

3.0 SKILLS (v1.7.1)

The rules for creating your own team allow you to take players with a wide variety of new skills. All of these skills are described below. Each skill entry also lists what category the skill belongs to (ie. General, Agility, Strength, Passing, Mutation, and Extraordinary). A skill's category affects how the players can learn the skill, as described later on in the rules for Blood Bowl leagues (see section 4.0). This difference aside, the category has no effect on how the skill is used during the game.

Accurate (Passing)

The player may add 1 to the D6 roll when he passes the ball.

Always Hungry (Extraordinary)

The player is always ravenously hungry – and what's more they'll eat absolutely anything! Should the player ever use the Throw Team-Mate skill, roll a D6 after he picks up the player to be thrown, but before he throws them. On a roll of 1 he attempts to eat the unfortunate player! If the team mate was carrying the ball this results in a turnover. Roll the D6 again, a second 1 means that he successfully scoffs the other player down, with obviously fatal results for the latter. If the eaten player was carrying the ball, it will scatter once from the throwing player's square, and the team then suffers a turnover. On a roll of 2-6 the player squirms free and should be placed prone in the square he originally occupied – do not roll for injury. If the player squirms free and was holding the ball, then he will drop it once he hits the ground and it will bounce as usual.

Ball & Chain (Extraordinary)

Players armed with a ball & chain may only take move actions. To move, place the throw-in template over the player facing up or down the pitch or towards either side-line. Then roll a D6 and move the player to the square indicated; no dodge roll is required if you leave a tackle zone. Repeat this process until the player runs out of movement. If a square is occupied then the player will throw a block against whoever is in the square, friend or foe (and even if they have a Foul Appearance!) Prone players in an occupied square are pushed back and an armour roll is made to see if they are injured, instead of the block being thrown at them. The player must follow up if they push back another player, and will then carry on with their move as described above. Roll for injury if the player ever leaves the pitch or is knocked down treating Stunned results as KO'd (no armour roll is required).

Big Hand (Mutation)

A player with this skill will pick up the ball on a D6 roll of 2 or more regardless of modifiers.

Block (General)

The Block skill may affect the results rolled with the Block dice, as explained in the Blocking rules.

Bombardier (Extraordinary)

A coach may choose to have a Bombardier throw a bomb instead of taking any other action with the player. The bomb is thrown using the rules for throwing the football,

except that the player may not move before throwing it (he needs time to light the fuse!) All skills that may be used when a football is thrown may be used when a bomb is thrown also. A bomb may be intercepted or caught using the same rules for catching the football, 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. The bomb explodes when it lands in an empty square or an opportunity to catch the ball fails or is declined (ie, bombs don't 'bounce'). If the bomb is fumbled it explodes in the Bombardier's square. When the bomb finally does explode it knocks over any player in the same square, and knocks over players in adjacent squares on a roll of 4+. Make Armour and Injury rolls for any players caught in the blast area as if they had been knocked over, even if they are already prone.

Bone Head (Extraordinary)

The player is not noted for his intelligence. Because of this you must roll a D6 after declaring an action for the player, but before taking the action. On a roll of 1 they stand around trying to remember what it is they're meant to be doing. The player can't do anything for the turn, and the player's team loses the declared action for that turn. (So if a Bone Head player declares a Blitz and rolls a 1, then the team cannot declare another Blitz that turn.) The player loses his tackle zone and may not catch the ball, assist either player on a block or foul, or voluntarily move until he manages to roll a 2 or better at the start of a future action.

Break Tackle (Strength)

The player may use his Strength instead of his Agility when making a Dodge roll. For example, a player with Strength 4 and Agility 2 would count as having an Agility of 4 when making a Dodge roll. This skill may only be used once per team turn.

Catch (Agility)

A player who has the Catch skill is allowed to re-roll the D6 if he fails to catch the ball. It also allows the player to re-roll the D6 if he drops a hand-off or fails to make an interception.

Chainsaw (Extraordinary)

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 they are 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, and so if a player holding a chainsaw falls over for any reason, the opposing coach is allowed to add 3 to his Armour roll to see if the player was injured.

Claw(s) (Mutation)

A player with a claw or claws may add 2 to the dice roll to modify an Armour roll caused by a block. The claw may not be used to modify an Armour roll caused by a foul.

