Page 79

PASSING SKILLS

ACCURATE

When this player performs a Quick

Pass action or a Short Pass action,

you may apply an additional +1

modifier to the Passing Ability test.

CANNONEER

When this player performs a Long

Pass action or a Long Bomb Pass

action, you may apply an additional

+1 modifier to the Passing

Ability test.

HAIL MARYPASS

ON THE BALL

When this player performs a Pass

This player may move up to three

action (or a Throw Bomb action), the squares (regardless Or their MA),

target square can be anywhere on

following all of the the normal movement

the pitch and the range tuler does

rules, when the opposing coach

not need to be used, A Hail Mary

declares that one of their players i5

pass is never accurate, regardless of

oing, to perform a Pass action, This

the result of the Passing Ability test

move made after the range has

it will always be inaccurate at best.

been measured and the target square

A Passing Ability test is made and

declared, but before the active player

can be re-rolled as normal in order

makes a Passing Ability test., Making

to determine if the Hail Mary pass

this move interrupts the activation

is wildly inaccurate or is fumbled. A

f the opposition player performing

Hail Mary pass cannot be interfered

the Pass action. A player may use

with. This Skill may not be used in

this Skill when an opposition player

a Blizzard.

uses the Dump-off skill, but should

this player Fall Over whilst moving,

LEADER

a Turnover is caused.

CLOUD BURSTER

When this player performs a Long

Pass action or a Long Bomb Pass

action, you may choose to make the

opposing coach re-roll a successful

attempt to interfere with the pass

A team which has one or more

players with this Skill gains a single

Additionally, during each Start

extra team re-roll, called Leader

of Drive sequence, after Step 2 but

re-roll. However, the Leader re-roll

before Step one Open player with

can only be used if there is at least

this Skillon the receiving team may

one player with this Skill on the the pitch

move Up to three squares (regardless

(even if the player with this Skill

of their MA). This Skill may not

is Prone, Stunned or has lost their

be used if a touchback is caused

Tackle Zone). If all players with this

hen the kick deviates and does not

Skill are removed from play before

allow the player to cross into their

the Leader re-roll is used, it is lost.

pponent's half of the pitch.

The Leader re-roll can be carried

over into extra time if it is not used ,

PASS

but the team does not receive a

This player may re-roll a failed

new one at the start of extra time.

Passing Ability test when performing

Unlike standard Team Re-rolls, the

a Pass action.

Leader Re-roll cannot be lost due to

RUNNING PASS

a Halfling Master Chef, Otherwise,

the Leader re-roll is treated just like a If this player performs a Quick Pass

normal team re-roll.

action, their activation does not have

the

is resolved.

DUMP-OFF

If this player is nominated as the

target of a Block action (or a Special

action granted by a Skillor Trait

that can be performed instead of

a Block action) and if they are in

possession of the ball, they may

immediately perform a Quick Pass

action, interrupting the activation of

the opposition player performing the

Block action (or Special action) to

do so. This Quick Pass action cannot

cause a Turnover, but otherwise all of

the normal rules for passing the ball

apply Once the Quick Pass action is

resolved, the active player performs

the Block action and their team

turn continues.

pass

to end once

If you wish and if this player has not

used their full Movement Allowance,

they may continue to move after

resolving the pass.

FUMBLEROOSKIE

When this player performs a Move

or Blitz action whilst in possession Of

the bal, they may choose to drop the ball. The ball may be placed in any square the player vacates during their moverent and does not bounce. No Turnover is caused

NERVES OF STEEL

This player may ignore any modifier(s) for being Marked when they attempt to perform a Pass action, attempt to catch the ball or attempt to interfere with a pass.

SAFE PASS

Should this player fumble a Pass action, the ball is not dropped, does not bounce from the square this player occupies, and no Turnover is caused. Instead, this player retains possession of the ball and their activation ends.

Revision #1
Created 2023-02-24 18:44:29 UTC by Quildra
Updated 2023-02-24 21:15:42 UTC by Quildra