

EVERYONE'S FAVOURITE RUNTS

By Tom Anders

Snotlings aren't the most obvious choice for Blood Bowl players being smaller, weaker and generally much more squishy than your average Lineman. However, some folk have a soft spot for the little fellers, and the BBRC's very own Tom Anders is one of those discerning few. His league has been using and evolving the following rules in private for several years now, and we thought it'd be fun to show them off and see if anyone else was craz... er... inspired by them.

As with all home-grown rules and modifications, these are usable if your league commissioner allows it, and not if he doesn't. Pretty much like anything else really. After all, it's his league...

Like Goblins, but Shorter

Snotlings are the smallest of the Goblinoid races. They are not great strategists as they generally have the intelligence of a crazed five-year old, but they are five-year olds who love Blood Bowl. Snotlings turn up in vast numbers to see their favourite teams play.

Snotlings love the game so much that they will do anything to take part. At one point the Oldheim Ogres used to play special matches where a Snotling was used instead of the normal regulation ball. However, very few self-respecting Orc, Ogre, or Goblin teams would actually allow a player as pathetic as a Snotling to take the field as part of the team.

The Goblin coach Snarky Knee-biter is credited as the first to use entire teams of Snotlings as opponents to train his

Goblin team (without much risk to his own players). When Snotlings discovered that certain coaches would actually let them play Blood Bowl, they lined up to volunteer. Very few of these Snotlings would survive these practice matches, but fortunately Snotling populations are very difficult to decrease in any meaningful manner.

A few Night Goblin Shamans, completely deranged from too much Fungus Brew, have even rounded up Trolls to play with Snotlings to form true Blood Bowl teams. Such teams are usually destroyed after their first few games, but it appears that as long as Fungus Brew is around the occasional Snotling team will show up for a game of Blood Bowl.



SNOTLING TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Snotling	20,000	5	1	3	5	Titchy, Right Stuff, Dodge, Side Step
0-4	Troll	100,000	4	5	1	9	Big Guy, Mighty Blow, Throw Team-Mate, Regenerate, Always Hungry, Really Stupid

Re-roll counter: 80,000 gold pieces each
Snotlings may only take Agility skills and Trolls may take General and Strength skills
The team may have an Apothecary or Wizard, and may Freeboot any Star player that is allowed on a Goblin team.

New Skill: Titchy

The player is incredibly tiny (even smaller than a Halfling or Goblin.) To represent this make all Dodge rolls with an extra +1 modifier (ie, +2 total) and may ignore any enemy tackle zones on the square he is moving to as long as he is not armed with a secret weapon. Titchy players must increase the range by two categories when they make a pass and opposing coaches may add +2 to the Injury roll for a Titchy player. Titchy players do not exert a -1 penalty when dodging into their tackle zone. In addition, it is very hard for the ref to keep track of how many Titchy players are on the pitch at any one time. To represent this roll a D6 before each drive.

D6	RESULT
1:	no extra Snotlings sneak out
2-5:	the coach may field 1 extra Snotling (if any are available)
6:	the coach may field 2 extra Snotlings (if any are available)

Miniatures: Specialist Games has a rookie Blood Bowl Troll that works great for the team. As for Snotling miniatures... well, believe it or not, the Snotling team has the most official miniatures of any team ever in Blood Bowl! During 2nd edition, 35 different Blood Bowl Snotling miniatures were created that you might be able to locate. Barring that you'll find a number of Snotling miniatures (especially from the Pump Wagon) from Warhammer Fantasy Battles that are easily converted to create your team. If you want a fun extra rule (and really cool fig) for the team get Guy Simpson's rules for the Snotling Pump Wagon secret weapon from BB Compendium 2 or from <http://www.blood-bowl.net>. It's like a Deathroller for the team.

Development: I've played this team now in two different leagues for 20 matches. The starting roster I recommend is the following:

- 4 Trolls
- 12 Snotlings
- 3 Re-rolls
- 9 Fan Factor
- 30k in treasury

For team development, replace your Snotlings often. I usually retire and replace any Snotling that suffers anything more than a 'miss next game' serious injury. As you get enough funds, purchase an Apothecary (use it on your Trolls if they suffer a Death or important serious injury... don't trust Regeneration). You should also buy a 4th re-roll and 6 Cheerleaders. After you've achieved these goals, use your money to freeboot Goblin stars to help your team out. Retire Snotlings as needed until you get to 6 assistant coaches; after that just retire them.

I've found the following skill choices work best for Snotlings: Diving Tackle, Sure Feet, and Catch in that order (they won't live to get a 4th skill... trust me). Use doubles for Snotlings to get one Kick player and then Dirty Players. For the Trolls: Block, Break Tackle, and then Tackle with doubles going for Leader for the first doubles, then Pass or Frenzy depending on if you are more of a running game coach or a throw team-mate coach.



