

### 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 <i>Interception</i>
-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	<i>Inaccurate Pass</i> , <i>Bouncing Ball</i> , <i>Kick Off</i> , <i>High Kick</i> and <i>Throw In</i>
-1	Per Tackle Zone on receiver
-	- Prone and Stunned cannot catch
-	- <i>Catching</i> does not count as an action
-	- 1 always fails, 6 always succeeds
-	- If failed then <i>Bouncing Ball</i>

### Hand Off

#### Roll Modifier for Hand Off

+1	Catching <i>Hand Off</i>
-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*



By mekaerwin

[cheatography.com/mekaerwin/](https://cheatography.com/mekaerwin/)

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