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SWARMING

THROW TEAM- MATE

During each Start of Drive sequence aftet Step 2 but

ths player also has a Strength characteristi of. 5or

before Step 3, you may remove D3 players with this Tralt

ore, thay may perform a Throw Tearn-mate action, as

from the Reserves box of your dugout and sel them up

described on page 52, allowing themn to throw a team-

on the pitch, allowing you to set up more than the usual

mate with the Right Stuff trait,

11 players. These extra players may not be placed on the

Line of Scrimmage or in a Wide Zone.

TIMMM-BERI

If this player has a Movement Allowance of 2 or less,

apply a +1 modifier to the dice roll when they atternigt

to stand up (as described on page 44) for each Open,

Standing team-mate they are currently adjacent to.

A natural 1 is always a failure, no matter how many

team-mates are helping.

SWOOP

H this player is thrown by a team-mate, as described

page 52, they do not scatter before landing as they normally would. Instead, you may place the Throw in template over the player, facing towards either End Zone or either sideline as you wish. The player then moves from the target square D3 squares in a direction determined by rolling a D6 and referring to the Throw-in template

UNCHANNELLED FURY*

When this player is activated, even if they are Prone or if

have lost their Tackle Zone, immediately after declaring the action they will perform but before performing the action, roll a D6, applying a +2 modifier to the dice roll if you declared the player would perform a Block or Blitz action (or a Special action granted by a Skill or Trait that can be performed instead of a Block action):

TAKE ROOT

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:

On a roll of 1, this player becomes 'Rooted:

A Rooted player cannot move from the square they currently occupy for any reason, voluntarily or

otherwise, until the end of this drive, or until they are Knocked Down or Placed Prone

A Rooted player may perform any action available to them provided they can do so without moving. For example, a Rooted player may perform a Pass action but may not move before making the pass, and so on.

On a roll of 2+, this player continues their activation as normal.

On a roll of 1-3, this player rages incoherently at others but achieves little else. Their activation ends immediately.

On a roll of 4+, this player continues their activation as normal and completes their declared action.

If you declared that this player would perform an action which can only be performed once per team tumn 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.

If you declared that this player would perform any action that includes movement (Pass, Hand-off, Blitz or Foul) prior to them becoming Rooted, they may complete the action if possible. If they cannot, the action

's considered to have been performed and no other

player on your team may perform the same action this

team turn.

TITCHY'

This player may apply a +1 modifier to any Agility tests

they make in. order to Dodge. However, if an opposition

player dodges into a square within count the Tackle Marking Zone of

the

this player, this player does not count as

moving player for the purposes of calculating Agility

test modifiers.

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