# Skills List

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## General Skills

**Block**
A player with this skill does not get knocked down on a Both Down result with the block dice.

**Dauntless**
When blocking, roll a D6 + STR. If the result is equal or lower than the opponents strength, the player must block using their normal strength. If it's higher, the player counts as having equal strength to their opponent. Calculate this before assists but after any other modifiers.

**Dirty Player**
Add 1 to any Armour OR Injury roll when fouling.

**Fend**
Opposing players may not follow-up blocks against this player, even if their player is Knocked Down.

**Frenzy**
When making a block, you must always follow up if you can. If a Pushed or Defender Stumbles result is chosen, the player must immediately throw a second block at the same opponent as long as they are both still standing and adjacent. If possible they must also follow up this second block. If performing a Blitz Action, they must pay a square of movement and must take the second block unless they have no further normal movement and cannot Go For It again.

**Kick**
If the player is setup on the pitch before the kick off and not in the wide zone or line of scrimmage you may halve the number of squares that the ball scatters on your kick-off (rounding down).

**Kick-off Return**
When recieving, if not on the line of scrimmage or in a tackle zone, a player may move up to three squares after the ball has scattered after a kick-off. This is done before rolling on the Kick-off table. This may not be used for a touchback or be used to cross into the opponents half.

**Pass Block**
The player may move up to three squares if the opponent declares a pass, before any interception rules. Once declared the passing player has to make the pass. The movement is considered free (no MA is used) and must be done legally using all the normal rules and skills.

**Pro**
Once per turn, a Pro may re-roll any dice roll they have made (other than Armour, Injury of Casualty rolls) even if they're Prone or Stunned, if they first roll a 4+ on a D6.

**Shadowing**
When a player moves out of your tackle zone for any reason you may use this skill.
The opposing player rolls 2D6 + MA of the player moving out of the tackle zone but subtracts the shadowing player's MA. If the result is less than 7, the shadowing player may move into the square vacated by the opposing player. This movement is free and no dodge rolls are made. This may be done unlimited times per turn. If there are multiple players eligible to shadow, only one player with shadowing may attempt to shadow.

**Strip Ball**
When blocking an opponent with the ball, a Pushed or Defender Stumbles result will cause the opponent to drop the ball to the square they are pushed into, even if they're not Knocked Down.

**Sure Hands**
You may re-roll a failed attempt to pick up the ball. Also grants immunity to the skill **Strip Ball**.

**Tackle**
Players may not use their **Dodge** skill if they are in your tackle zone. This counts for dodging as well as blocking.

**Wrestle**
When a player blocks or is blocked and a Both Down result is chosen, instead of applying the result, both players are placed prone in their squares even if they have the **Block** skill. No Armour rolls are made for either player. This doesn't cause a turn-over unless the active player was holding the ball.

## Agility Skills

**Catch**
You may re-roll a failed catch or hand-off.

**Diving Catch**
You get an additional +1 to catch an accurate pass. You may also attempt to catch any pass, kick-off or crowd throw-in (not a bouncing ball) that would land in an empty square in your tackle zone, without leaving your square. Any failed catch will bounce from the players square. If two or more players are eligble to use this skill in this way then neither are able to attempt the catch.

**Diving Tackle**
If an opposing player attempts to dodge out of any of your tackle zones you may attempt to use this skill. The opposing player subtracts 2 from their dodge roll. Once the dodge roll is resolved but before the armour roll is made, the diving tackle player is placed proned in the square vacated by the dodging player. No Armour or Injury roll is made this player. If multiple players are eligible to use this skill only one may be used.

**Dodge**
A player may re-roll a failed dodge roll once per turn. Additionally a Defender Stumbles result on the block dice only results in the player being pushed.

**Jump Up**
A player may stand up without playing the movement cost for doing so. The player may also attempt a Block from prone for an Agility roll with a +2 modifier. If this is failed the player may not stand up and the block action is wasted.

**Leap**
A player may jump into an empty square within two squares - even if it requires jumping over other players. It costs 2 movement points. The player makes an agility roll without modifiers (unless they have the **Very Long Legs** skill). If successful they land in the square and may carry on moving. If they fail then they are placed prone in the square they

## AGILITY SKILLS (CONT)

were jumping to and the opponent makes an Armour roll to see if they're injured. No dodge roll is required to attempt a leap and the player may only attempt a leap once per turn.

