

# Clean - Page 79

## PASSING SKILLS

### ACCURATE

When this player performs a Quick Pass action or a Short Pass action, you may apply an additional +1 modifier to the Passing Ability test.

### CANNONEER

When this player performs a Long Pass action or a Long Bomb Pass action, you may apply an additional +1 modifier to the Passing Ability test.

### HAIL MARY PASS

## ON THE BALL

When this player performs a Pass action (or a Throw Bomb action), the target square can be anywhere on the pitch and the range ruler does not need to be used, A Hail Mary pass is never accurate, regardless of the result of the Passing Ability test it will always be inaccurate at best. A Passing Ability test is made and can be re-rolled as normal in order to determine if the Hail Mary pass is wildly inaccurate or is fumbled. A Hail Mary pass cannot be interfered with. This Skill may not be used in a Blizzard.

This player may move up to three squares (regardless Or their MA), following all of the the normal movement rules, when the opposing coach declares that one of their players is going, to perform a Pass action. This move made after the range has been measured and the target square declared, but before the active player makes a Passing Ability test. Making this move interrupts the activation of the opposition player performing the Pass action. A player may use this Skill when an opposition player uses the Dump-off skill, but should this player Fall Over whilst moving, a Turnover is caused.

## LEADER

A team which has one or more players with this Skill gains a single extra team re-roll, called Leader re-roll. However, the Leader re-roll can only be used if there is at least one player with this Skill on the the pitch (even if the player with this Skill is Prone, Stunned or has lost their Tackle Zone). If all players with this Skill are removed from play before the Leader re-roll is used, it is lost. The Leader re-roll can be carried over into extra time if it is not used, but the team does not receive a new one at the start of extra time. Unlike standard Team Re-rolls, the Leader Re-roll cannot be lost due to a Halfling Master Chef, Otherwise, the Leader re-roll is treated just like a normal team re-roll.

## CLOUD BURSTER

When this player performs a Long Pass action or a Long Bomb Pass action, you may choose to make the opposing coach re-roll a successful attempt to interfere with the pass.

Additionally, during each Start of Drive sequence, after Step 2 but before Step 3, one Open player with this Skill on the receiving team may move up to three squares (regardless of their MA). This Skill may not be used if a touchback is caused when the kick deviates and does not allow the player to cross into their opponent's half of the pitch.

## PASS

This player may re-roll a failed Passing Ability test when performing a Pass action.

## RUNNING PASS

If this player performs a Quick Pass action, their activation does not have to end once the pass is resolved. If you wish and if this player has not used their full Movement Allowance, they may continue to move after resolving the pass.

## DUMP-OFF

If this player is nominated as the target of a Block action (or a Special action granted by a Skill or Trait that can be performed instead of a Block action) and if they are in possession of the ball, they may immediately perform a Quick Pass action, interrupting the activation of the opposition player performing the Block action (or Special action) to do so. This Quick Pass action cannot cause a Turnover, but otherwise all of the normal rules for passing the ball apply. Once the Quick Pass action is resolved, the active player performs the Block action and their team turn continues.

## FUMBLEROOSKIE

When this player performs a Move or Blitz action whilst in possession of the ball, they may choose to drop the ball. The ball may be placed in any square the player vacates during their movement and does not bounce. No Turnover is caused.

## NERVES OF STEEL

This player may ignore any modifier(s) for being Marked when they attempt to perform a Pass action, attempt to catch the ball or attempt to interfere with a pass.

## SAFE PASS

Should this player fumble a Pass action, the ball is not dropped, does not bounce from the square this player occupies, and no Turnover is caused. Instead, this player retains possession of the ball and their activation ends.