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Game: **DUNGEON BOWL**

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Dungeon Bowl

SETUP

Players set up the **dungeon** with at least 4 corridors, 3 small rooms, and 1 large room. Wherever 2 tiles are placed next to each other, there must be at least 2 squares connecting them, with a 2 square wide **door** placed centrally on where they connect. Finally, place the 2 **end zones** as far away as possible from each other.

Both coaches roll D6 (re-roll ties). Alternate placing **chests** starting with the highest roller, without looking inside them. Chests can never be placed in end zones or on a tile connected to an end zone, and only 1 chest may placed in each tile.

Then, alternate placing **portals** starting with the lowest roller. Follow the same rules as chests but place them in numerical order. A portal may not be placed within 2 squares of a chest.

Coaches toss a coin, and the winner chooses their end zone. Coaches place their **dugout** next to their end zones and place their **team** and **re-roll markers** in their dugout.

PLAYER STATUS

A **standing** player exerts a **tackle zone** of 8 adjacent squares. A player in an opposing player's tackle zone is being **marked** by that player. A player not being marked is **open**. A player that has **lost their tackle zone** cannot mark an opposing player (though they can be marked themselves).

Prone: Lay the player faceup in a single square.

If a player is **placed prone** during their activation, there is no risk of injury but their activation ends immediately. If they had the ball, a turnover happens and the ball bounces from their square.

Stunned: Lay the player facedown in a single square. They cannot be activated during their team turn. When a team turn ends (even with a turnover), players that were stunned when the team turn began roll over and become prone.

Fall Over: The player becomes prone and risks injury (make an armour roll) and a turnover happens. If they had the ball, the ball bounces from their square.

Knocked Down: The player becomes prone and risks injury (make an armour roll). If it is their team turn, a turnover happens. If they had the ball, the ball bounces from their square.

PRE-GAME SEQUENCE

1. COIN TOSS

The coaches toss a coin: the winner gets the first turn.

2. TAKE ON JOURNEYMEN

If a team is unable to field 11 players for a league game, the team temporarily takes on **journeymen**. They are always normal linemen from the team's 0-12 or 0-16 options, but with the *Loner 4+* trait. Each counts towards the cost of an ordinary player of their type, adding value equal to the cost of an ordinary player of their type. This may bring the number of players on the team temporarily above 16, but cannot take the number of players available for this game over 11.

3. INDUCEMENTS

Coaches decide whether they will spend gold pieces from their treasury and/or petty cash to purchase any available **inducements**. Inducements are handled differently in exhibition play. If one team has a lower CTV (including journeymen), it gets **petty cash** equal to the difference in CTV between the teams.

4. DEPLOY PLAYERS

Starting with the coach with the first turn, coaches deploy 6 players from their roster within their end zone.

TEAM TURN

Alternate taking team turns. During your team turn, you are the **active** team and your opponent is the **opposition** or **inactive** team.

During your team turn, you may activate each player that is not *stunned*, declare the action that player will perform, then perform that action. You do not have to complete a declared action, though it still counts as having been performed. You can activate as may players as you wish until you have activated them all, or your turn ends with a **turnover**.

Ensure all your players are facing the same way when you begin activating, then turn each around as it is activated. A standing player that loses their tackle zone is turned sideways and remains that way until their next activation begins.

MOVE

Any player that is not *stunned* may perform a simple **move** action.

PASS

Once per team turn, 1 player on the active team may attempt to **pass** the ball to another square. The player may move beforehand as normal (and pick up the ball as they move), but once the pass has been resolved their activation comes to an end.

HAND-OFF

Once per team turn, 1 player on the active team may attempt to **hand-off** the ball to another standing player from their team who is in an adjacent square. The player may move beforehand as normal (and pick up the ball as they move), but once the hand-off has been resolved their activation comes to an end. A hand-off is not a pass, no test is required, and even a player with a **PA** of '-' may perform the action. The player receiving the ball must test to catch it as normal, however.

THROW TEAM-MATE

Once per team turn, instead of performing a pass, 1 player on the active team with the *Throw Team-mate* trait may attempt to **throw a team-mate** with the *Right Stuff* trait who is in an adjacent square. A team may not attempt both a pass and a throw team-mate action in the same team turn. The player may move beforehand as normal (and cannot pick up and carry a team-mate before throwing them), but once the throw is resolved their activation ends.