Dauntless (General)

A player with this skill is capable of psyching themselves up so that they can take on even the very strongest opponent. The skill only works when the player attempts to block an opponent who is stronger than himself. When the skill is used the coach of the player with the Dauntless skill rolls two dice and adds them together. If the total is greater than the opponent's Strength value, then the player with the Dauntless skill counts as having a Strength equal to his opponent's when he makes the block, before any bonuses for defensive or offensive assists are added. Strength bonuses from other skills may not be used in conjunction with a successful Dauntless roll. If the dice roll is less than or equal to the opponent's Strength value, then the player must use his normal Strength for the block.

Dirty Player (General)

Add 1 to any Armour rolls OR Injury roll made by a player with this skill when they make a Foul. Note that you may only modify one of the dice rolls, so if you decide to use Dirty Player to modify the Armour Roll, you may not modify the Injury roll as well.

Diving Catch (Agility)

A standing player may use this skill if the ball was thrown to them, missed, and ends up scattering into an adjacent unoccupied square. The player is moved into the square with the ball and is allowed to try and catch it. The move is a free 'bonus' move and does not require the player to dodge in order to leave an opposing tackle zone, and does not 'trigger' any skills belonging to opposing players that are usually activated by a move.

Diving Tackle (Agility)

The player may use this skill after an opposing player attempts to Dodge out of his tackle zone. Place the player using this skill prone in the square vacated by the dodging player, but do not make an Armour or Injury roll for them. The opposing player must then subtract 2 from his Dodge roll for leaving the player's tackle zone. If a player is attempting to leave the tackle zone of several player that have the diving tackle skill, then only one of the opposing player may make a diving tackle. Diving tackle may be used on a re-rolled dodge if not declared for use on the first dodge roll. In addition, if diving tackle is used on the 1st dodge roll, both the -2 modifier and tackle zone still apply to the dodge re-roll.

Dodge (Agility)

A player with the Dodge skill is allowed to re-roll the D6 if he fails to dodge out of an opposing player's tackle zone. However, the player may only re-roll one failed Dodge roll per team turn. In addition, the Dodge skill may affect the results rolled on the Block dice, as explained in the Blocking rules in the Blood Bowl book.

Dump-Off (Passing)

This skill allows the player to make a Quick Pass when an opposing player declares that he will throw a block at him, allowing the player to get rid of the ball before he is hit.

Work out the Dump Off pass before the opposing player makes his block. The normal throwing rules apply, except that neither team's turn ends as a result of the throw, whatever it may be. After the throw is worked out your opponent completes the block, and then carries on with his turn.

Extra Arms (Mutation)

A player with one or more extra arms may add 1 to any attempt to pick up, catch or intercept the ball.

Fend (General)

This player is very skilled at holding off would-be attackers. Opposing players may not follow-up blocks made against this player unless they also manage to knock him over.

Foul Appearance (Mutation)

The player's appearance is so horrible that any player must subtract 1 from the D6 when they pass, intercept or catch the ball for *each* opposing player with foul appearance that is within three squares of them. In addition, any opposing player that wants to block the player (or use a special attack that takes the place of a block) must first roll a D6 and score 2 or more. If the opposing player rolls a 1 he is too revolted to make the block and it is wasted (though the opposing team does not suffer a turnover).

Frenzy (General)

A player with Frenzy must always follow an opponent up if they push them back. In addition, if a frenzied player pushes back an opponent without knocking them over, then they must follow up the opponent and then throw another block at them, which is worked out using the normal rules. Frenzy is not used with secret weapon attacks or any other kind of attack other than a straightforward normal block on one opponent! Note that a frenzied player can now only throw ONE additional block per team turn, no matter what the result of the second block. Also note that if the second block pushes the opposing player back then the frenzied player must still follow up. If the frenzied player is taking a Blitz action and runs out of normal movement, he can stop attacking (ie, he does not have to throw the additional block), although he can Go For It to throw the block if you want him to – assuming he still has go for it squares left of course.

Grab (Strength)

A player with this skill uses his great strength and skill when he takes a Block action to grab his opponent and throw him around. To represent this, he may Push Back a defending player to *any* adjacent empty square, not just the three squares shown on the Push Back diagram. If the defending player has the Side Step skill, neither skill has any effect, and the standard pushback rules apply. Grab cannot be used when taking a Blitz action, and cannot be combined with the Frenzy skill.

Guard (Strength)

A player with this skill may assist an offensive or defensive block even if he is in another player's tackle zone. The skill may not be used to assist a foul.

