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FRENZY

PRO

player performs

Block action

Every time this (on its own or as part of may attempt re-roll

During their activation, this player

STRIP BALL

When this player targets

a

action),

follow-up

the Blitz target is they must back and IE they if dice single may dice have. toll, to as been partof rolled one a dice. either This. asa possession of player the that ball is with in an a Block

opposition

pushed

are able. If t the target

multiple

pushed back, and if this

still Standing dice roll oF as part of a dice poot, but BItz action), choosing to apply a a

action fon itse oWn ofa as part ofa

player

cannot1 be a dice that was rolled. as

Push Back result wille cause that

player

Block action the same against

after being was must able then to perform follow- a up, second this target, roll. part of Roll an D6: Armour, Injury of Casualty they player are to

drop the ball in the square

pushed back into. The ball

again following- up the target is

pushed back.

On a roll of 3+, the dice can be

will bounce from the square the

re-rolled.

player i IS pushed back into, as #f thes

On a rolld of 1 of 2, the dice

had been Knocked Down.

cannot be re-rolled.

t this player is performing a

Blitz action, performing a second

Block action will also cost them one

square of their Movement Allowance.

H this player has no Movement

Allowance left to perform a second

Block action, they must Rush to do

so. If they cannot Rush, they cannot

perform a second Block action.

SURE HANDS

This player may re-roll any failed

Once this player has attempted

attempt to pick up the ball.

to use this Skill, they may not use a

In addition, the Strip Ball skill

re-roll from any other source to re-roll annot be used against a player

this one dice.

with this Skill.

SHADOWING

TACKLE

This player can use this Skill when

When an active opposition player

an opposition player they are

attempts to Dodge from a square in

Marking voluntarily moves out of a

which they were being Marked by

square within this player's Tackle

one or more players on your team

Zone. Roll a D6, adding the MA

with this Skill, that player cannot use

of this player to the roll and then

the Dodge skill.

subtracting the MA of the opposition

player. If the result is 6 or higher, or

Additionally, when an

if the roll is a a natural 6, this player

opposition player is targeted by a

may immediately move into the

Block action performed by a player

square vacated by the opposition

with this Skill, that player cannot use

player (this player does not need

the Dodge skill if a Stumble result is

to Dodge to make this move).

applied against them.

If, however, the result is 5 or lower,

or if the roll is a natural 1, this Skill

has no further effect.

Note that if an opposition

player in possession of the ball is

pushed back into your End Zone and

is stil Standing, a touchdown will

be scored, ending the drive. In this

case, the second Block action is

not performed.

A player with this Skill cannot

also have the Grab skill.

KICK

If this player is nominated to be

the kicking player during a kick-off,

you may choose to halve the result

of the D6 to determine the number

squares that the ball deviates,

rounding any fractions down.

WRESTLE

This player may use this Skill when

Both Down result is applied, either

when they perform a Block action

or when they are the target of a

Block action. Instead of applying the

Both Down result as normal, and

regardless of any other Skills either

player may possess, both players are

Placed Prone.

A player may use this Skill any

number of times per turn, during

either team's turn. If an opposition

player is being Marked by more than

one player with this Skill, only one

player may use it.

HACKSPit QUIllCHEWER'S FUN FACTS!

The 2499 season's Most Blatant Foul award went to

fan-tavourite Morgrim Klchoppa, who spent the best part of

45 minutes kicking an already unconscious Soaren Hightower

grinning ignore this and blatant, waving at rule- the breaking officials. no-no; The they officials were didn't often

while

simply

sen to grin and wave back!

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