

Football

Face-off challenge

| | |
|---|---|
| Attribute: | Might |
| # of successes needed: | One more than your opposing face-off player |
| # of successes needed modifiers: | None |
| Challenge Results: | |
| Flop: | Player down |
| 0 or more Successes: | Compare to opponent's successes to see who won the Face-off |
| Note: Extra successes <i>do not</i> earn Momentum counters | |

Disengage Challenge

| | |
|---|---|
| Attribute: | Dodge |
| # of successes needed: | (Highest Tackle attribute of standing opponents in a hex adjacent to your player) -2 |
| # of successes needed modifiers: | |
| Each adjacent standing team-mate forward facing your player: | -1 |
| Each adjacent standing opponent forward facing your player after the first: | +1 |
| Challenge Results: | |
| Flop: | Player Dazed in his starting hex. <i>SiM.</i> |
| Not getting the number of successes needed: | Player is Down in his starting hex |
| Getting the number of successes needed or more: | Player successfully disengages |

Pick-up Challenge

| | |
|--|---|
| Attribute: | Skill |
| # of successes needed: | 1 |
| # of successes needed modifiers: | |
| Each adjacent standing team-mate forward facing your player: | -1 |
| Each adjacent standing opponent forward facing your player: | +1 |
| Challenge Results: | |
| Flop: | Player trips and is placed Down. The ball bounces 1 pace in a D6 direction. <i>SiM.</i> |
| Not getting the number of successes needed: | Player fumbles the pick-up. The ball bounces one pace in a D6 direction. <i>SiM.</i> |
| Getting the number of successes needed or more: | Player successfully picks up the ball. |

Throw Challenge

| | |
|--|--|
| Attribute: | Skill |
| # of successes needed: | 1 |
| # of successes needed modifiers: | |
| Each adjacent standing team-mate forward facing your player: | -1 |
| Each adjacent standing opponent forward facing your player: | +1 |
| Throwing the ball more than half the maximum paces: | +2 |
| Challenge Results: | |
| Flop: | Ball bounces 1 pace in a D6 direction from the Thrower's position. <i>SiM.</i> |
| Not getting the number of successes needed: | Throw misses and lands D6 paces in a D6 direction from the target hex's location. <i>SiM</i> unless the ball is caught by any of your team members. |
| Getting exactly the number of successes needed: | The pass is a bit wobbly! The player in the hex the ball lands must make a Catch challenge unless he is in an adjacent hex to the Thrower (in which case he automatically catches it). |
| Getting more than the number of successes needed: | Perfect Spiral! The player in the hex the ball lands automatically catches the ball (even if bounced off a line). |

Interception Challenge

| | |
|--|---|
| Attribute: | Skill |
| # of successes needed: | 2 |
| # of successes needed modifiers: | |
| Each adjacent standing team-mate forward facing your player: | -1 |
| Each adjacent standing opponent forward facing your player: | +1 |
| Challenge Results: | |
| Flop: | Interceptor trips and is placed Down on the field. The throw is resolved as normal. |
| Not getting the number of successes needed: | Interception fails. Resolve the throw as normal |
| Getting the number of successes needed or more: | Interceptor successfully catches the ball |

Standing Up a Player

| | |
|--|---|
| If Down : | Spend 5-players Grit in Jog paces to Stand up |
| If Dazed : | Spend 8-players Grit in Jog paces to Stand up |
| Each adjacent standing team-mate facing the player | reduces the Jog needed by 1. |
| Each adjacent standing opponent facing the player | increases the Jog needed by 1. |
| If you don't have enough Jog to pay for the cost, you cannot stand. Jog costs of zero or less mean the player can stand for no Jog cost. | |

Catch Challenge

| | |
|---|--|
| Attribute: | Skill |
| # of successes needed: | 2 |
| # of successes needed modifiers: | |
| Each adjacent standing teammate forward facing your player: | -1 |
| Each adjacent standing opponent forward facing your player: | +1 |
| Challenge Results: | |
| Flop: | Catcher trips and is placed Down on the field. The ball bounces 1 pace in a D6 direction from the Catcher's position.* |
| Not getting the number of successes needed: | Failed catch - ball bounces 1 pace in a D6 direction from the Catcher's position.* |
| Getting the number of successes needed or more: | Catcher successfully catches the ball |
| * - SiM if you flop a Catch roll during your turn OR the ball lands on the ground/is caught by an opponent after a Throw challenge. | |