BLOCK

A standing player on the active team can target a standing opposition player they are currently marking and target them with a **block** (or a special action that can be performed instead of a block). The blocking player cannot move before or after performing the action, and prone players cannot stand up and perform a block. There is no limit to how many players may perform a block action each team turn. If the target of the block is **pushed back** into another square, the blocking player may **follow up** into the vacated square.

BLITZ

Once per team turn, 1 standing or prone player on the active team may perform a **blitz**, which combines a **move** and a **block** (or a special action that can be performed instead of a block). The player must nominate the target of the block, then may move normally (rushing if desired) and block at a cost of 1 square of **MA**. The player may move both before and after performing the block, and may follow-up if the target is pushed back.

FOUL

Once per team turn, 1 player on the active team may perform a **foul** action. The player nominates a prone or stunned opposition player as the target, then may move as normal, but must be in a square adjacent to the target when the action is made. After the foul, they may not move further and their activation ends.

SPECIAL ACTIONS

Skills and traits may allow players to perform unique actions.

MOVEMENT

A player may move a number of squares up to their **MOVEMENT ALLOWANCE** (**MA**) in any direction, into any adjacent, unoccupied square. They cannot move through walls or impassable features.

A square with a standing, prone, or stunned player from either team in it is **occupied**. The ball cannot come to rest in an occupied square and will continue to bounce until it lands in an unoccupied square or is caught by a standing player. If a square contains only the ball or a trapdoor, it is unoccupied.

STANDING UP

A prone player cannot do anything without first standing up. The only time a prone player can stand up is on their team turn, at the start of their activation. Standing up costs 3 squares of their **MA**.

If the player has a **MA** of 2 or less, roll D6: on 1-3, they remain prone and their activation ends (this does not cause a turnover), and on 4+, they may stand up at a cost of their full **MA**. They may **rush** after standing up.

A prone player that is not activated remains prone until they are activated later.

RUSHING

Whenever a player performs any action that includes movement, they may **rush**: move them 1 more square. Then roll D6 before any other rolls that may be required: on 1, the player falls over; on 2+ there is no mishap. If the player is still standing, they may attempt to rush a second time.

MARKED PLAYERS AND DODGING

If an active player is being marked by one or more opposition players, they must **dodge** to move safely into another square. Move the player (rushing first if necessary), then test against their **AGILITY**. If they are being marked in the destination square, apply a -1 modifier per player marking them.

If the player is **open** in the square they have moved to, there are no modifiers for being marked (though there may be other modifiers).

An **open** player does not need to dodge. They may move into an occupied square within the tackle zone of opposition players.

JUMPING

Once during their activation, a moving player may try to **jump** over a single adjacent square occupied by a prone or stunned player, into one of the 3 unoccupied squares beyond.

This uses the same **MA** as if they had moved through the square, but after moving (rushing first if necessary), test against their **AGILITY**. Apply -1 per player that was marking the jumping player in the square they jumped from (they do not have to dodge), or per player marking the jumping player in the square they jumped into — whichever is greatest.

If the jumping player was open in both squares, there are no modifiers for being marked (though there may be other modifiers).

If the test is failed, the jumping player falls over in the square they jumped into. If it was failed on a natural 1, place them back in the square they were trying to jump from (where they fall over).

PICKING UP THE BALL

A player voluntarily moving into a square with the ball must attempt to pick it up (after dice rolls for rushing, dodging, or jumping, but before any other rolls). Test against their **AGILITY** with a -1 modifier per player marking them; if the player is open, no modifiers apply. If the test fails, the ball **bounces** and a turnover happens. If the test is successful the player may continue moving with the ball.

A player cannot attempt to pick up the ball if they moved involuntarily into the square. Instead the ball bounces, but no turnover happens.

PASSING THE BALL

1. MEASURE RANGE & DECLARE TARGET SQUARE

You may measure the range at any time after you've declared a pass action, even interrupting the player's movement to do so.

Place the circle at the end of the range ruler over the centre of the square occupied by the player, with the centre line of the other end passing through the centre of the target square.

If the target is in band I, it is a **quick pass**. If it is in band II, it is a **short pass**. Bands III and IV are too far for a pass. If the line between bands intersects a square, use the higher range band.

Declare the target square. It may be occupied by a standing, prone, or stunned player from either team, or be unoccupied.

2. TEST FOR ACCURACY

The passing player tests against their **PASSING ABILITY** (**PA**). If attempting a short pass, apply a -1 modifier. If the player is being marked, apply a -1 modifier per player marking them.

