

# In Progress

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## BALL& CHAIN

When this player is activated, the only action they may perform is a 'Ball & Chain Move' Special action. There is no limit to how many players with this Trait may perform this Special action each team turn.

When this player would move from into either a team, square they that is must peror

this player

by Standing player

against that player, following the normal

a rules, Block but action with the

following exceptions:

A Ball & Chain player ignores the Foul Appearance skill

A Ball Chain player must follow-up if they push- back another player.

When this player performs this Special action:

Place the Throw-in template over the player, facing towards either End Zone or either sideline as you wish.

Roll a D6 and move the player one square in the direction indicated.

A player with a Ball & Chain automatically passes any Agility tests they may be required to make in order to

Dodge, regardless of any modifiers.

If this movement takes the player off the pitch, they risk Injury by the Crowd

If this movement takes the player into a square in which the ball is placed, the player is considered to have moved involuntarily. Therefore, they may not attempt to pick the ball up and the ball will bounce.

If this player moves into a square that is occupied by a Prone or Stunned player from either team, for any reason, that player is immediately pushed back and an Armour roll is made against them.

This player may Rush. Declare that the player will Rush before placing the Throw-in template and rolling the D6 to determine direction:

If this player Rushes into an unoccupied square, move them as normal and roll a D6:

On a roll of 2+, this player moves without mishap.

On a roll of 1 (before or after modification), the player Falls Over.

If this player Rushes into a square that is occupied by a standing player from either team, roll a D6:

On a roll of 2+, this player moves without mishap and will perform a Block action against the player occupying the square as described previously.

On a roll of 1 (before or after modification), the player occupying the square is pushed back and this player will Fall Over after moving into the vacated square

Repeat this process for each square the player moves.

If this player ever Falls Over, is Knocked Down or s Placed Prone, an Injury roll is immediately made against them (no Armour roll is required), treating a Stunned result as a KO'd result.

A player with this Trait cannot also have the Diving Tackle, Frenzy, Grab, Leap, Multiple Block, On the Ball or Shadowing skills.

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## BOMBARDIER

if they are Standing, this player can perform # 'Throw

When activated and

Team-mate action, so does not action is neither Pass action nor. Throw

Bomb Special action. This Special

prevent another player performing one of

those actions during the same team turn, However, only a single player with

this Trait may perform this Special action each team turn.

A Bomb can be thrown and caught, and the throw interfered with. just like

ball, using the rules for Pass actions as described on page 48, with the

following exceptions:

A player may not stand up or move before performing a Throw

Bomb action.

Bombs do not bounce and can come to rest on the ground in an occupied

square. Should a player fail to catch Bomb, it will come to rest on the

ground in the square that player occupies.

a Bomb is fumbled, it will explode immediately in the square occupied

by the player attempting to throw it.

If a Bomb comes to rest on the ground in an empty square or is caught by

an opposition player, no Turnover is caused

A player that is in possession of the ball can still catch a Bomb,

Any Skills that can be used when performing a Pass action can also be

used when performing a Throw Bomb Special action, with the exception of On the Ball.

If a Bomb is caught by a player on either team, roll a D6:

On a roll of 4+, the Bomb explodes immediately as described below.

On a roll of 1-3, that player must throw the Bomb again immediately.

This throw takes place out of the normal sequence of play.

Should a Bomb ever leave the pitch, it explodes in the crowd with no effect (on the game) before the crowd can throw it back.

When a Bomb comes to rest on the ground, in either an unoccupied square, in a square occupied by a player that failed to catch the Bomb or in a square occupied by a Prone or Stunned player, it will explode immediately:

If the Bomb explodes in an occupied square, that player is automatically hit by the explosion.

Roll a D6 for each player (from either team) that occupies a square adjacent to the one in which the Bomb exploded:

On a roll of 4+, the player has been hit by the explosion.

On a roll of 1-3, the player manages to avoid the explosion.

Any Standing players hit by the explosion are Knocked Down.

An Armour roll (and possibly an Injury roll as well) is made against any

player hit by the explosion, even if they were already Prone or Stunned.

You may apply a +1 modifier to either the Armour roll or Injury roll.

This modifier may be applied after the roll has been made.