Hail Mary Pass (Passing)

The player may throw the ball to any square on the playing field, no matter what the range; the range ruler is not used. On a roll of 1 the player fumbles the throw, and the ball will scatter once from the thrower's square. On a roll of 2-6 the player may make the pass. The Hail Mary pass may not be intercepted, but it is never accurate – the ball automatically misses and scatters three squares. Note that if you are lucky, the ball will scatter back into the target square! Also note that this skill is very useful when combined with the Diving Catch skill. This skill may not be used in a blizzard.

Horns (Mutation)

A player with horns may use them to butt an opponent. This adds 1 to the player's Strength when he makes a Block. However, the player may only use this ability as part of a Blitz, and only if he has moved at least one square before he makes the Block (standing up at the start of your action does not count!). If the player has the Frenzy skill, then the Horns bonus applies on the second Block if it applied on the first.

Hypnotic Gaze (Mutation)

The player has a powerful telepathic ability that he can use to stun an opponent into immobility. The player may use the hypnotic gaze at the end of any Move action on one opposing player who is in an adjacent square. Make an Agility roll for the player with hypnotic gaze, with a -1 modifier for each opposing tackle zone on the player with hypnotic gaze other than the victim's. If the Agility roll is successful, then the victim is hypnotised and loses their tackle zone and may not catch the ball, assist either player on a block or foul, or voluntarily move for the rest of the team turn. If the Agility test is failed, then the hypnotic gaze has no effect.

Juggernaut (Strength)

A player with this skill is virtually impossible to stop once he is in motion. If this player takes a Blitz action, then opposing players may not use their Fend or Stand Firm skills against his blocks, and he may choose to treat a Both Down result as a Pushed result instead.

Jump Up (Agility)

A player with this skill may stand up for free at the start of a move; he does not have to pay three squares of movement. Note that this does not allow the player to stand up as part of a Block as the Block action does not allow the player to move.

Kick (General)

In order to use this skill the player must be set up on the field when his team kicks off. The player may not be set up in either wide zone or on the line of scrimmage. Assuming all of these conditions are met then the player is allowed to take the kickoff. Because his kick is so accurate, the number of squares that the ball scatters on kick-off is halved, rounding any fractions down (ie, 1 = 0, 2-3 = 1, 4-5 = 2, 6 = 3).

Kick-Off Return (General)

A player on the receiving team that is not on the Line of Scrimmage may use this skill when the ball has been kicked. It allows the player to move up to 3 squares after the ball has been scattered but before resolution of the kickoff table result. Only one player may

use this skill each kickoff. This skill may not be used for a touchback kickoff and does not allow the player to cross the line of scrimmage into the opponent's half of the field.

Leader (Passing)

The player is a natural leader and commands the rest of the team from the back-field as he prepares to throw the ball. Having such a player in the team allows the coach to take a Leader Re-roll counter at the start of the match and at halftime and place it on the Re-roll track along with his Team Re-roll counters. A team may only ever have one Leader Re-roll counter, even it has several players with this skill. The counter is used in exactly the same way as a Team Re-roll counter, but it may only be used if a player with the Leader skill is on the playing field (standing or prone) at the time the counter is used.

Leap (Agility)

A player with the Leap skill is allowed to jump to any empty square within 2 squares even if it requires jumping over a player from either team. Making a leap costs the player two squares of his normal movement. In order to make the leap, move the player to any empty square 1 to 2 squares from their current square, and then make an Agility roll for the player. No modifiers apply to this D6 roll unless he has Very Long Legs. The player does not have to dodge to leave the square he starts in. If the player successfully makes the D6 roll then they make a perfect jump and may carry on moving. If the player fails the Agility roll then he falls over in the square that he was leaping to, and the opposing coach may make an Armour roll to see if he was injured. A failed leap counts as a turnover, and the moving team's turn ends immediately. A player may only use the Leap skill once per team turn.

Loner (Extraordinary)

Loners prefer to work on their own, and are not noted for paying terribly much attention to what is going on in team practice sessions! As a result, Loners may not use Team Re-rolls, Trophy Re-rolls, or Leader Re-rolls unless they first roll 4+ on 1D6. On a roll of 1-3 the original result stands and the re-roll is lost .

Mighty Blow (Strength)

Add 1 to any Armour rolls OR Injury roll made by a player with this skill when they make a Block. Note that you may only modify one of the dice rolls, so if you decide to use Mighty Blow to modify the Armour Roll, you may not modify the Injury roll as well.

