

# Page 75

## AGILITY SKILLS

### DEFENSIVE

#### SAFE PAIR OF HANDS

#### CATCH

During your opponent's team turn

if this player is Knocked Down or

This player may

re-roll a failed attempt to catch the ball (but not during your own team

turn), any

Agility test when

Placed Prone (but not if they Fall

Agility test when

opposition players being

Over) whilst in possession of the

the ball.

Marked by this player cannot use the ball, the ball does not bounce.

Guard skill.

#### Instead, you may place the ball in an

#### DIVING CATCH

unoccupied square adjacent to the

This player may attempt to catch the ball if a pass, throw-in or kick-off

JUMP UP

one this player occupies when they

If this player is Prone they may stand become Prone.

causes it to land in a square within

up for free (i.e. standing up does

their Tackle Zone after scattering of not cost this player three (3) squares SIDESTEP

deviating. This Skill does not allow

of their Movement Allowance, as it

If this player is pushed back for any

this player to attempt to catch the

normally would).

reason, they are not moved into

ball if it bounces into a square within

ac square chosen by the opposing

Additionally, if this player is

coach. Instead you may choose any

their Tackle Zone.

Prone when activated, they may

nooccupied square adjacent to this

player. This player is pushed back

Additionally, this player may

attempt to Jump Up and perform a

into that square instead . If there are

apply a +1 modifier to any attemp

B lock action. This player makes an

Agility test, applying a +1 modifier.

no unoccupied squares adjacent to  
to catch an accurate pass if the y  
this player, this Skill cannot be used.

occupy the target square.

If this test is passed, they stand up  
and may perform a Block action.

If the test is failed, they remain Prone SNEAKY GIT  
and their activation ends.

When this player performs a Foul

O

action, they are not Sent-off  
committing a Foul should they roll a

Of

natural double on the Armour roll.

the activation

to end

DIVING TACKLE

Should an active opposition player  
that is attempting to Dodge, Jump  
or Leap in in order to vacate a square  
in which they are being Marked by  
this player pass their Agility test,  
you may declare that this player will  
use this Skill. Your opponent must

immediately subtract 2 from the result of the Agility test. This player is then Placed Prone in the square vacated by the opposition player.

## LEAP

During their movement, instead jumping over a single square that is occupied by a Prone or Stunned player, as described on page 45.

player with this Skill may choose to Leap over any single adjacent square, including unoccupied squares and squares occupied by Standing players

Additionally,

of this player does not have once the Foul has been committed.

If you wish and if this player has not used their full Movement Allowance, they may continue to move after committing the Foul.

If the opposition player was being Marked by more than one player with this Skill, only one player

may use

Additionally, this player may reduce any negative modifier applied to the Agility test when they attempt to Jump over a Prone or Stunned player, or to Leap over an empty square or a square occupied by a Standing player by 1, to a minimum of -1.

#### SPRINT

When this player performs any action that includes movement, they may attempt to Rush three times, rather than the usual two.

#### DODGE

Once per team turn, during their activation, this player may re-roll a failed Agility test when attempting to Dodge.

#### SURE FEET

Once per team turn, during their activation, this player may re-roll the D6 when attempting to Rush.

A player with this Skill cannot

also have the Pogo Stick trait.

Additionally, this player may

choose to use this Skill when they

are the target of a Block action and

a Stumble result is applied against

themn, as described on page 57.

#### HACKSPIT QUILLCHEWER'S FUN FACTS!

A lot of teams have very strict policies regarding performance enhancing

(and reality altering!) drugs. Take the Lowdown Rats, for example.

Any player found not to be in possession of at least a bag of

Madcap Mushrooms can face a very hefty fine!

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