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## BONE HEAD\*

When this player is activated, even if they are Prone or have lost their Tackle Zone, immediately after declaring the action they will perform but before performing the action, roll a D6;

## CHAINSAW\*

Instead of performing a Block action (on its own or as part of a Blitz action), this player may perform a Chainsaw Attack Special action, Exactly as described for a Block action, nominate a single Standing player to be the target of the Chainsaw Attack Special action. There is no limit to how many players with this Trait may perform this Special action each teamn turn.

On a roll of of 1, this player forgets what they are doing and their activation ends immediately. Additionally, this player loses their Tackle Zone until they are next activated

On a roll of 2+, this player continues their activation as normal and completes their declared action.

To perform a Chainsaw Attack Special action, roll a D6.

On a roll of 2-+, the nominated target is hit by a Chainsaw!

On a roll of 1, the Chainsaw will violently 'kick-back' and hit the player wielding it.

In either case, an Armour roll is made against the player hit by the Chainsaw, adding +3 to the result.

If the armour of the player hit is broken, they become Prone and an Injury roll is made against them. This Injury roll cannot be modified in any way.

If the armour of the player hit is not broken, this Trait has no effect.

If you declared that this player would perform an action which can only be performed once per team turn and this player's activation ended before the action could be completed, the action is considered to have been performed and no other player on your team may perform the same action this team turn.

This player can only use the Chainsaw once per turn (i.e., a Chainsaw cannot be used with Frenzy or Multiple Block) and if used as part of a Blitz action, this player cannot continue moving after using it.

If this player Falls Over or is Knocked Down, the opposing coach may add 4+3 to the Armour roll made against the player.

If an opposition player performs a Block action targeting this player and a Player Down! or a POW! result

applied, +3 is added to the Armour roll. If a Both  
Down result is applied, +3 is added to both  
Armour rolls

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Finally, this player may use their Chainsaw  
when they perform a Foul action. Roll a D6 for  
kick-back as described above. Once again, an  
Armour roll is made against the player hit by the  
Chainsaw, adding +3 to the score.

DECAY\*

If this player suffers a Casualty  
result on the Injury table, there is  
a +1 modifier applied to all rolls  
made against this player on the  
Casualty table

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## REGENERATION

After a Casualty roll has been made against this player, roll D6. on a roll of 4+, the Casualty roll is discarded without effect and the player is placed in the Reserves

in

box rather than the Casualty box of their team dugout.

On a roll of 1-3, however, the result of the Casualty roll is applied as normal.

## PROJECTILE VOMIT

Instead of performing a Block action (on its own or as part of a Blitz action), this player may perform a 'Projectile Vomit' Special action, Exactly as described for a Block action, nominate a single Standing player to be the target of the Projectile Vomit Special action. There is no limit to how many players with this Trait may perform this Special action each team turn.

## RIGHT STUFF

If this player also has a Strength characteristic of 3 or less, they can be thrown by a team-mate with the Throw Team-mate skill, as described on page 52.

To perform a Projectile Vomit Special action, roll a D6:

On a roll of 2+, this player regurgitates acidic bile

onto the nominated target.

In On ar covering either O itself case, i in this acidic Armour bile. rolli is made against player belches and snorts, before

roll

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an

player hit by the Projectile Vomit. This Armour roll cannot be modified in any way.

If the armour of the player hit is broken, they become Prone and an Injury roll is made against them. This Injury roll cannot be modified in any way.

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If the armour of the player hit is not broken, this Trait has no effect.

#### SECRET WEAPON\*

When a drive in which this player took part ends, even if this player was not on the pitch at the end of the drive. this player will be Sent-off for committing a Foul, as described on page 63.

#### STAB

Instead of performing a Block action (on its own or as part of a Blitz action), this player may perform a 'Stab'

Special action. Exactly as described for a Block action, nominate a single Standing player to be the target of A player can only perform this Special action once the Stab Special action. There is no limit to how many per turn (i.e., Projectile Vomit cannot be used with Frenzy players with this Trait may perform this Special action or Multiple Block).

each team turn.

