

### 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 *Block* 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

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