



Yamato: Unwavering Honor

When a Yamato player receives a Wound token, it also receives a Team Skill token.

These tokens can be discarded to gain one of the following effects:

- **Remove a GROUNDED token** (Remember you can't do that if the player is carrying the ball)
- **Flip a FATIGUE token**
- **Repeat an INTELLIGENCE (INT) roll.**

These effects only apply to the player who has the token. Once discarded they can't be used again.





Teriomorphs: Superstars.

Every time a player successfully performs one of the following actions: SCORE A TRY, TACKLE or BREAK THROUGH. Gain a Team Skill token.

Discard the noted amount of tokens to gain one of the following effects:

1x: Before making a roll, add +1 to the attribute you are using for the roll (up to a maximum of +3).

3x: Reroll a die. (Only once per roll).

5x: Retrieve an Individual Play card from your discard pile.





DORIKIN TEAM RULE: Illegal Reflex Stim

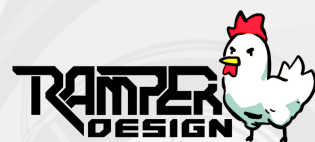
When a player in this team fails a REF roll, the coach can choose to place a FATIGUE token on its inactive side on that player to reroll. If they decide to do so apply the following based on the result of the reroll: If the result is critical, remove the FATIGUE token. If the result is a fumble, flip the FATIGUE token to its active side.

You can only use this ability once per roll.

Overload: You can ignore the second fatigue debuff during an activation, if you choose to do so during step 6 of this activation you receive a fatigue token.



DORIKIN





Islanders Team Skill: Haka

Performing the Haka:

After setting up the match, but before deciding who will perform the Kick-Off, the Haka is performed. To perform the Haka, the coach of the Islanders team rolls 4 dice and keeps these in a pool for the duration of the match.

Dice rolls of 12 during the Haka:

The coach of the Islanders team may choose one of his players to make an INT roll. If this roll is successful, the Haka roll of 12 can be re-rolled. Each player of the Islanders team can only be chosen once to make an INT roll for re-rolling a 12. If the result of the re-roll is a 12 again, then this 12 cannot be re-rolled.

Dice rolls of 1 during the Haka:

The coach of the opposing team may choose one of his players to make an INT roll. If this roll is successful, the Haka roll of 1 must be re-rolled by the coach of the Islanders team. Each player of the opposing team can only be chosen once to make an INT roll for re-rolling a 1. If the result of the re-roll is a 1 again, then this 1 cannot be re-rolled.

Use of the Haka dice:

Before performing a dice roll, the coach of the Islanders team may discard one of his Haka dice and use the result of the discarded die as the final result of the dice roll. This must be done, before the Islanders coach or the opposing coach roll any dice.

Halftime:

During Halftime the coach of the Islanders team may, depending on the score of the game at that time, roll new Haka dice. If the game is tied, the coach of the Islanders team may roll one Haka die. If the Islanders team is behind, the coach may roll two new Haka dice. Before these rolls are performed, the coach of the Islanders team may discard any number of unused Haka dice from the pool. Keep in mind, that there cannot be more than 4 Haka dice in the pool at any time during the game. Dice rolls made during Halftime cannot be rerolled by any means.





S.I.C. Team Skill: Police Inspection

At the beginning of the game, before the first Kick-Off is performed, the S.I.C. team performs the Police Inspection. The players of the S.I.C. team each perform a face-to-face INT roll against the opposing players. The coach of the S.I.C team chooses, which players of both teams take part in each face-to-face roll and every player can only be chosen once. If a S.I.C. player succeeds in the face-to-face roll, the opposing player receives an "Intimidation Token" (Use for example a Team Skill Token or Special Skill Token to represent the Intimidation Tokens.).

Interrogation:

Each time a S.I.C. player wins a face-to-face roll against an opposing player, the S.I.C. player makes an INT roll. If the roll is successful, the opposing player receives an Intimidation Token. A player can never have more than 3 Intimidation tokens.

Debatable Methods:

If an opposing player has at least one Intimidation Token and is participating in a face-to-face roll, the coach of the S.I.C. team can discard one Intimidation Token from that player before the rolls are performed, to apply a -1 modifier to the value of the used characteristic of the opposing player. (Only once per roll.)

Undergrounds:

If an opposing player has three Intimidation Tokens and is participating in a face-to-face roll, the coach of the S.I.C. team can discard all three Intimidation Tokens from that player before the rolls are performed, to apply a -1 modifier to the value of the used characteristic of the opposing player. In addition, the participating S.I.C. player may use the Intelligence characteristic (INT) while performing the face-to-face roll.

Dirty Laundry:

After the opposing coach declared the use of an Individual Play Card, the coach of the S.I.C. team may discard 5 Intimidation Tokens (can be discarded from different players of the opposing team) to cancel the effect of the Individual Play Card. The Individual Play Card is then discarded.

