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STRENGTH SKILLS

ARM BAR

If an opposition player Falls Over as the result of failing their Agility test when attempting to Dodge, Jump of Leap out of a square in which they were being Marked by this player, you may apply a +1 modifier to either the Armour roll or Injury roll. This moditier may be applied after the roll has been made and may be applied even it this player is now Prone

GUARD

This player can offer both offensive and defensive assists regardiess how many opposition players are Marking them.

STAND FIRM

This player may choose not to pushed back, either asi the result of

oF by Block a chain- push, Using

action made against them

this Skill

does not prevent an opposition player

with the Frenzy skil from performing

a second Block action if this player is

still Standing after the first.

JUGGERNAUT

When this player performs a Block

action as part of a Blitz action (but

not on its own), they may choose to

STRONG ARM

treat a Both Down result as a Push

Back result. In addition, when this

This player may apply a +1 modifer

player performs a Block action as

to any Passing Ability test rolls they

part of a Blitz action, the target of the

make when performing a Throw

Team-mate action.

Block action may not use the Fend,

Stand Firm or Wrestle skills.

If the opposition player was

being Marked by more than one

player with this Skill, only one player may use it.

MIGHTY BLOW (+1)

When an opposition player is Knocked Down as the result of a Block action performed by this player (on its own or as part of a Blitz action), you may modify either the Armour roll or Injury roll by the amount shown in brackets. This modifier may be applied after the roll has been made.

A player that does not have the Throw Team-mate trait cannot have this Skill.

BRAWLER

When this player performs a Block action on its own (but not as part of a Blitz action), this player may re-roll a single Both Down result.

THICK SKULL

When an Injury roll is made against this player (even if this player is Prone, Stunned or has lost their

Tackle Zone), they can only be KO'd on a roll of 9, and will treat a roll of 8 as a Stunned result. If this player also has the Stunty trait, they can only be KO'd on a roll of 8, and will treat a roll of 7 as a Stunned result. All other results are unaffected.

BREAK TACKLE

Once during their activation, after making an Agility test in order to Dodge, this player may modify the dice roll by +1 if their Strength characteristic is 4 or less, or by +2 if their Strength characteristic is 5 or more.

This Skill cannot be used with the Stab or Chainsaw traits

MULTIPLE BLOCK

When this player performs a Block action on its own (but not as part of a Blitz action), they may choose to perform two Block actions, each targeting a different player they are Marking. However, doing so will reduce this player's Strength characteristic by 2 for the duration of this activation. Both Block actions are performed simultaneously, meaning both are resolved in full even if one or both result in a Turnover. The dice rolls for each Block action should

be kept separate to avoid confusion. This player cannot follow-up when using

this Skill.

GRAB

When this player performs a Block

action (on its own or as part of a

Bitz action), using this Skill prevents

the target of the Block action from

using the Side Step skill.

Additionally, when this player

performs a Block Action on its own

Note that

(but not as part of a Blitz action),

use the Frenzy skill during the same

if the target is pushed back, this

player may choose any unoccupied

PILE DRIVER

square adjacent to the target to

When an opposition player is Knocked Down by this player as the result

push that player into. If there are n

f a Block action (on its own or as part of a Blitz action), this player may

unoccupied squares, this Skil cannot immediately commit a free Foul action against the Knocked Down player.

be used.

To use this Skill this player must be Standing after the block dice result

has been selected and applied, and must occupy a square adjacent to the

this Skill cannot Knocked DoWn player. After using this Skill, this player is Placed Prone and

with

their activation ends immediately.

choosing to use this Skill means this player will be unable to

activation.

A player

also have the Frenzy skill.

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