Page 74 - Skills

SKILL USE
layers that are Slanding and have not lost their
Tackle Zone can use
theit Skills or Traits at any time, not just during their own activation.
P Players that are Prone of Stunned, or that have lost their
for any reason, cannot use any Skills of Traits unless otherwise stated Tackle Zone
olated in the
Skill or Trait description:
SKILLS
he following pages
T
feature the complete
list of Skills and Traits
available to players. Be they
Skills a player starts with,
or Skills gained during the
course of a league, all players
will have a degree of access
to General, Agility, Strength
and Passing skills, and many
will have access to Mutations.
Traits are more unique, the
result of a player's nature
rather than something they
can learn
modifies a dice roll after the dice
You can choose to use a Skill or or Trait that
a
roll has been made
All bonuses and/or modifiers from Skills or Traits can be combined.
Unless the description states other wise, a Skill or Trait can be used
e bsed by
more than one player per team tumn.
Unless the description states otherwise, a Skill or Trait can be used
multiple times during each team turn.
Unless Skill or Trait iS marked with an asterisk (*), its use is not
compulsory (i.e., you do not have to use that Skill or Trait if you do net
wish to). However, the use of a Skill or Trait marked with an asteris.
is compulsory.
SKILL CATEGORIES
Random Selection

lstD6 nd D6
Agility
Catch
Diving Catch
Diving Tackle
General
Block
Dauntless
Dirty Player (+1)
Mutations
Big Hand
Claws
Disturbing
Presence*
Extra Arms
Foul Appearance*
Horns
iron Hard Skin
Monstrous Mouth
Prehensile Tail
Tentacles
Two Heads
Very Long Legs
Passing
Accurate
Cannoneer
Cloud Burster
Strength
Arm Bar
Brawler
Break Tackle
1-3
Dodge
Defensive
Jump Up
Leap
Safe Pair of Hands
Sidestep
Sneaky Git
Sprint
Sure Feet
Fend
Frenzy*
Kick
Pro
Shadowing
Strip Ball

Sure Hands
Tackle
Wrestle
Dump-off
Fumblerooskie
Hail Mary Pass
Leader
Nerves of Steel
On the Ball
Pass
Running Pass
Safe Pass
Grab
Guard
Juggemaut
Mighty Blow (+1)
Multiple Block
Pile Driver
Stand Fimm
Strong Am
Thick Skull
6
2
3
4-6
TRAITS
Animal Savagery*
Animosity"
Always Hungry*
Ball & Chain*
Bombardier
Bone Head*
Chainsaw*
6
Decay*
Hypnotic Gaze
Kick Team-mate
Loner (X+)*
No Hands*
Plague Ridden
Pogo Stick
Projectile Vomit
Really Stupid*
Regeneration
Right Stuff*
Secret Weapon*
Stab

Stunty*
Swarming
Swoop
Take Root*
Titchy*
Timmm-ber
Throw Team-mate
Unchannelled FI

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