If the test is passed, or if the roll is a natural 6, the ball lands in the target square. If the test is failed, the ball scatters from the target square. If the roll is 1 or lower after modifiers, the ball deviates from the square occupied by the passing player.

If the roll is a natural 1 or the player has a **PA** of '-', the pass is **fumbled**. The activation of the passing player ends immediately, the ball bounces from their square, and a turnover happens.

3. PASSING INTERFERENCE

Place the circle at the end of the range ruler over the centre of the square occupied by the passing player, with the centre line of the other end passing through the centre of the square in which the ball will land.

To attempt to interfere with a pass, a standing opposition player that has not lost their tackle zone must be occupying a square at least partially beneath the range ruler. The coach of the opposing team chooses one if there are several candidates, and tests against their **AGILITY**. If they are being marked, apply a -1 modifier. If the pass was accurate, apply a -3 modifier, if it was inaccurate, apply -2, and if wildly inaccurate, -1.

If the test is successful, the pass is **deflected**. The pass action immediately ends. The player that made the deflection must now attempt to convert the deflection into an **interception** by successfully catching the ball. If they fail, the ball scatters from their square.

If the ball comes to rest on the ground in an empty square or in the possession of a player from the inactive team, a turnover happens. If the ball is caught by a player on the active team after scattering, no turnover happens.

4. RESOLVE PASS ACTION

If the pass was neither successfully interfered with no fumbled, the pass is resolved. If the ball lands in a square occupied by a standing player that has not lost their tackle zone, that player must attempt to **catch** it.

If no player on the active team catches the ball and it comes to rest on the ground or in the possession of a player from the inactive team, a turnover happens.

CATCHING THE BALL

A player that has lost their tackle zone cannot attempt to catch the ball. A player able to catch the ball *must* attempt to do so. Test against their **AGILITY**. If they are being marked, apply a -1 modifier per player marking them.

If the player is attempting to convert a deflection into an interception, apply -1. If the player is attempting to catch a bouncing ball, apply -1. If the player is attempting to catch a ball that has scattered or deviated into the square they occupy, apply -1.

THROWING THE BALL AT THE WALL

A player declaring a pass action may chose to bounce the ball off the wall instead. Declare the wall square it is being thrown at, and test for accuracy as normal. The pass may be interfered with.

If the test is successful, the ball ricochets from the wall as shown in the diagrams on p43 of the rules and travels D6 squares then, if not caught, will scatter once from the last square. If it hits another wall it will ricochet off it. Any players the ball passes over may attempt to catch it, in the order it passes over them, and counting as an inaccurate pass. Unless the ball is caught by a member of the active team, a turnover happens.

If the test was failed, roll D6. On 1-3 it ricochets from the wall square to the right of the target square, and on 4+ from the square to the left.

THROWING OTHER PLAYERS

1. MEASURE RANGE & DECLARE TARGET SQUARE

Measure the range and declare a target square in the same way as for throwing the ball. If the target is in band I, it is a **quick throw**. If it is in band II, it is a **short throw**. Bands III and IV are too far for a throw.

2. TEST FOR QUALITY

The throwing player tests against their **PASSING ABILITY** (**PA**). If attempting a short throw, apply a -1 modifier. If the player is being marked, apply a -1 modifier per player marking them.

If the test is passed, or if the roll is a natural 6, the thrown player will find it easier to land (after scattering). if the test is failed, the thrown player will find it hard to land. If the roll is 1 or lower after modifiers, the thrown player deviates from the square occupied by the throwing player.

If the roll is a natural 1 or the player has a **PA** of '-', the throw is **fumbled**. The activation of the passing player ends immediately, the thrown player bounces from the throwing player's square and must attempt to land, and a turnover happens.

3. RESOLVE THROW TEAM-MATE ACTION

The action cannot be interfered with, so if the throw was not fumbled, the throw is resolved and the thrown player must attempt to land.

LANDING

To land safely, the thrown player tests against their **AGILITY**. If they are being marked in the square they land in, apply a -1 modifier per player marking them. If the throw was successful, apply a +1 modifier, if it was fumbled, apply -1, and if it was terrible, -1.

If the test is passed, or if the roll is a natural 6, the thrown player lands safely and is considered to have moved voluntarily. If they had not been activated earlier this turn, they may be activated later in the turn if possible.

If the test is failed, the thrown player is considered to have moved involuntarily and falls over; if they had the ball, a turnover happens.

