	Pre-Ga	ame (Pa	ge 37)		2	D6	Injury Ta	able		2D6			Kie	:k-Off Event	(Page 41)		
1.	Fans	Fan Fa Fans	ctor = 1D3	+Dedicated	2	2-7 Stunned				2	Get t	the Ref 1 F	ree Bribe	Inducemen	t for each tea	am until	
2.	Weather		ach coach	1D6)	8	3-9 K.O.				3	Time	Kic	king tear	; n's turn mark		or half: both n	marker
34.	3. Take Journeyma	an, 4. Bu	ıy Inducem	nents	1		(roll on c	asualt	ty	4	Solic	d D3	+3 open	players from		n may be new	ly set
5.	Afterwards: Calcul Prayers of Nuffle	For eac	h 50k CT\	/ difference 1	2	table)	ınty İnjur	y Tab	le	5	Defe High	. Kick On	· e open p		eiving team c	an be placed	at
6.	Table Determine Kicking	Roll on Coin fli		e	2	2-6 Stunned				6		ering D6		aders. Coac	h with highe:	st result: Roll	on
	Team Start of				7	7-8 K.O.				7	Fans	iant D6		nt Coaches. Coach with highest result gains			
1.	Teams setup (Kick	king/Defe	ending tear	m first)		9 Badly Hu	urt			8	Char	nging Ne		Il on weather table. If "Perfect", ball scatters			
2a.	Kicking/Defending	•		•	1	O+ Casualty	(roll on c	asuali	ty	9	Weather before landing Quick D3+3 open playe Snap move 1 square in			players on r	blayers on receiving team can each		
2b.	Kick Deviation (Kid	cking/De	fending rol	ls)	D16	table)	ualty Tab	ole		10	Blitz	D3+3 open players on kicking team may move					ne Blitz
3a.	Kicking/Defending	team ro	lls on the k	(ick-off table	1-6	Badly Hurt	Miss	rest o	f game	11	Officious D6+Fan Factor. Coach with lowest result of				sult or both o		
3b.	Try to catch the ba				7-9	Seriously Huri	Miss	next g	•	12	Ref Pitch	h D6	+Fan Fa	ctor. Coach v	vith lowest re	sult or both o	n tie:
	End of I	•			10-	Serious Injury		ing inj		R	Inva	sion Ra	Pray	ers to Nuffl	e (Page 39)	layers: Stunne	End
1.	Deal with secret w	•	g,		12 13-	Lasting Injury	Roll o	ind Mi on last	ing		1	Treacher	ous	If trapdoor ·	tly in effect) D6 · 1: treat	as if pushed	of Half
2.	D6 for each KO: 1-	•	ΚΩ 4-6 [.] Ρι	ıt in Reserve	14 15-	Dead	irijury	and Mand In pea			2	Friends \		Argue the c	all · 5-6: Suc	cess	Drive
2D6		Weat			16 D6	Lasting Injur				>	3	Ref Stiletto		1 Random a	available pla		Drive
2	Sweltering D3 R	andom p	layers on p	oitch at end	1-2	Head	-1 AV			on pla	4	Iron Man			vailable play		Game
3	Very Pass		next drive		3	Injury Smashed	-1 MA	\\\	3-4	Exhibition play	5	Knuckle		1 Chosen a	AV+1 (Max. vailable play	er without	Drive
4-10	Sunny				4	Knee Broken	+1 PA	₩ ₩	J	D8: E)	6	Bad Habi		D3 Randon		(+1) layers withou	
11	Pouring _{-1 Pic}		Catch 1	Interference	5	Arm Neck	+1 AG	2M2			7	Gready C			` '	osing player	Drive
12	Rain Blizzard -1 on	Rush, o	nly quick a		6	Injury Dislocated	-1 ST	m) -		8	Blessed	Statue		vailable play	er without	Game
	passe		sina Seal	uence (Page 4	18)	Shoulder		ㅂ			9	Of Nuffle		-1 on Rush	Pro (for each act	rive roll)	Half
1.	Declare Pass			nd declare targ	<u> </u>						10	Pitch Perfect Passing Pass completion: 2 St (instead of 1)			letion: 2 SSP		Game
_		Natural	6 or PA+		PA n	ot met					11			Crowd push	casualty: 2	SSP	Drive
2.	Test for accuracy	Result	<= 1		Natui			ENC	REFERENCE BB2020 Syrtic 20210922)		12	Nooccory		(instead of Casualty: 3	d of 2)	Drive	
3.	Passing	If succe	inaccurate essful, try to	o convert		fails, ball scatter	rs from	EBI	FOR BB2020 (by Naytsyrhc 20210922)	D16: League play				•	ty: 2 SSP (in	,	Drive
4.	Interference Resolve pass	If on tai		•		eptor's square all on ground or	caught	띮		D16:		Throw A	-	If opp. playe	er stalling, D	6 at end of	Drive
	action Throw Te	by oppo am-Mate		am-Mate Seq	uenc	e (Page 52)		띮	FOR (by Nay		15			Any opposi	e: player kno ng player wil		Half
0.	Preparation	a. Succ	eed Bone-	Head or	b. Alv	vays Hungry: 1:		ANOTHER	Щ		16		•		available pla		Game
1.	Declare Throw		re range ar	nd declare targ	get sq	; 2+ Fumble); 2+ uare (only quick		AN		₩	1	Lose argu	ie the ca		le chosen pri	1x (D6 Field	ds in
	200.000	Natural	6 or PA+		PA n	ot met		X Z		the Call D6		on brillian	t coach.	Sca		D8 Direction 3x (1 Field i	,
2.	Test for accuracy	Result	<= 1		Natu					Argue	6	Player no			Bounce	Direction) 1x (1 Field i	in D8
3.	Resolve Landing	Succes	sful throw	terrible	fumb e	per landi				uare c	ccupi		nocked o	own. Turnov	er only on fa	Direction) ul, if thrown pl	layer
J.		or fumb	ole	throw		marking	pl.			the b	all or i	if some other	er own pl	ayer is knoc	ked down du	ring TTM	
	Agency	0-4	20.000	Kick-Off effe	ct				ookies		0-1	100.000		1 Journeyma			
Part-	rleaders Time Assistant	0-4	20.000	Kick-Off effe			Bribe		- 0.1100		0-1		10r "L 50k fo		nd Corruption	1" .	
