

Goblin and Halfling Referees

Despite their natural lack of affinity for Blood Bowl, Goblins and Halflings are dedicated participants in the sport (Goblins for the countless opportunities for mischief, Halflings for the always-impressive post match feasts.) Indeed, some even go as far as becoming match officials - something which many players laugh at until they realise they just how vindictive these diminutive despots can be!

Generally, becoming a Blood Bowl referee takes a very specific mixture of qualities. You must be, at the very least, slightly unhinged. You must have an encyclopedic knowledge of the rules. You must be bold and assertive, able to make yourself heard over the roar of the crowd and the screams of the injured. And - above all else - you must be able to remain impartial, never letting your own bias influence your calls.

Most Goblin and Halfling referees stop listening after the first few points.

In Blood Bowl, the best referees are all but invisible. As long as they're doing their job properly, you should hardly notice they're there! The rules for referees in Blood Bowl were written with this in mind, with the miniatures serving as visual reminders that the rules for Fouling are in play.

However, it's understandable that some players will want to put the new Halfling and Goblin referee miniatures to more use in the game, so here's a set of rules that you can use, representing Refs who make up for their small stature with a complete lack of mercy. This is an optional rule, so both players must agree to use it before play begins.

Before the first kick-off, the coaches roll off and the winner picks one of the Referee miniatures and sets it up next to the pitch. You can only ever use one special Referee at a time!

Each time there is a foul and a player is not sent off, the Ref will become increasingly frustrated at their impotence. After the foul has been fully resolved, one of the following will happen:

If the Ref is currently next to the pitch and is not on either team's Dugout, move him to the sideline area of the fouling team's Dugout, directly above the "1" on the Score Track. He's now got his eye on that team and is plotting revenge.

If the Ref is already on the fouling team's Dugout, move him one space to the right, so that's above the next number. If he is already above the number 8, he cannot move any further.

If the Ref is on the other team's Dugout, move him one space to the left, so that he's above the previous number. If he was already above the number a, remove him from the Dugout and put him back where he started, next to the pitch.

After the Ref has moved, if he's on the fouling team's Dugout, roll a D6. If the result is higher than the number on the Score Track that the Ref is currently above, there is no effect - but if it is the same or lower, the player who committed the foul suffers the consequences described below!

If a player on the team that the Ref is keeping an eye on is sent off, or if that team uses a Bribe to prevent a player being sent off, he calms down and is returned to where he started, next to the pitch. Note that if a drive (or the first half) ends, the Ref stays right where he is... these maniacs know how to be patient!

Consequences: Goblin Referees

It's never a good idea to get on the wrong side of a Goblin, let alone when they have the full backing of the Referees and Allied Rulekeepers Guild! The player is given a subtle reminder of the Ref's authority - place them Prone and make an immediate injury roll for them.

Consequences: Halfling Referees

The Halflings that make it through the Referee Selection Programme tend to be a few buns short of a basket and will go out of their way to maliciously disrupt the efforts of a team that's on their wrong side. The player's team immediately loses a Team Re-roll. If they do not have any Team Re-rolls to lose, the other team gains one instead!