Nerves of Steel (Passing)

The player may ignore modifier(s) for enemy tackle zones when he attempts to pass, catch or intercept the ball.

No Hands (Extraordinary)

The player is unable to pick up, catch, intercept or carry the ball, either because they literally have no hands or because their hands are full. If they move into the square with the ball then it will bounce, and there will be a turnover if it is their team's turn.

Pass (Passing)

A player with the Pass skill is allowed to re-roll the D6 if he misses a pass.

Pass Block (General)

A player with this skill is allowed to move three squares when the opposing coach announces that one of his players is going to pass the ball. This move is made out of sequence, after the range has been measured, but before any interception attempts have been made. However, the move may only be made if it allows the player to move into a position to attempt an interception, or to put the thrower or catcher in his tackle zone. The opposing coach is not allowed to change his mind about passing the ball after the player with this skill has made his move. The special move is free, and in no way affects the player's ability to move in the following turn. Apart from this, however, the move is made using all of the normal rules, and the player does have to dodge in order to leave opposing players' tackle zones.

Piling On (Strength)

The player may use this skill after he has made a Block, but only if the piling on player is still standing and the victim was knocked over. You may re-roll the Armour or Injury roll for the victim. Skills that effect the Armour or Injury roll may not be used in combination with Piling On.

The piling on player is placed prone in his own square -- it is assumed that he rolls back there after flattening his opponent (do not make an Armour roll for him as he has been cushioned by the other player!) If the player has pushed back his opponent before knocking him over, then he must follow up the block in order to use this skill. Piling On does not cause a turnover unless the piling on player is carrying the ball.

Prehensile Tail (Mutation)

The player has a long, thick tail which he can use to trip up opposing players. To represent this, opposing players must subtract 1 from the D6 roll if they attempt to dodge out of the player's tackle zone.

Pro (General)

A player with this skill is a hardened veteran. Such players are called professionals or Pro's by other Blood Bowl players because they rarely, if ever, make a mistake. Once per team turn, a Pro is allowed to re-roll any one dice roll he has made. However, before the re-roll may be made, his coach must roll a D6. On a roll of 4, 5 or 6 the re-roll may be made. On a roll of 1, 2 or 3 the original result stands and may not be re-rolled with a skill or or team re-roll; however you can re-roll the Pro roll with a team re-roll. A player cannot use this skill to re-roll an Armour or Injury roll.

Razor Sharp Claws or Fangs (Mutation)

<<< This skill has been deleted. Players in existing leagues with the skill may either count it as Claw, or replace it with another skill or Mutation that they can take. >>>

Really Stupid (Extraordinary)

This player is without doubt one of the dimmest creatures to ever take to a Blood Bowl field (which considering the IQ of most other players is really saying something!). Because of this you must roll a D6 after declaring an action for the player, but before taking the action. If there's one or more players from the same team standing adjacent to

the really stupid player's square, and who aren't also really stupid, then add 2 to the dice roll. On a roll of 1-3 they stand around trying to remember what it is they're meant to be doing. The player can't do anything for the turn, and the player's team loses the declared action for that turn (so if a Really Stupid player declares a Blitz and rolls a 1, then the team cannot declare another Blitz that turn). The player loses his tackle zone and may not catch the ball, assist either player on a block or foul, or voluntarily move until he manages to roll a 4 or better at the start of a future action.

Regenerate (Extraordinary)

If the player suffers an Injured result on the Injury Table, then roll a D6 for Regenerate after the roll on the Injury Table (or Serious Injury Table if a league match). On a result of 1-3, the player suffers the result of this injury. On a 4-6, the player will heal the injury after a short period of time to "re-organise" himself, and is placed in the Reserves box instead. Regeneration rolls may not be re-rolled. Note that opposing players still earn Star Player points as normal for inflicting an Injured result on a player with this skill, even if the result doesn't affect the player in the normal way.

Right Stuff (Extraordinary)

A player with the Right Stuff skill can be thrown by another player from his team who has the Throw Team-Mate skill. See the Throw Team-mate skill entry below for details of how the player is thrown. When the square the player will be thrown to has been determined, he must make an Agility roll with a -1 modifier for each opposing player's tackle zone on the square he lands in *and* each tackle zone on the square occupied by the player that threw him. If he passes the roll he lands on his feet and may take an action later this turn if he has not already done so. If the roll is failed he falls over and must pass an Armour roll to avoid injury. A failed roll or landing in the crowd does not count as a turnover unless the player was holding the ball.

