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BONE HEAD*

When this player is activated, even if they are Prone or have lost their Tackle Zone, immediately after declaring the action they will perform but before performing 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 their activation ends immediately. Additionally, this player loses their 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 against 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 roll is 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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