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BOMBARDIER

if they are Standing, this player can pertorm # 'Throw

When activated and

Team-mate action, sO does not action is neither Pass action nor. Throw

Bomb Special action. This Special

prevent another player pertorming one of

those actions during the same team turn, Mowevet, only a single player with

this Trait may-perform this Special action each team turn.

A Bomb can be thrown and caught, and the throw interfered with. just like

ball, using ine rules for Pass actions as described on page 48, with the

following eNee ons:

A plaver may not stand up or move before performing a Throw

Bomb action.

Bombs do not bounce and can come to rest on the ground in an occupied

square. Should a player fail1 to catch Bomb, it will come to rest on the

ground in the square that player occupies.

a Bomb is fumbled , it will explode immediately in the square occupied

by the player attempting to throw it.

If a Bomb comes to rest on the ground in an empty square or is caught by

an opposition player, no Turnover is caused

A player that is in possession of the ball can still catch a Bomb,

Any Skills that can be used when performing a Pass action can also be used when performing a Throw Bomb Special action, with the exception of On the Ball.

If a Bomb is caught by a player on either team, roll a D6:

On roll of. 4+, the Bomb explodes immediately as described below.

On a roll of 1-3, that player must throw the Bomb again immediately.

This throw takes place out of the normal sequence of play.

Should a Bomb ever leave the pitch, it explodes in the crowd with no effect (on the game) before the crowd can throw it back.

When a Bomb comes to rest on the ground, in either an unoccupied square, in a square occupied by a player that failed to catch the Bomb or in a square occupied by a Prone or Stunned player, it will explode immediately:

If the Bomb explodes in an occupied square, that player is automaticaly hit by the explosion.

Roll a D6 for each player (from either team) that occupies a square adjacent to the one in which the Bomb exploded:

On a roll of 4+, the player has been hit by the explosion.

On a roll of 1-3, the player manages to avoid the explosion.

Any Standing players hit by the explosion are Knocked Down.

An Armour roll (fand possibly an Injury roll as wellis made against any

You may any uie explosion, even if they were wveu is made against

player hit by the explosion even they were already Prone or Stunned.

may apply 9 +1 modifier to either the Armour roll or Injury roll.

This modifier may be applied after the roll has been made.

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