**Side Step**
You may choose where your player is moved to when they are pushed back, rather than the opposing coach. Furthermore, you may choose to be pushed back to any adjacent square rather than just the normal three eligible squares. You may not use this skill if there are no empty squares adjacent to the player. You may use this skill even if the player is Knocked Down after the push back.

**Sprint**
You may move up to three squares rather than the usual two when Going For It.

**Sure Feet**
You may re-roll a failed Going For It roll once per turn.

## MUTATION SKILLS

**Big Hand**
A player may ignore modifiers for enemy tackle zones or Pouring Rain weather when attempting to pick up the ball.

**Claw/Claws**
When an opponent is Knocked Down during a block, an Armour roll of 8 or more (after modifiers) always succeeds, regardless of the opponents AV.

**Disturbing Presence**
Any opposing player has a -1 to any Pass, Catch or Intercept rolls if they are within 3 squares, even if the player with this skill is Prone or Stunned.

**Extra Arms**
The player adds +1 to pick up, catch or intercept rolls.

**Foul Appearance**
Any player that attempts to block (or use an special attack instead of a block) a player with Foul Appearance must roll a 2+ on a D6 first. Otherwise the action is wasted (but doesn't cause a turnover).

**Horns**
During a Blitz Action you get +1 ST on your blocks(s).

**Prehensile Tail**
Opposing players suffer an additional -1 to dodge out of your tackle zones.

**Tentacles**
You may use this skill when an opposing player attempts to dodge out of your tackle zones. The opposing player rolls 2D6 and adds the ST of the dodging player and subtracts the ST of the player with Tentacles. If the result 5 or less they fail and the dodge action ends immediately (but doesn't cause a turnover).

**Two Heads**
The player gets +1 to any dodge rolls the player makes.

**Very Long Legs**
The player gets +1 to any Leap roll. In additional the Safe Throw skill may not be used to affect any Interception rolls made by this player.

## PASSING SKILLS

**Accurate**
The player adds +1 to any pass roll.

**Dump-Off**
The player may make a Quick Pass when an opponent declares a block against them. Work out the pass as usual, except a turnover is not given - no matter what the result is. After the pass is resolved the opponent continues with his block and carries on their turn. Dump-off cannot be used against a second block from a Frenzy skilled player or in conjunction with **Bombardier** or **Throw Team-mate** skills.

**Hail Mary Pass**
A player may throw the ball to any square on the pitch. Roll a D6, on a 1, the pass is fumbled and will bounce from the thrower's square. On a 2+ the pass is thrown but it will scatter 3 squares from the target - it is never accurate. A Hail Mary Pass may never be intercepted and may not be used in a Blizzard or with the **Throw Team-mate** skill.

**Leader**
A team with one or more players with the Leader skill on the pitch gains an additional team re-roll per half, even if the player is prone or stunned. This is tracked separately from the normal team re-rolls.

**Nerves of Steel**
The player ignores modifiers for enemy tackle zones when attempting to pass, catch or intercept.

**Pass**
The player may re-roll an inaccurate or fumbled pass attempt.

**Safe Throw**
If a pass made by this player is intercepted, the player may make an unmodified agility roll. If successful the interception is canceled out and passing sequence continues as normal. Additionally if this player fumbles a pass (but not for a bomb or a thrown team-mate) on any roll of a natural 1, then the player holds onto the ball and the team doesn't suffer a turnover.

**Tackle**
Players may not use their **Dodge** skill if they are in your tackle zone. This counts for dodging as well as blocking.

## STRENGTH SKILLS

**Break Tackle**
You may use your STR rather than AG when making a dodge roll. You may only use this skill once per turn.

**Grab**
When making a Block Action you may choose any empty square adjacent to your opponent to push them to if the block results in a push back. If the opponent has **Side Step**, then both skills are canceled out - resolve the block as normal. You cannot use Grab if there an no empty adjacent squares. A player with the Grab skill can never gain/learn the **Frenzy** skill and vice versa.

