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FOUL APPEARANCE

When an opposition player declares a Block action targeting this player (on its own or as part of a Blitz action), or any Special action that targets this playet, their coach must first roll a D6, even if this player has lost if their Tackle Zone. On a roll of 1, the player cannot perform the declared action and the action is wasted.

TENTACLES

This player can use this Skill an opposition player they are when Marking, voluntarily moves out of a square within this player's Tackie Zone, Roll a D6, adding the ST of this player to the roll and then subtracting the ST of the opposition player. If the result is 6 or higher, or if the roll is a natural 6, the

opposition player is held firnlyin

place and their movement comes to

an end. If, however, the resuitis 5 or

lower, or if the roll is a natural 1, this

Skill has no further effect.

MUTATIONS

BIG HAND

This player may ignore any

modifier(s) for being Marked ot for

Pouring Rain weather conditions

when they attempt to pick up

the ball.

CLAWS

When you make an Armour roll

against an oppasition player that

was Anaeked Down as the result

of a Block action performed by this

playet, a roll of 8+ before applying

any modifiers will break their

arout, regardiess of their actual

Armour Value.

HORNS

When this player performs a Block

action as part of a Blitz action (but

not on its own), you may apply a +1 modifier to this player's Strength characteristic. This modifier is applied before counting assists, before applying any other Strength modifiers and before using any other Skils or Traits.

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.

DISTURBING PRESENCE

When an opposition player performs either a Pass action, a Throw Team-mate action or a Throw Bomb

IRON HARD SKIN

Special action, or attempts to either

The Claws skill cannot be used

interfere with a pass or to catch the

when making an Armour roll against

ball, they must apply a -1 modifier to

this player.

the test for each player on your team

with this Skil that IS within three

MONSTROUS MOUTH

squares of them, even if the player

This player may re-roll any failed

with this Skill is Prone, Stunned o r

attempt to catch the ball. In addition,

has lost their Tackle Zone.

the Strip Ball skil skill cannot be used

against this player.

TWO HEADS

This player may apply a +1 modifier

to the Agility test when they attempt

to Dodge

VERY LONG LEGS

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,

if this player has the Leap skill)

by l, to a minimum of -1.

EXTRA ARMS

This player may apply a +1 modifier

when they attempt to pick up or

catch the ball, or when they attempt

to interfere with a pass.

PREHENSILE TAIL

When an active opposition player

attempts to Dodge, Jump or Leap

in order to vacate a square in which

they are being Marked by this player,

there is an additional -1 modifier

applied to the active player's

Agility test.

Additionally, this player may

apply a -+2 modifier to any attempts

to interfere with a pass they make.

Finally, this player ignores the

If the opposition player is being

Marked by more than one player with

Cloud Burster skill.

this Mutation, only one player may

use

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