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BALL& CHAIN

When this player is activated, the only action they may

cerform is a 'Ball & & Chain Move' Special action. There Is

ne limit to how many players with this Trait may perform

this Special action each team turn.

would move from into either a team, square they that is must peror

this player

by Standing player

against that player, following the normal

a rules, Block but action with the

following exceptions:

A Ball & Chain player ignores the Foul Appearance skill

A Ball Chain player must follow-up if they push- back

another player.

When this player performs this Special action:

Place the Throw-in template over the player, facing

towards either End Zone or either sideline as

you wish.

Roll a D6 and move the player one square in the

direction indicated.

A player with a Ball & Chain automatically passes any

Agility tests they may be required to make in order to Dodge, regardless of any modifiers.

If this movement takes the player off the pitch, they risk Injury by the Crowd

If this movement takes the player into a square in which the ball is placed, the player is considered to have moved involuntarily. Therefore, they may not attempt to pick the ball up and the ball will bounce.

If this player moves into a square that is ocupied by a Prone or Stunned player from either team, for any reason, that player is immediately pushed back and an Armour roll is made against them.

This player may Rush. Declare that the player will Rush before placing the Throw-in template and rolling the D6 to determine direction:

If this player Rushes into an unoccupied square, move them as normal and roll a D6:

On a roll of 2+, this player moves without mishap.

On a roll of 1 (before or after modification), the player Falls Over.

If this player Rushes into a square that is occupied by a standing player from either team, roll a D6:

On a roll of 2+, this player moves without mishap and will perform a Block action against the player

occupying the square as described previously.

On a roll of 1 (before or after modification), the

player occupying the square is pushed back and

this player will Fall Over after moving into the

vacated square

Repeat this process for each square the

player moves.

If this player ever Falls Over, is Knocked Down or s

Placed Prone, an Injury roll is immediately made against

them (no Armour rollis required), treating a Stunned

result as a KO'd result.

A player with this Trait cannot also have

the Diving Tackle, Frenzy, Grab,

Leap, Multiple Block, On the Ball

or Shadowing skils.

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