**Guard**
You may assist a block even while being in another players tackle zone. This may not be used to assist a foul.

**Juggernaut**
If this player takes a Blitz Action, the opposing player may not use their **Fend, Stand Firm** or **Wrestle** skills against them. Additionally a Both Down result may be treated as Pushed during a Blitz action.

**Mighty Blow**
The player adds +1 to any Armour OR Injury roll if the opponent is knocked down by a block. Cannot be used with the **Stab** or **Chainsaw** skill.

**Multiple Block**
The player may throw 2 blocks, with the defenders gaining a +2 to their ST. You may never follow up when using this skill. The player must be on their feet in order to throw the second block. This may be used instead of **Frenzy** but both skills cannot be used together.

**Piling On**
If you have made a block as a part of a Block or Blitz Action, the opponent was Knocked Down and you are adjacent, you may use this skill. You may use a Team Re-roll to re-roll the Armour or Injury roll. If you do, place the player prone in their current square - this does not cause a turnover and you do not make an Armour roll for this player. Note if the blocking player has the **Loner** skill you need to roll for that as normal. This may not be used with the **Chainsaw** or **Stab** skills.

**Stand Firm**
A player may choose not to be pushed back as a result of a block. They may ignore being pushed by Pushed results and may choose to be knocked down in the square they are in by Defender Down results. If a player is pushed into a player with Stand Firm neither player moves.

**Strong Arm**
The player adds +1 to Short, Long or Long Bomb passes.

**Thick Skull**
A roll of 8 on the injury table after modifiers counts as Stunned rather than Knocked Out.

## EXTRAORDINARY SKILLS

**Always Hungry**
When using the **Throw Team-mate** skill, after they have finished moving but before throwing the team-mate, roll a D6. On a 2+ the pass may proceed as normal. On a 1 they attempt to eat the team-mate. Roll another D6. On an additional 1 they eat the team-mate and kill them without an possibility of recovery (Apothecaries, **Regeneration** etc. may not be used). On a 2+ the pass action is treated liked a fumbled pass with the team-mate fumbling as per the **Right Stuff** skill.

**Ball & Chain**
You may only take Move Actions. To move or Go For It, place the Throw-in template over the player facing up or down the pitch or towards either sideline. Then roll a D6 and move the player one square in the indicated direction; no Dodge roll is required if they leave a tackle zone. If this movement takes the player off the pitch, they are beaten up by the crowd in the same manner as a player who has been pushed off the pitch. Repeat this process for each and every square of normal movement the player has. They may then Go For It using the same process if you wish.

If during their Move Action they would move into a square that is occupied by a standing player, the Ball & Chain player will throw a block against the player in the occupied square, friend or foe, following the normal rules for blocking but ignoring the effects of the Foul Appearance skill. If the Ball & Chain player

## EXTRAORDINARY SKILLS (CONT)

moves into a square that is occupied by a Prone or Stunned player, the Prone or Stunned player is pushed back and an Armour roll is made to see if they are injured. In either case, the Ball & Chain player must follow up if they push back another player, and will then carry on with their move as described above.

If the Ball & Chain player is ever Knocked Down or Placed Prone, roll immediately for an Injury (no Armour roll is required). When making an Injury roll for the player, treat Stunned results as KO'd. A Ball & Chain player with the **Grab** skill may use it when they block, as if they were making a Block action. A Ball & Chain player may never use the **Diving Tackle, Frenzy, Kick-off Return, Leap, Pass Block** or **Shadowing skills.**

**Blood Lust**
Immediately after declaring an Action with a Vampire, roll a D6. On a 2+, the Vampire can carry out the Action as normal. On a 1, however, the Vampire must feed on a Thrall team-mate or a spectator. The Vampire may continue with their declared Action or if they had declared a Block Action, they may take a Move Action instead. Either way, at the end of the declared Action, but before actually passing, handing off, or scoring, the Vampire must feed. If they are standing adjacent to one or more Thrall team-mates (standing, prone or stunned), then choose one to bite and make an Injury roll on the Thrall, treating any Casualty roll as Badly Hurt. The injury will not cause a turnover unless the Thrall was holding the ball.

