based on Halfling



characteristics. Namely farming, cooking, and being sneaky. I had so many ideas that there was no way they could fit into a single team, so taking inspiration from the Human and Undead variant teams, came three great Halfling variant teams.

So, without further ado, let me introduce you to the little fellows... Oh, I almost forgot; there's also a fourth extra special variant for those of you out there who want a real challenge. Enjoy..

HALFLING VAGABOND TEAMS

Halflings generally known for their nimble feet and even nimbler fingers. Most will put them to use in agriculture or in cookery (cooking mostly), but the more adventurous little fellows become attracted to the excitement of thievery. When these little rascals band together on the Blood Bowl pitch, it's surprising the amount of things that go missing: the referee's whistle, the ball, every left boot from the opposition's locker room. What's worse is that after years of being chased out of towns, these little sods are bugger to catch.

Qty	Title	Cost	MA	ST	AG	AV	Skills
0-16	Peddlers	30,000	5	2	3	6	Stunty, Dodge, Right Stuff
0-2	Thieves	60,000	7	2	3	5	Stunty, Dodge, Sure Hands, Right Stuff
0-4	Poachers	40,000	5	2	3	6	Stunty, Dodge, Sneaky Git, Right Stuff
0-2	Muggers	80,000	6	2	3	7	Stunty, Dodge, Dirty Player, Stab
0-1	Ogre	140,000	5	5	2	9	Mighty Blow, Bone Head, Thick Skull, Loner, Throw Team Mate

Team re-rolls: 60,000

HALFLING AGRICULTURE TEAMS

The farming communities of The Moot are big fans of Blood Bowl, often having their own little leagues where Halflings and livestock alike cheer on their young talented (for a Halfling) players as they battle over chances of being spotted by scouts to be in the big leagues. These plucky little fellows often specialise in diving tackles from spending their childhoods catching runaway pigs and nabbing rabbits before supper (well, would you trust a young Halfling with a bow?!), but often they're not strong enough to individually take players down. It took seven of the Sheep Worriers to take down Black Orc blocker Grimgar Ironballs (unfortunately, it was after he scored a touchdown with the lot of them hanging on his ankles all the way).

Qty	Title	Cost	MA	ST	AG	AV	Skills
0-16	Gatherers	30,000	5	2	3	6	Stunty, Dodge, Right Stuff
0-1	Shepard	100,000	5	2	3	6	Stunty, Dodge, Dump-off, Sheepdog Ball-Retriever
0-6	Game Wardens	60,000	5	2	3	6	Stunty, Dodge, Diving Tackle, Right Stuff
0-1	Forester	90,000	5	2	3	6	Stunty, Dodge, Chainsaw, No Hands
0-1	Treeman	120,000	2	6	1	10	Mighty Blow, Take Root, Stand Firm, Thick Skull, Throw Team-Mate, Loner, Strong Arm

Team re-rolls: 60,000

HALFLING KITCHEN TEAMS

The kitchens all across The Moot subscribe to Cabalvision so they never miss a match while they're preparing the latest feast for Sigmar knows how many fellow Halflings. The cooks have always felt they could do better than other Halfling players, especially during gossiping sessions while consuming vast quantities of ale. When they finally emerged on the pitch, they did surprisingly well. But it was mainly down to the promise that they won't need to prepare the post-match banquet or do the dishes afterwards either.

Qty	Title	Cost	MA	ST	AG	AV	Skills
0-16	Cooks	30,000	5	2	3	7	Stunty, Dodge
0-6	Chefs	60,000	5	2	3	6	Stunty, Dodge, Dump-off, Sheepdog Ball-Retriever
0-4	Delivery Boys	50,000	6	2	3	6	Stunty, Sprint, Dodge, Right Stuff

