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HYPNOTIC GAZE

During their activation, this player may perform a 'Hypnotic Gaze' Special action, There is no limil to how many players with this Trait may perform this Special action each team tumn.

NO HANDS"

This player is unable to take possession of the ball. They may not attempt to pick it up, to catch it, or attempt to interfere with a pass. Any attemnpt to do so will automatically fail, causing, the ball to bounce, Should this player voluntarily move into a square in which the ball is placed, they cannot attempt to pick it up, The ball will bounce and a Turnover is caused as if this player had failed an attempt to pick up the ball.,

To perform a Hypnotic Gaze Special action, nominate a single Standing opposition player that has not lost theit Tackle Zone and that this player is Marking. Then make an Agility test for this player, applying a -1 modifier for every player (other than the nominated Dlayer) that is Marking this player. If the test is passed, the nominated player loses their Tackle Zone until they

are next activated.

PLAGUE RIDDEN

Once per game, if an opposition player with a Strength characteristic of 4 or less that does not have the Decay, Regeneration or Stunty traits suffers a Casualty result of 15-16, DEAD as the result of a Block action performed or a Foul action committed by a player with this Trait that belongs to your team, and if that player cannot be saved by an apothecary, you may choose to use this Trait. If you do, that player does not die; they have instead been infected with a virulent plague!

This player may move before performing this Special action, following all of the normal movement rules. However, once this Special action has been performed, this player may not move further and their activation comes to an end.

KICK TEAM-MATE

If your team has the 'Favoured of Nurgle' special Once per team turn, in addition to another player rule, a new 'Rotter Lineman' player, drawn from the performing either a Pass or a Throw Team-mate action, urgle roster, can be placed immediately in the Reserves a single player with this Trait on the active team can box of your team's dugout (this may cause a team to

perform a 'Kick Team-mate' Special action and attempt to

ave more than 16 players for the remainder of this

kick a Standing team-mate with the Right Stuff trait tha

game). During step 4 of the post-game sequence, this

is in a square adjacent to them.

player may be permanently hired, exactly as you would

a Journeyman player that had played for your team (see

To perform a Kick Team-mate Special action, follow

age 72).

POGO STICK

During their movement, instead of jumping over a

ingle square that is occupied by a Prone or Stunned

However, if the Kick Team-mate Special action is

player, as described on page 45, a player with this Trait

fumbled, the kicked player is automatically removed from

may choose to Leap over any single adjacent square,

play and an Injury roll is made against them, treating a

including unoccupied squares and squares occupied by

Stunned result as a KO'd result (note that, if the player

that performed this action also has the Mighty Blow (+X) S tanding players.

skill, the coach of the opposing team may use that Skill

Additionally, when this player makes an

on this Injury roll). If the kicked player was in possession

of the ball when removed from play, the ball will bounce to Jump over a

from the square they occupied

the rules for Throw Team-mate actions as described on

page 52.

Agility test

Prone or Stunned player, or to Leap over

an empty square or a square occupied by a Standing

player, they may ignore any negative modifiers that would

normally be applied for being Marked in the square they

jumped or leaped from and/or for being Marked in the

square they have jumped or leaped into.

LONER (X+)*

If this player wishes to use a team re-roll, roll a D6

If you roll equal to or higher than the target number

shown in brackets, this player may use the team re-roll

as normal, Otherwise, the original result stands without

being re-rolled but the teamn re-roll is lost just as if it had

been used

A player with this Trait cannot also have the

Leap skill.

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