If, after scattering, the thrown player lands in an occupied square, the player occupying it is knocked down (make an armour roll and possibly an injury roll, even if they were already prone or stunned). The thrown player will bounce and will automatically fall over when they land. If they bounce into another occupies square, repeat the process.

CRASH LANDING

If the thrown player was prone or stunned, or had already lost their tackle zone before being thrown, after scattering they will bounce from the square they land in, then automatically fall over and must make an armour roll and possibly an injury roll.

If the thrown player scatters into a wall, they suffer a crash landing as above, but with a +1 modifier to the armour roll.

BLOCKING

Compare the **ST** of both players (including any modifiers). The coach of the active player always rolls block dice. If both players have the same **ST**, roll 1 dice. If a player has a higher **ST**, roll 2 dice and the coach of the stronger player selects one result. If a player has more than double the **ST**, roll 3 dice and the coach of the stronger player selects one result.

An **offensive assist** is when a team-mate of the player performing the block is able to assist. The player must be marking the target of the block. They cannot assist if they are being marked by any other opposition player, or if there is a wall between them and the target of the block. Each offensive assist adds +1 to the **STRENGTH** of the player performing the block.

A **defensive assist** is when a team-mate of the player that is the target of the block is able to assist. The player must be marking the player performing the block. They cannot assist if they are being marked by any other opposition player, or if there is a wall between them and the player performing the block.

Each offensive assist adds +1 to the **STRENGTH** of the player who is the target of the block.

BLOCK DICE

PLAYER DOWN!
The active player is immediately knocked down by the player they attempted to block. A turnover happens.

BOTH DOWN
The active player and the target of the block are knocked down. A turnover happens. If a player has the *Block* skill, they may ignore this result.

PUSH BACK
The target of the block is pushed back 1 square by the active player, who may follow-up into the vacated square.

STUMBLE
If the target of the block has the *Dodge* skill and chooses to use it, this result becomes a **PUSH BACK**. Otherwise, this result becomes a **POW!** In any case, the active player may follow-up into the vacated square.

POW!
The target of the block is pushed back by the active player and is then knocked down in the square they moved to. The active player may follow-up into the vacated square.

PUSHED BACK

A **pushed back** player is moved 1 square away from the player performing the action by that player's coach. The square must be unoccupied. If this isn't possible, the player will either be pushed into a wall, or start a chain-push.

If a pushed back player is moved into a square with the ball, the ball bounces (the player may not attempt to pick it up).

A **chain-push** occurs if there are no unoccupied squares available and the player is moved into an occupied square. The chain-pushed player (even if they are prone or stunned) is moved into a square chosen by the coach of the player performing the block.

The player is pushed into a wall if they are adjacent to one and there are no squares they can be pushed into. The active coach rolls D6: on 1-3 the player remains where they are, and on 4+ the player falls over and makes an armour roll as normal. If they are pushed into the wall as the result of a **POW!**, they automatically fall over instead.

When given the choice to **follow-up** a pushed back target, you must decide if they will do so before any other rolls are made. This is a free move (they do not need to rush or dodge or use any of their **MA**) and they are always considered to have moved voluntarily.

FOULS

To commit a foul, make an armour roll (and possible injury roll) against the target. Offensive and defensive assists apply as for making a block, however these modify the armour roll: +1 for each offensive assist, and -1 for each defensive assist.

If a natural double is rolled when making either the armour roll or injury roll, the player committing the foul is **sent-off**: they are removed from play, must miss the rest of the game, and a turnover happens. When a player is sent-off, their coach may attempt to **argue the call**: roll D6:

1	**YOU'RE OUTTA HERE!** For the rest of the game, you may no longer argue the call and must apply a -1 modifier when rolling for *Brilliant Coaching*.
2-5	**I DON'T CARE!** The player is sent-off; and a turnover happens.
6	**WELL, WHEN YOU PUT IT LIKE THAT...** A turnover is still caused, but the player is not sent-off, but teleported back into the dungeon instead.

DEVIATE, SCATTER, BOUNCE

When the ball **deviates**, it moves D6 squares (roll D8 and use the random direction template). If it lands in a square occupied by a standing player with a tackle zone, they must attempt to catch the ball. If they fail, it will bounce. If it lands in an unoccupied square or a square occupied by a standing player without a tackle zone or a prone or stunned player, it will bounce before cming to rest on the ground.

When the ball **scatters**, it moves 3 times before landing, each time moving 1 square (roll D8 and use the random direction template). A player cannot attempt to catch the ball on the first or second roll. After the third roll, it can be caught or will bounce as above.