Team re-rolls: 60,000

THE MOOT MOULDIES

For the 52nd Blood Bowl final between The Moot Mighties(!) and The Chaos All-Stars, a drunken group of necromancers made a bet over how many Halflings will be squashed by the end of the march. Boris Pickett lost this bet, as he thought it was players only and bet on 12 of the little guys carking it. He was way off the mark. At the half time whistle, the two Chaos All-Stars Minotaurs went berserk and ate between them: the remaining five Mighties, their cheerleader squad, the hot dog vendor, the Halfling referee, and 500 of the Mighties fans. Boris' forfeit for losing was to coach a team of Undead Halflings. "Hey, at least there's a lot of fresh corpses to pick from" said one Boris' drinking buddies, but the final laugh was on them as he used the Halflings to pioneer the "pickling process" that creates Mummies in six months, rather than thousands of years. Boris is now a billionaire because of losing a bet...lucky git.

Qty	Title	Cost	MA	ST	AG	AV	Skills
0-16	Zomblings	30,000	4	2	3	6	Stunty, Regeneration
0-4	Odd Fellows	40,000	6	2	3	5	Stunty, Dodge, Side Step, Right Stuff
0-2	Boarlings	60,000	6	2	3	6	Stunty, Gluttony, Frenzy, Claw
0-2	Pickled Halflings	60,000	3	3	1	7	Stunty, Block, Regeneration
0-1	Nocturnal Halfling	100,000	6	3	3	7	Stunty, Right Stuff, Dodge, Off For a Bite, Hypno Gaze
0-1	Deadwood Treeman	150,000	2	6	1	9	Mighty Blow Take Root, Stand Firm, Thick Skull, Throw Team-Mate, Regeneration, Loner

Team re-rolls: 70,000

SPECIAL RULES

Vagabonds

As it's a Halfling Confidence Trickster that coaches a band of his fellow rapsallions, Vagabond Teams do not get a Master Chef for free. To use the rules of a Master Chef, they must pay 150K for him like a normal team wizard. Vagabond Teams may take Human and Ogre allies/Star Players at their normal cost to represent the team's "financial staff" taking the new player to a celebratory poker game and swindling them out of their cash. Amazon and Wood Elf allies still cost double as they're above gambling. Halfling Vagabonds may take the following skills:

Thieves: Agility, Passing
Poachers: Agility, General
Peddlers: Agility
Muggers: Agility, General
Ogres: General, Strength

Kitchens

Kitchens teams get their Master Chef for free when they form as he's the head coach. He is used in exactly the same manner as both Head Coach (ie arguing the call) and a standard Halfling Master Chef.

Kitchen Teams may take a Hot Pot Catapult for 150K, which includes the secret weapon and its crew. This secret weapon is not used by a player, but is counted as part of the coaching staff (unlike other coaching staff, this **MUST** be represented by a miniature). The Hot Pot may fire once per half and on a roll of 1, the Hot Pot has broke and is removed while the crew go to the locker room to cry over spilt (boiling) milk. Penalty rolls are made after every drive like any other secret weapon.

Hot Pot Catapult – Penalty roll 9+

MA	ST	AG	AV	Skills
–	–	3	–	Hail Mary Pass, Secret Weapon

Any player that is in the square where the cauldron lands is automatically knocked down. Players in adjacent squares are knocked down on a roll of 4+. Armour and injury rolls are made as normal without any modifiers.

New Skill: That Smells Good

At the start of the match, every Halfling with this trait must roll a D6; on a 1, the Halfling has become too involved with the preparation of the post-match banquet and misses the game.

Halfling Kitchen teams may take the following skills:

Chefs: General
Delivery Boys: Agility
Cooks: Agility



Agriculture

Like the vagabonds, farming community based Halfling teams have to hire their Master Chef at the standard cost of a team wizard, but they do have access to their very own secret weapon: The Ball Retrieving Sheep-Dog.

Sheepdog Ball-Retriever – Penalty Roll 8+

Unlike other secret weapons, the sheepdog is represented as a separate miniature to the player that uses it. Even though it's an extra model, it does not count towards the 11 player limit and can only be on the pitch at the same time as its master. So, if he is taken off as a casualty, or was sent off, the mutt is removed too. If the sheepdog had the ball when its master is removed from the pitch, roll a D6. On a roll of 2-6, the dog drops the ball were it stood before running off and play continues as normal. On a roll of 1, the dog has run off with the ball and both coaches must move their turn marker on 1 turn to represent the time wasted getting a replacement ball. The ball is thrown back in from the sidelines, as if it had bounced off the pitch.