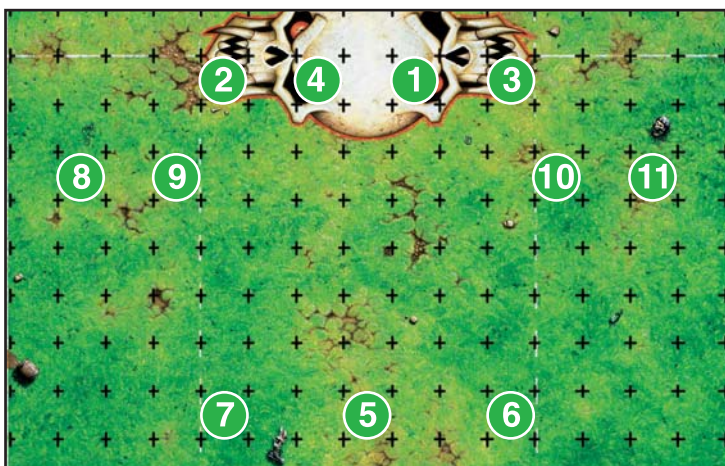
★★★ Snotlings aren't unaware that the other races mock their prowess at Blood Bowl. Mostly they don't care much: "Dey gets crumped jus' as bad as we duz an' dey gots funder a fall!" But some Snotlings do show a pride in their work, and do anything they can to improve their play. Smeggy 'The Glider' Marshjuice had a tailor rig his uniform so that it had wings under the arms, and he managed to take the ball 156 paces in 8 carries against the Scarcrag Snivellers.

Sadly, an Elementalist in the pay of the Galadrieth Gladiators ended a promising career when he called up a strong wind and sent Smeggy on a tour of all the arenas in Norsca.

Editor's note: If you want to play a Snotling team in a official capacity I suggest you stick three Snotlings to a standard 28mm base and then simply use the goblin team rules. Each base of three Snotlings representing one Goblin.

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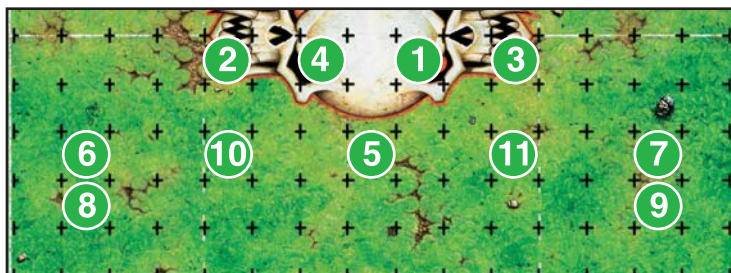
Below you will find standard offence and defence set-ups for the team. Players 1-4 are Trolls. Players 5-11 are Snotlings.



On offence, you are just setting up your play when you receive. Do not try to get the ball into your opponent's half of the pitch. Move two Snotlings forward so that all four of your Trolls will get 2+ Really Stupid rolls. Block with the Trolls and don't follow-up. Pick up the ball and huddle behind the wall of Trolls using the rest of your Snotlings to "guard" the sides (preferably ones with Diving Tackle if you have them). On the next turn, either try a Throw Team-mate play or start the rolling march up the pitch with the Trolls. It's slow, but it can be done. If you get the ball carrier within seven squares of the End Zone, start dodging for the touchdown. Remember Snotlings have 2+ Dodge rolls anywhere.

On defence, make sure you keep the Snotlings out of Quick Snap range. Snotlings break so easily that if you give your opponent free blocks on them, you are giving them the game to be honest.

Your defence options are pretty simple. Get the Trolls into the thick where the ball is as much as possible since Snotlings have almost no ability to block players and using them as tackle zones on players is a great way to kill them on the 3 dice blocks your opponent will get the following turn.



Game Play: Because of their lack of -1 modifiers to dodge rolls into their tackle zones, Snotling cages don't work UNLESS you can get the Trolls rolling down pitch with them. Your best bet to score with Snotlings is to take advantage of the first half. Use your 2+ Dodge rolls anywhere to keep your Trolls with 2+ rolls for Really Stupid, give the Trolls 2 assists where you can for 3 dice blocks and try to roll your team up the pitch with the Trolls bashing and Snotlings fouling all the way. Make sure to never leave a Snotling in an opponent's tackle zone if you can avoid it.

During the first half, you should have the numbers advantage on the pitch, use it to foul with as many assists as you can get with those 2+ Dodge rolls. Foul as much as you can, but be careful that you are not ejecting or losing to injury more players than your opponent is having knocked out or worse. Never forget to argue the call.

Good luck with the most difficult team of them all... a team for the coach that truly needs a challenge.

Special thanks to Joel Hainstock for the Blood Bowl team material in Citadel Journal #26, Frank Becker for the great pictures of his Snottish Airways team in action, the BBRC team for the revised Titchy rules, and Jervis Johnson & Paul Cockburn for the original rules, NAF facts, and text on Snotling players and teams.



Author

Tom has been a Blood Bowl fanatic for as long as he (or anyone else) can remember. He is the webmaster of the popular www.Blood-Bowl.net website. You can often find him online as Galak Starscraper.



Further Information

The crew of the Snotling Pump Wagon, bot the new and classic edition can be purchased seperately from Games Workshop Direct, these make excellent Snotling BB players.

More BB Website

Turn to page 6 for the Albion Cup.
www.BloodBowl.com & www.Blood-Bowl.net