

Clean - Page 85

HYPNOTIC GAZE

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

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 attempt 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 their 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 Player) 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 rule, a new 'Rotter Lineman' player, drawn from the Nurgle roster, can be placed immediately in the Reserves 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.

85

Revision #2

Created 2023-02-27 10:00:32 UTC by Quildra

Updated 2023-02-27 11:20:16 UTC by Quildra