Safe Throw (Passing)

Make an unmodified Agility roll for the player if a pass made by them is successfully intercepted. If the Agility roll is passed then the interception is cancelled out. If not, the interception takes place as normal.

Secret Weapon (Extraordinary)

Some players are armed with special pieces of equipment that are called 'secret weapons'. Although the Blood Bowl rules specifically ban the use of any weapons, the game has a long history of teams trying to get weapons of some sort onto the field. None the less, the use of secret weapons is simply not legal, and referees have a nasty habit of sending off players that use them. Because of this a player with a secret weapon may only be set up on the pitch once per match. Once a Touchdown is scored or the half ends, then the referee orders the player to be sent off to the dungeon to join players that have committed fouls and been caught during a match.

Shadowing (General)

The player may use this skill when a player taking an action on the opposing team moves out of his tackle zone for any reason. Each coach rolls a D6 and adds their own player's movement allowance to the score. If the shadowing player's coach manages to

equal or beat the other coach's score, then he may move his player into the square vacated by the opposing player. He does not have to make any Dodge rolls when he makes this move, and it has no effect on his own movement in his own team turn. If the Shadowing player's coach rolls less than the other coach's score then his player is left standing. A player may make any number of shadowing moves per turn. If a player has left the tackle zone of several players that have the Shadowing skill, then only one of the opposing players may attempt to shadow him.

Side Step (Agility)

A player with this skill is an expert at stepping neatly out of the way of an attacker. To represent this ability, his coach may choose which square the player is moved to when he is pushed back, rather than the opposing coach. Furthermore, the coach may choose to move the player to any adjacent square, not just the three squares shown on the Push Back diagram. The player may not use this skill if there are no open squares on the field adjacent to this player. Note that the coach may choose which square the player is moved to even if the player is knocked over after the push back.

Spring Back (Agility)

This player may stand up for free at the start of a Block action and then throw a block. The skill may not be used when taking a Blitz action.

Sprint (Agility)

The player may attempt to move up to three extra squares rather than the normal two. Their coach must still roll to see if the player falls over in each extra square he enters.

Stab (Extraordinary)

A player with this skill is armed with something very good at stabbing, slashing or hacking up an opponent, like sharp fangs, a sharpened stake, or a trusty dagger. This player may attack an opponent with their stabbing attack instead of throwing a Block at them. Make an unmodified Armour roll for the victim. If the score is less than or equal to the victim's Armour value then the attack has no effect. If the score beats the victim's Armour value then they have been wounded and an unmodified Injury roll must be made. If this skill is used as part of a Blitz, the player cannot continue moving after using it. Casualties caused by a stabbing attack do not count for Star Player Points.

Stand Firm (Strength)

A player with this skill is never pushed back as the result of a block. He may completely ignore 'Push Back' results, and 'Knock-down' results always knock the player over in the square where he started. If a player is pushed back into a player with Stand Firm then neither player moves.

Strip Ball (General)

A player with this skill forces any opposing player that he rolls a Pushed or Defender Stumbles result upon to drop the ball in the square that they are pushed to, even if the opposing player is not knocked over.

Strong Arm (Strength)

The player may add 1 to the roll to throw the ball when he makes a Short, Long or Long Bomb pass. In addition he may add 1 to his strength when using the Throw Team-Mate skill.

Stunty (Extraordinary)

The player is so small that they are very difficult to tackle because they can duck underneath opposing players' outstretched arms and run between their legs. On the other hand, stunty players are just a bit too small to throw the ball very well, and are easily injured. To represent these things a player with the Stunty skill may ignore any enemy tackle zones on the square he is moving to when he makes a Dodge roll, but must subtract 1 from the roll when they pass the ball. In addition, opponent's may add 1 to any Injury rolls they make against a player with the Stunty skill. Stunty's that are armed with a Secret Weapon are not allowed to ignore enemy tackle zones, but suffer the other penalties.

Sure Feet (Agility)

The player may re-roll the D6 if he falls over when trying to go for it. A player may only use the Sure Feet skill once per team turn.

Sure Hands (General)

A player with the Sure Hands skill is allowed to re-roll the D6 if he fails to pick up the ball. In addition, the Strip Ball skill will not work against a player with this skill.

Tackle (General)

Opposing players who are standing in this player's tackle zone are not allowed to use their Dodge skill if they attempt to dodge out of the player's tackle zone, nor may they use their Dodge skill if the player throws a block at them.

