General Skills

Block	Effects block dice results
Dauntless	If blocking a stronger player, ST+D6
Dirty Player	Can +1 to TV roll OR injury roll when Fouling
Fend	No follow up when he is pushed or KD
Frenzy	If blocking and push or KD must follow up and perform a second block (follow up). If Blitz it still costs 1 MA and must Go For It!
Kick	If not on LOS or wide can half scattering on kick
Kick-Off Return	If not on LOS or in TZ can move 3 after bounce
Pass Block	Inorder to intercept, can move 3 sq using normal movement, cannot use against bomb
Pro	1 per turn can re-roll (not AV, Inj, Casualty) if you roll 4-6 (this roll can use Team re-roll)
Shadowing	Any opponent leaving TZ can be freely followed if 2D6 + Diff in MA <= 7
Strip Ball	When blocking ball carrier a push forces a *Ball Bounce*
Sure Hands	Re-roll for *Pick Up* and no *Strip Ball*
Tackle	Opponents can't use *Dodge*
Wrestle	On *Both Down* players are placed prone (No injury)

Passing Skills

Accurate	+1 when passing
Dump-Off	Carrier can do pass when blocked once per turn (No Turnover)
Hail Mary	Can pass to any sq, no intercept, roll of 1 fumble, *Ball Bounce* in thrower's sq, else scatters 3 sq
Leader	+1 Team re-roll for first leader, must be on pitch
Nerves of Steel	Ignore TZ mod for pass, catch or intercept
Pass	re-roll D6 for inaccurate pass or fumble
Safe Throw	Ag roll cancels interception, doesn't fumble unless natural 1

Strength Skills

Break Tackles	1 per turn can use ST for Dodge roll
Grab	Can push to any empty sq, *Side Step* cancels both, can never have Frenzy
Guard	Assist even if in other players TZ, not for Foul
Juggernaut	On *Blitz* cancels *Fend*, *Stand Firm*, and *Wrestle*, *Both Down* becomes *Pushed*
Mighty Blows	+1 to TV OR Injury Roll when KD
Multiple Block	Can block 2 at once, they have +2 ST and no *Follow Up*
Piling On	Can re-roll TV OR Injury roll for successful *Block*, place blocker prone, no Turnover
Stand Firm	Can refuse being moved when *Blocked*
Strong Arm	+1 on Short, Long, or Bomb passes
Thick Skull	8 on Injury is Stunned instead of KO'd

Agility Skills

Catch	Can re-roll for catch, hand-off, or interception
Diving Catch	Can catch a ball (not *Bouncing*) in an adjacent empty sq as if in his sq
Diving Tackle	Place prone in sq vacated by *Dodging* player and -2 to his *Dodge* roll
Dodge	1 per turn, re-roll *Dodge*, effects *Block* dice
Jump Up	Stands up for free, can *Block* on AG roll +2 mod, fail means prone
Leap	1 per turn can *Leap* to any sq 2 away (costs 2 MA), AG roll, if failed KD with TV / Injury
Side Step	Can choose any empty sq when *Blocked*
Sneaky Git	Only caught *Fouling* if TV doubles was successful
Sprint	*Go For It!* can go up to 3 instead of 2
Sure Feet	1 per turn re-roll a failed *Go For It!*

Extraordinary Skill

Loner	Can only use Team Re-roll on 4+

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