Once the Vampire has bitten a Thrall, the Vampire may complete their Action. Failure to bite a Thrall is a turnover and requires them to feed on a spectator – move the Vampire to the Reserves box if they are still on the pitch. If they were holding the ball, it bounces from the square they occupied when they were removed and they will not score a touchdown if they were in the opposing End Zone.

**Bombardier**
A Bombardier who is not Prone or Stunned can throw a bomb instead of taking any other Action. This is not a Pass action, so does not use up the team's Pass Action for the turn. The bomb is thrown using the rules for throwing the ball (including weather effects and the use of the **Hail Mary** pass), except that the player may not move or stand up before throwing it – they need time to light the fuse! Intercepted bomb passes are not turnovers. Fumbles or any bomb explosions that lead to a player on the active team being Knocked Down will cause turnovers.

All skills that may be used when a ball is thrown may also be used when a bomb is thrown, with the exception of **Pass Block**. A bomb may be intercepted or caught using the same rules for catching the ball, in which case the player catching it must throw it again immediately. This is a special bonus Action that takes place out of the normal sequence of play. Holding the ball does not prevent a player from catching or intercepting (and then throwing) a bomb.

The bomb explodes when it lands in an empty square or an opportunity to catch the bomb fails or is declined (i.e., bombs don't 'bounce'). If the bomb is fumbled, it explodes in the bomb thrower's square. If a bomb lands in the crowd, it explodes with no effect (the fans might disagree though!). When the bomb finally does explode, any player in the same square is Knocked Down, and players in adjacent squares are Knocked Down on a roll of 4+. Players can be hit by a bomb and treated as Knocked Down even if they are already Prone or Stunned. Make Armour rolls and Injury rolls for any players Knocked Down by the bomb. Casualties caused by a bomb do not count for Star Player points.

**Bone-head**
After declaring an action roll a D6. On a 1 the player loses the action and can't do anything for the turn. The player loses their tackle zones and may not catch, intercept, pass, foul, voluntary move or assist in a block or a foul until they roll a 2+ in a later Bone-head roll.

**Chainsaw**
A player armed with a chainsaw must attack with it instead of making a block as part of a Block or Blitz Action.

When the chainsaw is used to make an attack, roll a D6 instead of the Block dice. On a roll of 2 or more, the chainsaw hits the opposing player, but on a roll of 1, it 'kicks back' and hits the wielder instead! Make an Armour roll for the player hit by the chainsaw, adding 3 to the score. If the roll beats the victim's Armour value then the victim is Knocked Down and injured – roll on the Injury table. If the roll fails to beat the victim's Armour value then the attack has no effect.

A player armed with a chainsaw may take a Foul Action, and adds 3 to the Armour roll, but must roll for kick back as described above. A running chainsaw is a dangerous thing to carry around, so if a player holding a chainsaw is Knocked Down for any reason, the opposing coach is allowed to add 3 to their Armour roll to see if the player was injured. However, blocking a player with a chainsaw is equally dangerous! If an opponent knocks themselves over when blocking the chainsaw player then add 3 to their Armour roll. This skill may only be used once per turn (e.g., cannot be used with Frenzy or Multiple Block) and if used as part of a Blitz Action, the player cannot continue moving after using it. Casualties caused by a chainsaw player do not count for Star Player points.

**Decay**
If suffering a casualty result on the injury table, roll twice and apply both results ("misses next match" results do not stack). A successful Regeneration roll will heal both results.

**Hypnotic Gaze**
This skill can be used at the end of a players Move Action on a player in an adjacent square. Make an agility roll with -1 for every tackle zone on the player besides the targets. If successful the target loses all tackle zones and may not catch, intercept or pass the ball, assist a block or foul or move voluntarily until the start of their next action or the drive ends.

**Loner**
The player can only use team re-rolls if they first roll a 4+ on a D6. If this roll is failed the result stands and you still lose the re-roll.

**Monstrous Mouth**
May re-roll a failed catch, hand-off and interception roll. Additionally this skill nullifies the **Strip Ball** skill.

**No Hands**
Player may never pick up, intercept or carry the ball and automatically fails any catch roll. If they attempt to pick up the ball it will bounce and cause a turnover.

