

CATCHER



1x

MOVE

7

THROW

4+

ARMOUR

5+

CATCHER'S INSTINCTS

If this player catches a thrown ball (not a hand-off or bouncing ball), roll a six-sided dice. This player can make a free Run action up to that many squares.

BLITZER



1x

MOVE

6

THROW

4+

ARMOUR

4+

OFFENSIVE SPECIALIST

Whenever this player makes a Block action, their coach can choose to re-roll the Block dice.

LINEMAN



3x

MOVE

6

THROW

4+

ARMOUR

4+

THROWER



1x

MOVE

6

THROW

3+

ARMOUR

4+

HANDLING SKILLS

Whenever this player moves into a square containing the ball, they pick it up as though they were making a Run action.

EXTRA SPIKY BALL



When a player takes possession of this ball after a successful Throw check, immediately roll one six-sided dice. On a 1, that player's coach must make an Armour check for them. If that Armour check is failed, that player is injured and this ball bounces once.

HUMAN TEAM

EXTRA SPIKY BALL



When a player takes possession of this ball after a successful Throw check, immediately roll one six-sided dice. On a 1, that player's coach must make an Armour check for them. If that Armour check is failed, that player is injured and this ball bounces once.

HUMAN TEAM