Take Root (Extraordinary)

Before taking any action roll a D6. On a 2 or more, the player may take his action as normal. On a 1, the Player "takes root", and his MA is considered 0 until a touchdown is scored or the half ends, or he is knocked over (and no, players from his own team may not try and Block him in order to try to knock him over!). A player that has taken root may not Go For It, be pushed back for any reason, or use any skill that would allow him to move out of his current square. The player may block adjacent players without following-up.

Tentacles (Mutation)

The player may attempt to use this skill when an opposing player attempts to dodge or leap out of his tackle zone. Each coach rolls a D6 and adds their player's ST value to the score. If the result for the tentacled player is higher than the result of the moving player, then the moving player is held firm and may not leave the square or attempt to move any further. If a player attempts to leave the tackle zone of several players that have the Tentacles ability, then only one of the opposing players may attempt to grab him with the tentacles.

Throw Team-Mate (Extraordinary)

A player with this skill may hurl a player with the Right Stuff skill down the field. The player making the throw must end a Pass action standing next to a standing player with the Right Stuff skill. Roll a D6: on a roll of 1-3 he fails to grab the player and his Pass action ends, but on a roll of 4-6 he may then hurl the player with the Right Stuff skill a number of squares equal to his (ie, the thrower's) strength. The distance is counted from the square occupied by the thrower, rather than the square occupied by the player being thrown. The player must be hurled to an empty square, but any occupied squares or tackle zones along the way are ignored. The player that has been thrown is then scattered three times, just as if they were a scattering football. If they scatter off the pitch they are beaten up by the crowd in the same manner as a player who has been pushed off the pitch. If the final square they scatter into is occupied by another player, then the player being thrown will scatter one more square, and so on until they end up in an empty square or off the pitch. Note that skills that are used to affect a pass cannot be used upon a thrown team-mate, and that thrown team-mates may not be intercepted. See the Right Stuff entry to see if the player lands on their feet or head-down in a crumpled heap!

Tough (Strength)

This player treats a roll of 8 on the Injury table after any modifiers have been applied as a Stunned result rather than a KO'd result.

Two Heads (Mutation)

Add 1 to all Dodge rolls and interception attempts the player makes.

Very Long Legs (Mutation)

The player is allowed to add 1 to the D6 roll whenever he attempts to intercept the ball or make a leap. In addition the Safe Throw skill may not be used to affect any interception rolls made by this player.

Wild Animal (Extraordinary)

Wild Animals are uncontrollable creatures that rarely do exactly what a coach wants of them. In fact, just about all you can really rely on them to do is lash out at opposing players that move too close to them! To represent this, when you declare an action with a Wild Animal, roll a D6, adding 2 to the roll if taking a Block or Blitz action. On a roll of 1-3, the Wild Animal stands still and roars in rage instead, and the action is wasted.

Wrestle (General)

A player may use this skill when he throws a block and a Both Down result on the Blocking dice is chosen by either coach. Instead of blocking his opponent, he grabs him and wrestles him to the ground. Both players must be placed prone in their respective squares, just as if they had been knocked over, and even if one or both have the Block skill. Do not make armour rolls for either player. Use of this skill is not a turnover unless the player with Wrestle was holding the ball.

3.1 SKILL CATEGORY LIST

General (14 skills): Block, Dauntless, Dirty Player, Fend, Frenzy, Kick, Kickoff Return, Pass Block, Pro, Shadowing, Strip Ball, Sure Hands, Tackle, Wrestle

Agility (10 skills): Catch, Diving Catch, Diving Tackle, Dodge, Jump Up, Leap, Side Step, Spring Back, Sprint, Sure Feet

Mutation (10 skills): Big Hand, Claw, Extra Arms, Foul Appearance, Hypnotic Gaze, Horns, Prehensile Tail, Tentacles, Two Heads, Very Long Legs

Passing (7 skills): Accurate, Dump-Off, Hail Mary Pass, Leader, Nerves of Steel, Pass, Safe Throw

Extraordinary (16 skills): Always Hungry, Ball & Chain, Bombardier, Bone Head, Chainsaw, Loner, No Hands, Really Stupid, Regeneration, Right Stuff, Secret Weapon, Stab, Stunty, Take Root, Throw Team-Mate, Wild Animal

Strength (9 skills): Break Tackle, Grab, Guard, Juggernaut, Mighty Blow, Piling On, Stand Firm, Strong Arm, Toughness