**Nurgles Rot**
If a player with Nurgles Rot kills an opponent during a Block, Blitz or Foul Action and that player is then removed from their roster, they contract Nurgles Rot instead of dying and can join your team. Players with ST 5+, **Decay, Regeneration** or **Stunty** cannot contract Nurgles Rot. The player joins your team as a Rotter with no SPP or improvements for free if you have an open roster slot. This counts its full value to the teams total value.

**Really Stupid**
Roll a D6 immediately after declaring an action adding +2 if their is an adjacent standing friendly player. On a 4+ proceed as normal. On a 1-3 the action is lost and the player loses their tackle zones and may not catch, intercept or pass the ball, assist a block or foul or move voluntarily until they make a future successful Really Stupid roll.

**Regeneration**
When suffering a casualty result, after rolling on the injury table and after any apothecary results, you may roll a D6. On a 1-3 you suffer the injury as normal. On a 4+ you may ignore the injury and place the player in the reserves box. You may not re-roll a Regeneration roll. The opposing player still gets SPP for the casualty.

**Right Stuff**
The player may be thrown by a player with the **Throw Team-mate** skill. When thrown or fumbled into an unoccupied square, you must make a landing roll. This is an agility roll with a -1 modifier. If passed the player lands on their feet and may continue and take an action if they have not already. If failed the player is placed prone and must make an Armour roll to avoid injury. A failed landing roll doesn't cause a turnover unless you were holding the ball.

**Secret Weapon**
After a drive ends, any player who participated in the drive with a secret weapon is sent off for the rest of the game regardless if they're on the pitch or not

**Stab**
Instead of throwing a block a player may Stab. Make an unmodified Armour roll for the victim. If successful then they may roll an unmodified Injury Roll. If Stab is used as part of a Blitz Action the player cannot continue moving. Casualties caused by a Stab do not give SPP.

**Stunty**
When dodging, ignore any modifiers for enemy tackle zones (unless the player also have the **Secret Weapon** skill). The player also suffers an additional -1 modifier to pass rolls. Additionally a final modified roll of 7 on a Injury roll counts as Knocked Out and a roll of a 9 is automatically counted as Badly Hurt - you don't need to roll on the Casualty table.

**Take Root**
Immediately after declaring an action roll a D6. On a 2+ continue as normal. On a roll of a 1, the player "takes root" and their MA is considered 0 until a drive ends or they are Knocked Down or placed prone.

A player who has taken root may not Go For It, be pushed back for any reason or use any skill that would allow them to move out of their current square. They may block adjacent opposing players but may never follow up. If the player takes root as part of a Blitz Action, they may not block that turn - however they may still roll to stand up from prone.

## EXTRAORDINARY SKILLS (CONT)

**Titchy**
Add 1 to the result of the Agility roll when a Titchy player attempts to dodge. Opponents do still have to dodge to leave a square in a Titchy player's tackle zone, but Titchy players are so small that they do not exert a -1 modifier when opponents dodge into a square that is in their tackle zone.

**Throw Team-mate**
You may attempt to throw your team-mate. You must end your movement of your Pass Action standing next to the intended player who is to be thrown and who must the **Right Stuff** skill. Treat the pass exactly the same as a normal pass except with an additional -1 modifier. Fumbles are not automatically turnovers and you may never throw a Long Pass or Long Bomb.

Passes are always inaccurate (always scattering three squares) and may never be intercepted. A fumbled player will land in the square they originally occupied. If a thrown player scatters of the pitch it counts as being pushed off the pitch.

If the final square the player lands in is occupied, treat the player they landed on as Knocked Down and roll for Armour (even if they are prone or stunned) and then the thrown player with scatter one more square, continuing into they land into an empty square.

**Timmm-ber!**
When rolling to stand up every adjacent player not in an enemy tackle zone may add +1 to your roll. A natural 1 still always fails.

**Weeping Dagger**
If you inflict a casualty as result of a block and the result is 11-38 (Badly Hurt) after any re-rolls, roll a D6. On a 4+ the player must miss the next game.

**Wild Animal**
After declaring an action, roll a D6 adding +2 if you declared a Block or Blitz Action. On a 1-3 you do not move and the action is wasted.