When the ball **bounces**, it moves 1 square (roll D8 and use the random direction template). It can then be caught or will bounce as above. It will continue to bounce until it comes to rest in an onoccupied square.

If the ball hits a wall after a deviation, scatter, or bounce, use D6 and the ricochet template (see p11).

THE TURNOVER

When a **turnover** happens, any dice rolls that must be made as a result of the event causing it are made immediately, after which the current player's activation ends and the team turn ends. The active team's turn ends with a turnover when a player on that team:

- ... **falls over** during their activation.
- ... is **knocked down** during their team turn.
- ... has the ball and is placed **prone** during their team turn.
- ... attempts to **pick up the ball** and fails, even if the bouncing ball is then caught by a player from the active team.
- ... fumbles a **pass** action, even if the bouncing ball is then caught by a player from the active team.
- ... who is possession of the ball is **thrown** by a team-mate and either fails to land safely or is eaten, even if the bouncing ball is then caught by a player from the active team.
- ... is sent-off by the referee for committing a **foul**.

Or ...

- ... if no player on the active team catches the ball after a **pass** action or a **hand-off** action and the ball comes to rest on the ground or in the possession of an opposing player.
- ... if a **pass** action is deflected or intercepted and the ball comes to rest either on the ground or in the possession of an opposing player.

TOUCHDOWN

A **touchdown** can be scored by any player (even during the opposition's turn), when a standing player with the ball enters a square within the opposition's end zone without falling over or being knocked down; or a standing player picks up or catches the ball whilst occupying a square within the opposition's end zone.

If a player is placed prone, falls over, or is knocked down while moving into the opposition's end zone, no touchdown is scored.

A soon as a touchdown is scored, the game is over and the team that scored is the winner.

If you choose to play with a **time limit** (between 1½ hours and 2 hours is recommended), if neither side has scored when it is reached, make sure both teams have had an equal number of turns. Then the team that has got the ball closer to the opposition's end zone is the winner.

CHESTS

Chests are impassable features that do not block LOS. A player that finishes a move action (not as part of a blitz) adjacent to a chest, and who is not marked at the end of the move action, may open the chest. Remove the lid of the model to see what's inside.

If it contains the football, the player gains possession of the ball and their turn ends immediately. Remove the chest from play. Players may keep opening chests after the ball has been found.

If it is empty, the player, and all players adjacent to the chest, are immediately knocked down and each makes an armour roll. Remove the chest from play.

PORTALS

When a player steps on, or is pushed into, a portal, roll D6. They are immediately teleported to the portal with the corresponding number. If the teleportation was part of a move action, this costs them a square of their movement allowance, then they can continue. If they were pushed and knocked down, make the armour roll before teleporting them.

Any player teleported more than once in a team turn immediately suffers an injury roll.

If a ball lands on a portal it is scattered in the same way, though it will never cause a chain reaction or a magical mishap. If it teleports onto a square with a standing player, they may attempt to catch it as normal. Otherwise, scatter it 1 square from the portal it is teleported to.

A player who teleports onto the same square as another player causes a **chain reaction**. The player originally occupying the portal is teleported to another portal, which may cause further teleportations, and so on.

If a player rolls the same number as the portal they are teleporting from, they suffer a **magical mishap**. The player is removed from the game. This does not cause a turnover. If the player was carrying the ball, it scattered 1 square from the portal.

Once per turn, a coach may teleport a single player from their dugout by rolling a number for the destination portal. They cannot move further on that turn. The team with the first turn cannot teleport a player in on their first team turn, and players can never be teleported back into a dugout. A team can have as many players in a dungeon as they can teleport in.

RE-ROLLS

You may never re-roll a re-roll. The second result must always be accepted. Skill re-rolls can be used during either team turn. Team re-rolls can only be used when that team is active, and cannot be used for deviation, scatter or bounce rolls, or armour, injury, or casualty rolls.

DUNGEON BOWL

TEAM TURN

MOVE
Any player not *stunned* may perform a simple **move** action.

PASS
Once per team turn, 1 player may attempt to **pass** the ball to another square. The player may move beforehand as normal (and pick up the ball as they move), but once the pass has been resolved their activation comes to an end.

HAND-OFF
Once per team turn, 1 player may attempt to **hand-off** the ball to another standing player from their team who is in an adjacent square. The player may move beforehand as normal (and pick up the ball as they move), but once the hand-off has been resolved their activation comes to an end. No test is required butr receiving the ball must test to catch it.

