

## HOPEFUL

HALFLING



3x

MOVE

5

THROW

4+

ARMOUR

6+

### QUANTITY OVER QUALITY

In your turn, if this player is in your dugout, this player can make a free Reserves action.

## HEFTY

HALFLING



1x

MOVE

5

THROW

4+

ARMOUR

5+

### VERY WELL FED

In your turn, if this player is on the pitch, this player can make one free Block or Mark action.

## RUNNER

HALFLING



2x

MOVE

5

THROW

4+

ARMOUR

6+

### SLIPPERY LITTLE RUNT

When this player is the target of a Block action, and the result of that Block is a Miss, Shove or Tackle, their coach can choose to ignore the result and this player can make a free Sidestep action.

## TWELVE INCH SUB BALL



When a player moves into a square containing this ball, they pick it up as though they were making a Run action.

HALFLING TEAM

## PASTYBALL



When a player scores a touchdown with this ball, roll one six-sided dice. On a 1, the touchdown is not scored and the player is not placed in the Dugout.

HALFLING TEAM