REALLY STUPID\*

When this player is activated, even if they are Prone or have lost their Tackle Zone, immediately after declaring the action they will perform but before performing the

this action, player rolls a D6, currently applying adjacent 0 +2 0 one modifier C or t to more the dice Standing roll if

team-mates that do not have this Trait:

To perform a Stab Special action, make an unmodified

Armour roll against the target:

If the Armour of the player hit is broken, they become

Prone and an Injury roll is made against them. This

Injury roll cannot be modified in any way.

If the Armour of the player hit is not broken, this Trait

has no effect.

If Stab is used as part of a Blitz action, the player

cannot continue moving after using it.

On a roll of 1-3, this player forgets what they

are doing and their activation ends immediately.

Additionally, this player loses their Tackle Zone until they are next activated

On a roll of 4+, this player continues their activation as normal and completes their declared action.

#### STUNTY\*

When this player makes an Agility test in order to Dodge, in

they ignore any -1 modifiers for being Marked in the square they have moved into, unless they also have either the Bombardier trait, the Chainsaw trait or the Swoop trait.

Note that if you declared that this player would perform an action which can only be performed once per team turn and this player's activation ended before the action could be completed, the action is considered to have been performed and no other player on your team may perform the same action this team turn.

However, when an opposition player attempts to interfere with a Pass action performed by this player, that player may apply a +1 modifier to their Agility test.

Finally, players with this Trait are more prone to injury. Therefore, when an Injury roll is made against this player, roll 2D6 and consult the Stunty Injury table, on



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## SWARMING

### THROW TEAM- MATE

During each Start of Drive sequence after Step 2 but this player also has a Strength characteristic of 5 or before Step 3, you may remove D3 players with this Trait. Therefore, they may perform a Throw Team-mate action, as described on page 52, allowing them to throw a team-mate on the pitch, allowing you to set up more than the usual 11 players. These extra players may not be placed on the Line of Scrimmage or in a Wide Zone.

### TIMMM-BERI

If this player has a Movement Allowance of 2 or less, apply a +1 modifier to the dice roll when they attempt to stand up (as described on page 44) for each Open, Standing team-mate they are currently adjacent to. A natural 1 is always a failure, no matter how many team-mates are helping.

### SWOOP

If this player is thrown by a team-mate, as described on page 52, they do not scatter before landing as they

normally would. Instead, you may place the Throw in template over the player, facing towards either End Zone or either sideline as you wish. The player then moves from the target square D3 squares in a direction determined by rolling a D6 and referring to the Throw-in template

#### UNCHANNELLED FURY\*

When this player is activated, even if they are Prone or if they have lost their Tackle Zone, immediately after declaring the action they will perform but before performing the action, roll a D6, applying a +2 modifier to the dice roll if you declared the player would perform a Block or Blitz action (or a Special action granted by a Skill or Trait that can be performed instead of a Block action):

#### TAKE ROOT

When this player is activated, even if they are Prone or have lost their Tackle Zone, immediately after declaring the action they will perform but before performing the action, roll a D6:

On a roll of 1, this player becomes 'Rooted':

A Rooted player cannot move from the square they currently occupy for any reason, voluntarily or otherwise, until the end of this drive, or until they

are Knocked Down or Placed Prone

A Rooted player may perform any action available to them provided they can do so without moving.

For example, a Rooted player may perform a Pass action but may not move before making the pass, and so on.

On a roll of 2+, this player continues their activation as normal.

On a roll of 1-3, this player rages incoherently at others but achieves little else. Their activation ends immediately.

On a roll of 4+, this player continues their activation as normal and completes their declared action.

If you declared that this player would perform an action which can only be performed once per team turn and this player's activation ended before the action could be completed, the action is considered to have been performed and no other player on your team may perform the same action this team turn.

If you declared that this player would perform any action that includes movement (Pass, Hand-off, Blitz or Foul) prior to them becoming Rooted, they may complete the action if possible. If they cannot, the action 's considered to have been performed and no other

player on your team may perform the same action this team turn.

TITCHY'

This player may apply a +1 modifier to any Agility tests they make in order to Dodge. However, if an opposition player dodges into a square within count the Tackle Marking Zone of the this player, this player does not count as moving player for the purposes of calculating Agility test modifiers.

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