The sheepdog has the following characteristics:

	MA	ST	AG	AV	Skills
Sheepdog	7	3	3	5	None

Even though the dog is treated like a player, it can't do any of the following: Go For It; score touchdowns; pass or catch the ball; make blocks or blitzes, except at the ball carrier; make fouls or assist them; be an assist in a block, except if his master is making the block and the dog is in his master's tackle zone for the block.

At the start of every drive, the sheepdog will be in an adjacent square to his master until he is instructed to retrieve the ball by his master. The Shepard can only instruct his dog to fetch the ball as part of a move action or remain stationary for the turn. The sheepdog will then proceed to get the ball and return it to the shepherd. The dog cannot wait for his master to come to him to give the ball away; the dog has to go to him, even if it means going from end of the pitch to the other.

Halfling Agriculturists may take the following skills:

Game Wardens: Agility, General
 Shepherds: Agility, Passing
 Foresters: Agility
 Gatherers: Agility
 Treemen: Strength

The Moot Mouldies

The Moot Mouldies head coach is a necromancer and works in the same way as a head coach of a normal Undead team except for the Raise The Dead spell. Instead of a Human sized player being raised as a zombie, a Halfling sized player may be raised from the dead (i.e. Goblins, Skinks, other Halflings, and any other player who is stunty, but not titchy) once per match.

New Skill: Gluttony

At the start of every drive, roll a D6. On a 1, the Boarling is too busy stuffing itself with truffles to play.

The Moot Mouldies may take the following skills:

Zomblings: General
 Odd Fellows: Agility
 Boarlings: Agility, General
 Pickled Halflings: General
 Nocturnal Halflings: Agility, General
 Deadwood Treemen: Strength

Warning: The Moot Mouldies should only be played by very experienced coaches and extremely good sports as they have the weaknesses of both Halflings and the Undead. The possibilities of scoring, let alone winning, are minuscule at best.



