

### Passing

#### Agility Modifiers for Passing

		Range
+1	Quick Pass	1 - 3
0	Short Pass	4 - 6
-1	Long Pass	7 - 10
-2	Long Bomb	11 - 13
-1	Per tackle zone on Thrower	

- 1 *Pass* per turn
- Can move or *Pick Up* before *Pass* (not after)
- Can throw to any square (even empty)
- Use longer zone if ruler overlaps
- Roll 1 is a *Fumble*, *Ball Bounce*, *Turnover*
- 6 is always success, roll for *Catching*
- If fail but not 1 then *Inaccurate Pass*

### Inaccurate Pass

*Scatter* 3 times in a row

Can only attempt *Catching* in final square

### Interception

\**Agility modifier* for Interceptions\*

- 2 Attempting an *Interception*
- 1 Per tackle zone on attempting player

#### Interception Requirements

- Must have range ruler pass over part of square
- Must have a tackle zone
- Must be between Thrower and Receiver, not beside
- *Interception* roll comes before pass completion roll
- Only 1 attempt per pass
- Success is a *Turnover*, fail moves on with play

### Catching

#### Agility Modifier for Catching

- +1 Accurate pass
- 0 *Inaccurate Pass*, *Bouncing Ball*, *Kick Off*, *High Kick* and *Throw In*
- 1 Per Tackle Zone on receiver

- Prone and Stunned cannot catch
- *Catching* does not count as an action
- 1 always fails, 6 always succeeds
- If failed then *Bouncing Ball*

### Hand Off

#### Roll Modifier for Hand Off

- +1 Catching *Hand Off*
- 1 Per tackle zone around receiver
- 1 *Hand Off* per turn
- Player starting with ball may move before but not after
- Receiver must catch with modifiers above
- Not caught before coming to rest is a *Turnover*

### Throw In

- If ball goes off pitch it is immediately thrown in by spectators
- From exit square roll for scatter (only 3 eligible directions) and move 2xD6
- Cannot attempt *Interception*

### Bouncing Ball

- Roll with scatter template
- Will continue to bounce on failed catches until it comes to rest in an empty square or off the pitch

### Passing Turnovers

- If a pass isn't caught be the same team for any reason, *Turnover*
- If the ball is eventually caught be the moving team, no *Turnover*



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