Impact Challenge

| | |
|---|---|
| Attribute: | Might |
| # of successes needed: | (Opponent's Might attribute) - 2 |
| # of successes needed modifiers: | |
| Each adjacent standing teammate forward facing your opponent: | -1 |
| Each adjacent standing opponent forward facing your player other than the opponent being tackled: | +1 |
| Tackling an opponent from his rear facing: | -1 |
| Challenge Results: | |
| Flop: | Your player is Down. SiM. |
| Not getting the number of successes needed: | Tackle fails. You may not roll for the Tackle challenge and you must pay 1 additional pace to continue to move or perform another challenge |
| Getting the number of successes needed or more: | Success! You hit with enough force to make a Tackle challenge against this player. |

Tackle Challenge

| | |
|---|---|
| Attribute: | Tackle |
| # of successes needed: | (Opponent's Dodge attribute) - 2 |
| # of successes needed modifiers: | |
| Each adjacent standing teammate forward facing your opponent: | -1 |
| Each adjacent standing opponent forward facing your player other than the opponent being tackled: | +1 |
| Tackling an opponent not holding the ball: | +1 |
| Tackling an opponent from his rear facing: | -1 |
| Challenge Results: | |
| Flop: | Tackler is Down. SiM. |
| Not getting the number of successes need: | Tackler is stiff-armed. Tackle has no effect |
| Getting the number of successes needed: | Slide Tackle. Both Tackler and Opponent are Down. |
| Getting one more success than needed: | Solid Hit. Opponent is Down |
| Getting two more successes than needed: | Punishing Hit. Opponent must roll an Injury challenge as if he had a Grit of 6. |
| Getting three more or greater successes than needed: | Crippling Hit. Opponent must roll an Injury challenge. |
| (Note: only successes over three more than needed count as Extra Successes for Momentum) | |

Shove Challenge

| | |
|--|---|
| Attribute: | Might |
| # of successes needed: | (Opponent's Might attribute) - 2 |
| # of successes needed modifiers: | |
| Each adjacent standing teammate forward facing your opponent: | -1 |
| Each adjacent standing opponent forward facing your player other than the opponent being shoved: | +1 |
| Shoving an opponent from his rear facing: | -1 |
| Challenge Results: | |
| Flop: | Your player is Down. SiM. |
| Not getting the number of successes needed: | Shove fails. The opponent is not moved. You must pay 1 additional pace of Jog to continue to move or perform another challenge. |
| Getting the number of successes needed or more: | Success! You hit with enough force to move the opponent back one hex if possible. |

Dash Challenge

| | |
|--|---|
| Attribute: | # of Momentum counters used |
| # of successes needed: | 1 |
| # of successes needed modifiers: None | |
| Challenge Results: | |
| Flop: | Player fails, trips and is placed Dazed from over-exertion. SiM. |
| 0 Successes: | Player fails, trips and is placed Down. SiM. |
| 1 or more Successes: | Player may perform one more challenge with one extra Challenge dice OR an extra Tackle/Shove challenge OR move one hex (including any Disengage or Pick-up challenges). |
| Note: Extra successes do not earn Momentum counters | |

Injury Challenge

| | |
|--|--|
| Attribute: | Grit |
| # of successes needed: | See below |
| # of successes needed modifiers: None | |
| Challenge Results: | |
| Flop: | Player is out for the rest of game. Place him in the Infirmary. Player has suffered a career-ending injury and is permanently removed from the team. |
| 0 Successes: | Player is out for the rest of game. Place him in the Infirmary. Player has suffered a lasting injury. The Player's attribute with the most points is reduced permanently by one point. Team Coach of the player can choose in cases of tied attribute amounts. |
| 1 Success: | Player is out for the rest of the game. Place him in the Infirmary. |
| 2 Successes: | Player is knocked unconscious. Place him in the Recovery box. Player may be moved from the Recovery box to the Bench area after the next Test has started. |
| 3 Successes: | Player is placed on the Bench and must miss the rest of the current Test. |
| 4 Successes: | Player was just winded and is Dazed. |
| 5 or more Successes: | Player has a burst of will/energy to stay in the game and is Down. |