HALFLING STAR PLAYERS						
Name	Cost	MA	ST	AG	AV	Skills
Diddly Squat, Thief	220,000	8	2	4	6	Stunty, Right Stuff, Dodge, Sure Hands, Sure Feet, Loner
Gamble Cokey, Peddler	170,000	6	2	4	5	Stunty, Dodge, Foul Appearance, Dirty Player, Fan Fav, Loner
Neddley Warble, Mugger	150,000	5	2	3	8	Stunty, Dodge, Dirty Player, D Tackle, Poisoned Dagger, Loner
Rumble Sheepskin, Peddler	120,000	6	2	3	6	Stunty, Right Stuff, Dodge, Side Step, Shadowing, Loner
Sammy Alefroth Stewlander	160,000	5	2	3	7	Stunty, Right Stuff, Dodge, T Skull, Side Step, Loner, Stake
Bobby Mushroom, Gatherer	110,000	5	2	4	6	Stunty, Right Stuff, Dodge, Diving Catch, Loner
Deeproot Strongbranch, Treeman	250,000	2	7	1	10	Block, Mighty Blow, Stand Firm, Thick Skull, Throw Team-Mate, Strong Arm, Loner
Gumbo Ranchstock, Shepard	120,000	6	2	4	7	Stunty, Right Stuff, Dodge, Kick, Loner
Herbert Hugebelly, Shepard	280,000	5	2	4	6	Stunty, Dodge, Pass, Dump Off, Accurate, Loner
Julia Sowbread, Housewife	190,000	5	2	3	7	Stunty, Dodge, Guard, Tackle, Loner, Frenzy
Puggy Baconbreath	140,000	6	2	4	6	Stunty, Right Stuff, Dodge, Block, Nerves of Steel, Loner
Rondo Magoo, Shepard	80,000	4	2	2	7	Stunty, Dump Off, Bone Head, Sheepdog, Loner
Sir Rodger Magoat	310,000	5	2	4	8	Stunty, Right Stuff, Dodge, Fend, Stab, Sporting Chap, Loner
Alfie Shortzenegger, Chef	260,000	5	3	4	6	Stunty, Dodge, Thick Skull, Bone-Head, Gauntlets of Holding, Loner
'Big' Jobo Hairyfoot	90,000	6	2	3	6	Stunty, Right Stuff, Dodge, Sprint, Sure Feet, Loner
Tully Warmglow, Chef	220,000	5	3	3	8	Stunty, Block, Piling On, That Smells Good, Dauntless, Loner
Vindaloo Warmglow, Delivery Boy	170,000	7	2	4	5	Stunty, Right Stuff, Dodge, Sprint, Catch, That Smells Good, Loner
Herman Muncher, Reconstituted Halfling	160,000	4	3	1	7	Stunty, Regeneration, Block, Stand Firm, Thick Skull, Fan Favourite, Stupid, Loner
Larry Talbun, Boaring	170,000	7	2	3	7	Stunty, Claw, Frenzy, Gluttony, Dodge, Sure Feet, Always Hungry, Loner
Fritta 'Leech' Flabaghost, Nocturnal Halfling	210,000	6	3	4	7	Stunty, Right Stuff, Dodge, Off For a Bite, Diving Tackle, Nerves of Steel, Loner
Lurch, Deadwood Treeman	400,000	2	7	1	9	Take Root, Stand Firm, Mighty Blow, Thick Skull, Throw Team-Mate, Block, Foul Appearance, Regeneration, Loner
'Weirdo' Nibbletoe, Odd Fellow	130,000	8	2	3	5	Stunty, Right Stuff, Dodge, Side Step, Sure Hands, Sneaky Git, Loner
Pastor Gruel, Missionary of Yum	120,000	5	2	4	6	Stunty, Claw, Regeneration, Dodge, Leader, Disturbing Presence, Loner

New Skill: Gauntlets of Holding

Alfie may use his gauntlets once per turn instead of a block or a blitz. Choose any one player adjacent to him and knock him down. Immediately roll on the injury table, and treat stunned and knocked out results as if Alfie failed the Armour Roll. If Alfie moves before using his gauntlets, it DOES NOT count as the team's Blitz action. The ref doesn't consider Alfie's gauntlets to be the reason for his strength and thus are not treated as a secret weapon.

New Skill: Sporting Chap

Sir Rodger has always had the motto of “Never strike a Halfling when he's down...wait till he gets back up”, so he may not commit or assist with any fouls. Fortunately, he's not above using banned weapons.

The Halfling Star Players will play for the following teams:

Diddly Squat: Halfling, Human, Ogre

“Torch”: Ogre, Vagabond Halflings

“Hare Snare”: Dwarf, Halfling, Human

Rumble Sheepskin: Halfling, Human

Sammy Alefroth: Halfling

Bobby Mushroompad: Halfling, Human, Wood Elf

Deeproot Strongbranch: Halfling, Wood Elf

Gumbo Ranchstock: Halfling

Herbert Hugebelly: Halfling

Julia Sowbread: Halfling

Puggy Baconbreath: Halfling, Human

Rondo Magoo: Agriculture Halflings

Sir Rodger Magoat: Halfling, Human

Alfie Shortsenegger: Amazon, Halfling

“Big” Jobo Hairyfoot: Halfling

Tully Warmglow: Halfling

Vindaloo Warmglow: Halfling

Herman Muncher: Moot Mouldies

Larry Talbun: Moot Mouldies, Norse

“Leech”: Moot Mouldies, Necromantic, Vampire

Lurch: Chaos, Dark Elf, Moot Mouldies, Necromantic

“Weirdo”: Moot Mouldies, Norse, Ogre, Vagabond Halflings

Pastor Gruel: Chaos Halfling (Immortal)

ABOUT THE AUTHOR

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That's it for now... and if you're really good, I'll be back to subject more Halfling madness on you sane folk.