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REGENERATION

After a Casualty roll has been made against this player, roll D6. on a roll of 4+, the Casualty roll is discarded without effect and the player 6 placed the Reserves in

box rather than the Casualty box of their team dugout. On a roll of 1-3, however, the result of the Casualty rollis applied as normal.

PROJECTILE VOMIT

Instead of performing a Block action (on its own of as part ot a Blitz action), this player may perlorm a 'Projectite Vomit' Special action, Exactly as described for a Block action, nominate a single Standing player to be the target of the Projectile Vomit Special action. There is no limit to how many players with this Trait may perform this Special action each team turn.

RIGHT STUFF

If this player also has a Strength characteristic of 3 or less, they can be thrown by a team-mate with the Throw Team-mate skill, as described on page 52.

To pertorm a Projectile Vomit Special action, roll a D6:

On a roll of 2+, this player regurgitates acidic bile

onto the nominated target.

In On ar covering either O itself case, i in this acidic Armour bile. rolli is made against

player belches and snorts, before

roll

1,

the

r

an

player hit by the Projectile Vomit. This Armour roll

cannot be modified in any way.

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.

in

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

has no effect.

SECRET WEAPON*

When a drive in which this player took part ends, even if

this player was not on the pitch at the end of the drive.

this player will be Sent-off for committing a Foul, as

described on page 63.

STAB

Instead of performing a Block action (on its own or as

part of a Blitz action), this player may perform a 'Stab'

Special action. Exactly as described for a Block action,

nominate a single Standing player to be the target of

A player can only perform this Special action once

the Stab Special action. There is no limit to how many

per turn (i.€., Projectile Vomit cannot be used with Frenzy

players with this Trait may perform this Special action

or Multiple Block).

each team turn.

REALLY STUPID*

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

this action, player rolla a is D6, currently applying adjacent 0 +2 O one modifier C orf t to more the dice Standing roll if

team-mates that do not have this Trait:

To perform a Stab Special action, make an unmodified

Armour roll against the target:

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 Stab is used as part Or a Blitz action, the player

cannot continue moving after using it.

On a roll of 1-3, 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 4+, this player continues their activation

as normal and completes their declared action.

STUNTY*

When this player makes an Agility test in order to Dodge,

in

they ignore any -1 modifiers for being Marked in the

square they have moved into, unless they also have

either the Bombardier trait, the Chainsaw trait or the

Swoop trait.

Note that 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.

However, when an opposition player attempts to

interfere with a Pass action performed by this player, that

player may apply a +1 modifier to their Agility test.

Finally, players with this Trait are more prone to

injury. Therefore, when an Injury roll is made against this

player, roll 2D6 and consult the Stunty Injury table, on

page 60

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