

Dodging and Tackle Zones

Agility Roll Modifiers for Dodging

- +1 When making a Dodge roll
- 1 Per opposing tackle zone on destination square

- Tackle zone is surrounding 8 squares
- Prone or Stunned have no zone
- Must Dodge to LEAVE a square that is a tackle zone
- 1 always fails, 6 always succeeds
- If failed, knocked down in destination (*Toughness* roll, *Injury* check, *Turnover*)

Blocking and Blitzing

Block Dice

- | | |
|-----|--------------------------------|
| 1 | Attacker Knocked Down |
| 2 | Both KD (Block skill negates) |
| 3-4 | Defender pushed |
| 5 | Defender KD unless Dodge skill |
| 6 | Defender KD |

Strength Impact

- | | |
|-------------|--------------------------|
| Equal | Roll 1 D6 |
| Stronger | 2x D6 (stronger chooses) |
| 2x Stronger | 3x D6 (stronger chooses) |

- Can throw a *Block* instead of moving
- Blitz can move and do 1 *Block* (costs 1 MA)
- Can stand and Blitz (Do not have to *Block*)
- A Push or KD moves Defender into 3 squares in direction
- Blocker chooses, empty squares take priority
- No empty squares then move other players
- Can only push off Pitch if no empty options
- Blocker can always follow up for free
- KD is face down and roll for *Toughness* and *Injury*

Assisting a Block

Assist Requirements

- | | |
|---|---|
| Must be adjacent to <i>Block</i> target | Must be standing |
| Must have a tackle zone of their own | Cannot be in another player's tackle zone |
- Each assist gets +1 strength to *Block*
 - Does not count as an action
 - Attacker declares assists then defender
 - No skills from assisting players

Picking up the Ball

Agility Modifiers for Pickup

- +1 Attempting to "Pickup"
 - 1 Per opposing tackle zone
- Must attempt to *Pickup* a ball in players square
 - Can continue to move
 - If pushed into square must do *Bouncing Ball* roll
 - If failed, *Bouncing Ball* and *Turnover*
 - 1 always fails, 6 always succeeds

Standing Up

- Must be face up (not Stunned)
- Prone players have no tackle zone
- Costs 3 MA to get up at beginning of turn
- Cannot take a *Block* action but can *Blitz*
- Less than 3 MA must roll a 4+ (fail is NOT a *Turnover*)

Go For It!

- Any action other than *Block* can *Go For It!*
- Can move up to 2 extra squares
- D6 for each square, on 1 KD with *Toughness*, *Injury* and *Turnover*
- Can use 1 square for *Block* in *Blitz*



By mekaerwin

Not published yet.
Last updated 5th December, 2024.
Page 1 of 1.

Sponsored by [Readable.com](https://readable.com)
Measure your website readability!
<https://readable.com>