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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 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.

Repeat this process for each square the player moves.

If this player would move from into a square that is occupied by a Standing player from either a team, they must perform a Block action against that player, following the normal rules, but 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.

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.

If this player ever Falls Over, is Knocked Down or is 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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