

SCORING TOUCHDOWNS

DRILL 7

This drill explains how to score a touchdown.

The Dwarf Lineman who is closest to the Human team's end zone has the ball and is in a position to score! Before he can, the Human team gets to take a turn, as the Dwarf team has now made three actions. The Human coach uses the turn to bring on three players (shown in the diagram on the other side of this card) from the Reserves box of their Dugout.

It is now the Dwarf team's turn once more. To score a touchdown, a player holding the ball must be standing in the other team's end zone at the end of their action, and they must not be Marked. Make a Run action with the Lineman to score a touchdown. As soon as you do, the Dwarf team scores 3 points, which would be recorded with a Score Marker on the Score Track.

That concludes the drills – now go to the rulebook for the rest of the rules!