

Football

Face-off challenge

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|---|---|
| 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

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|---|---|
| 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 teammate 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

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|---|---|
| Attribute: | Skill |
| # of successes needed: | 1 |
| # of paces needed: | 1 |
| # 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: | 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

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|---|--|
| Attribute: | Skill |
| # of successes needed: | 1 |
| # of paces needed: | 1 |
| # of successes needed modifiers: | |
| Each adjacent standing teammate 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

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|---|---|
| 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: | 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 |

Catch Challenge

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| 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 |
| * - <i>SiM</i> 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

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|---|---|
| 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. <i>SiM</i> . 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 |
| Not getting the number of successes needed: | Success! You hit with enough force to make a Tackle |
| Getting the number of successes needed or more: | |

Tackle Challenge

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|---|---|
| Attribute: | Tackle |
| # of successes needed: | (Opponent's Dodge attribute) -2 |
| # of paces needed: | 1 |
| # 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. <i>SiM</i> . |
| 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

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|--|---|
| Attribute: | Might |
| # of successes needed: | (Opponent's Might attribute) - 2 |
| # of paces needed: | 1 |
| # 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. <i>SiM</i> . |
| Not getting the number of successes needed: | Shove fails. The opponent is not moved. |
| 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

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| 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. <i>SiM</i> . |
| 0 Successes: | Player fails, trips and is placed Down. <i>SiM</i> . |
| 1 or more Successes: | Player may perform one more challenge OR move one hex (including any Disengage challenge) and then perform one challenge. |
| Note: Extra successes do not earn Momentum counters | |

Injury Challenge

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| Attribute: | Grit |
| # of successes needed: | See below |
| # of successes needed modifiers: None | |
| Challenge Results: | |
| Flop: | Basic: Player is out for the rest of game. Place him in the Infirmary. Advanced: Player suffers a career-ending injury and is permanently removed from the team. Place him in the Infirmary. |
| 0 Successes: | Basic: Player is out for the rest of game. Place him in the Infirmary. Advanced: Player suffers a lasting injury. The Player's attribute with the most points is reduced permanently by one point. Team Manager of the player can choose in cases of tied attribute amounts. Place him in the Infirmary. |
| 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 <i>after</i> the <i>next</i> 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. |