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BONE HEAD*

When this player is activated, even if they are Prone ot have lost their Tackle Zone, immediately after declaring the action they will perform but before pertorming the action, roll a D6;

CHAINSAW*

Instead of performing a Block action (on its own or as part of a Blitz action), this player may perform a Chainsaw Attack Special action, Exactly as described for a Block action, nominate a single Standing player to be the target of the Chainsaw Attack Special action. There is no limit to how many players with this Trait may perform this Special action each teamn turn.

On a roll of of 1, this player forgets what they are doing and theit activation ends immediately. Additionally, this player loses theit Tackle Zone until they are next activated

On a roll of 2+, this player continues their activation as normal and completes their declared action.

To perform a Chainsaw Attack Special action, roll a D6.

On a roll of 2-+, the nominated target is hit by

a Chainsaw!

On a roll of 1, the Chainsaw will violently 'kick-back

and hit the player wielding it.

In either case, an Armour roll is made against the

player hit by the Chainsaw, adding +3 to the result.

If the armour of the player hit is broken, they become

Prone and an Injury roll is made agal inst them. This

Injury roll cannot be modified in any way.

If the armour of the player hit is not broken, this Trait

has no effect.

If you declared that this player would perform an

action which can only be performed once per team turn

and this player's activation ended before the action could

be completed, the action is considered to have been

performed and no other player on your team may perform

the same action this team turn.

This player can only use the Chainsaw once per

turn (i.e., a Chainsaw cannot be used with Frenzy or

Multiple Block) and if used as part of a Blitz action, this

player cannot continue moving after using it.

If this player Falls Over or is Knocked Down, the

opposing coach may add 4+3 to the Armour roll made

against the player.

If an opposition player performs a Block action targeting

this player and a Player Down! or a POW! result applied, +3 is added to the Armour roll. If a Both Down result is applied, +3 is added to both Armour rolls

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Finally, this player may use their Chainsaw when they perform a Foul action. Roll a D6 for kick-back as described above. Once again, an Armour rollis made against the player hit by the Chainsaw, adding +3 to the score.

DECAY*

If this player suffers a Casualty result on the Injury table, there is a +1 modifier applied to all rolls made against this player on the Casualty table

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