THROW TEAM-MATE
Once per team turn, instead of performing a pass, 1 player with *Throw Team-mate* may attempt to **throw a team-mate** with *Right Stuff* in an adjacent square. The player may move beforehand as normal, but once the throw is resolved their activation ends.

BLOCK
A standing player can target a standing opposition player they are marking and target them with a **block**. The blocking player cannot move before or after, and prone players cannot stand up and perform a block. There is no limit to how many players may perform a block action. If the target is **pushed back**, the blocking player may **follow up** into the vacated square.

BLITZ
Once per team turn, 1 standing or prone player may perform a **blitz**, which combines a **move** and a **block**. Nominate the target, then move normally (rushing if desired) and block at a cost of 1 square of **MA**. The player may move before and after performing the block, and may follow-up if the target is pushed back.

FOUL
Once per team turn, 1 player may perform a **foul**. Target a prone or stunned opposition player, then move as normal, but the player must be adjacent to the target when the action is made. After the foul, their activation ends.

SPECIAL ACTIONS

BLOCKING

Compare the **ST** of both players. Each offensive and defensive assist adds +1 to the **ST** of the appropriate player.

Both players have the same **ST**, roll 1 dice. One player has a higher **ST**, roll 2 dice and the coach of the stronger player selects one result. One player has more than double the **ST**, roll 3 dice and the coach of the stronger player selects one result.

BLOCK DICE

PLAYER DOWN!
The active player is immediately knocked down by the player they attempted to block. A turnover happens.

BOTH DOWN
The active player and the target of the block are knocked down. A turnover happens. If a player has the *Block* skill, they may ignore this result.

PUSH BACK
The target of the block is pushed back 1 square by the active player, who may follow-up into the vacated square.

STUMBLE
If the target of the block has *Dodge* and chooses to use it, this result becomes a **PUSH BACK**. Otherwise, this result becomes a **POW!**. In any case, the active player may follow-up into the vacated square.

POW!
The target of the block is pushed back by the active player and is then knocked down in the square they moved to. The active player may follow-up into the vacated square.

ARMOUR AND INJURIES

Whenever a player is **knocked down** or **falls over**, they become **prone** and the coach of the opposition team makes an **armour roll** against that player.

Roll 2D6 against the target player's **ARMOUR**. If the roll is successful, the player's armour is broke. Make a 2D6 **injury roll**:

2-7 **STUNNED** The player immediately becomes **stunned** and is laid facedown.

8-9 **KO'D** The player is immediately removed from play and placed in the knocked-out box of their team dugout.

10+ **CASUALTY** The player becomes a casualty and is immediately removed from play and placed in the casualty box of their team dugout. The opposing coach makes a **casualty roll**.

If an injury roll is made against a player with the *Stunty* trait:

2-6 **STUNNED** As above.

7-8 **KO'D** As above.

9 **BADLY HURT** The player becomes a casualty and is immediately removed from play and placed in the casualty box of their team dugout. No casualty roll is made; instead apply a **badly hurt** result.

10+ **CASUALTY** As above.

CASUALTY ROLL (D16)

1-6 **BADLY HURT** The player misses the rest of this game, but suffers no long term effect.

7-9 **SERIOUSLY HURT** MNG.

10-12 **SERIOUS INJURY** NI and MNG.

13-14 **LASTING INJURY** Characteristic reduction and MNG.

15-16 **DEAD** Dismiss player from the team during step 1 of the post-game sequence.

MNG (Miss Next Game): The player misses the rest of this game, and in league play, is not available in the team's next game. The team's CTV is reduced by the player's value until the end of the post-game sequence of the team's next game. If this leaves them with less than 11 players, they are replaced by a journeyman.

NI (Niggling Injury): Make a note on the team draft list and apply a +1 modifier to all future rolls made against this player on the casualty table per niggling injury they have.

Characteristic reduction: Roll D6 on the lasting injury table:

1-2 **HEAD INJURY** -1 **AV** (lower target number by 1).

3 **SMASHED KNEE** -1 **MA** (reduce characteristic).

4 **BROKEN ARM** -1 **PA** (raise target number by 1).

5 **NECK INJURY** -1 **AG** (raise target number by 1).

6 **DISLOCATED SHOULDER** -1 **ST** (reduce characteristic).

MAGIC SPONGE

Once per team turn, a coach may use the magic sponge to immediately move a KO'd player (not a casualty) from the knocked-out box to the reserves box.