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TRAITS

ANIMAL SAVAGERY*

When this player IS activated, even if they are Prone or have last their Tackle Zone, immediately after declaring the action they will perform but before performing the action, roll a D6, applying a +2 modifier 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):

- On a roll of 1-3, this player lashes out at their team-mates:
  - One Standing team-mate of your choice that is currently adjacent to this player is immediately Knocked Down by this player. This does not cause a Turnover unless the Knocked Down player was in possession of the ball. After making an Armour roll (and possible Injury roll) against the Knocked Down player, this player may continue their activation and complete their declared action if able. Note that, if this player has any applicable Skills, the coach of the opposing team may use them when making an Armour roll (and possible Injury roll) against the Knocked Down player.
  - lf this player is not currently adjacent to any Standing team-mates, this player's activation ends immediately. Additionally, this player loses their Tackle Zone until they are next activated.
- On a roll 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.

ANIMOSITY (X)*

This player is jealous of and dislikes certain other players on their team, as shown in brackets after the name of the Skill on this player's profile. This may be defined by position or race. For example, a Skaven Thrower on an Underworld Denizens team has Animosity (Underworld Goblin Linemen), meaning they suffer Animosity towards any Underworld Goblin Linemen players on their team. Whereas a Skaven Renegade on a Chaos Renegade team has Animosity (all team-mates), meaning they suffer Animosity towards all of their team-mates equally.

When this player wishes to perform a Hand-off action to a team-mate of the type listed, or attempts to perform a Pass action and the target square is occupied by a team-mate of the type

listed, this player may refuse to do so. Roll a D6. On a roll of 1, this player refuses to perform the action and their activation comes to an end. Animosity does not extend to Mercenaries or Star Players.

ALWAYS HUNGRY*

If this player wishes to perform a Throw Team-mate action, roll a D6 after they have finished moving, but before they throw their team-mate. On a roll of 2+ continue with the throw as normal. On a roll of 1, this player will attempt to eat their team-mate. Roll another D6:

- On a roll of 1, the team-mate has been eaten and is immediately removed from the Team Draft list. No apothecary can save them and no Regeneration attempts can be made. If the team-mate was in possession of the ball, it will bounce from the square this player occupies.
- On a roll of 2+, the team-mate squirms free and the Throw Team-mate action is automatically fumbled, as described on page 53.

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