Coac	hes dweiser Kegs	0-4	50.000	+1 per Keg o	on all	ко			aster Cl	hef	0-3		100k		thimble cup"	3D6 on start	of
Wiza	-	0-2	150.000	wake-up roll: Either Fireba		anl		•	aster Ci				each Same			oosing -1 RR e for teams w	vith
	ı Team Training	0-1	100.000	Extra Reroll(-wp.		her M	•	Joury	0-2		Apo. Once			ith chosen +2	
	-		Normal	Player has L	oner ((4+) May induce	a Mort i	uary A	Assista	nt	0-1		-1, -2 Like a	Lasts until e an Apo for "S	end of next o	pponents turn otlight"/"Favou	1
	enary Players	Team	+30.000	primary skill	for +5	io.óoo	Plagi	ue Do	ctor				Nurgl	e" .		tion". +1 for a	
spec	ial Plays	0-5	100.000	See page 90	∟ngl	ish Rule Book	Biase	ed Re	ieree		0-1	120.000			: D6 5+ sent		

	Genera	al Skills			Agility	/ Skills		
Block	Survive both downs	Pro	Re-roll any roll (except armour, injury, casuality) on 3+	Catch	Re-roll catches	Leap	Jump over any adjacent square; reduces any negat modifier for jump by 1 to a minimum of -1	
Dauntless	Roll D6 + own ST > oppST to block with equal strength for each block	Shadow- ing	Roll D6 + own MA - oppMA >= 6 to follow opponent; may be used in own and opp. team turn	Diving Catch	+1 to catch accurate passes; may catch a ball if landing in an adjacent square (not bounces)	Safe Pair of Hands	If knock down or placed pr (not fall over), ball may be placed in unoccupied adja- square	
Dirty Player (+x)	+x to fouls (armour or injury)	Strip Ball	Pushes dislodge ball	Diving Tackle	-2 to dodge rolls; tackler placed prone in vacated square	Side Step	Choose any available squawhen pushed or knocked o	
Fend	Prevent follow up of attacker, may not be used when chain- pushed	Sure Hands	Re-roll pick ups; negates strip ball	Dodge	Re-roll dodge rolls; survive defender stumbles	Sneaky Git	Ignore doubles on unsuccessful foul armour r may use rest movement af fouling	
Frenzy*	Mandatory 2nd block on push, follow up mandatory	Tackle	Negates dodge skill	Defensive	Negates Guard during opponents's team turn	Sprint	Rush an extra square	
Kick	May halve (rounded down) kick scatter	Wrestle	On both down, place both players prone, ignore block skill	Jump Up	No stand up penalty; may block from prone on an agility roll with +1 modifier	Sure Feet	Re-roll failed rush rolls	
	Strengt	th Skills			Passin	g Skills		
Arm Bar	If opp. falls over as result of dodge/jump/leap out, +1 to either armour or injury roll	Mighty Blow	+1 to armour or injury roll	Accurate	+1 to Quick or Short Passes	Leader	Extra re-roll per half as lon leader is on the pitch. Only re-roll, even if more than o leader	y one
Brawler	On Block action (not Blitz): may re-roll a single both down result	Multiple Block	Block 2 players at same time, treat them as +2 ST each	Cannoneer	+1 to Long Passes or Long Bombs	Nerves of Steel	Ignore tackle zones for pass/catch/interfere rolls	
Break Tackle	Once during activation after AG roll for dodge: ST <= 4: Dodge +1; ST >=5: Dodge +2	Pile Driver	If placed prone after successful block and if followed up may commit a free foul	Cloud Burster	May choose to let opposing coach re-roll on interfering with long pass or long bomb	On the ball	May move up to 3 squares opp. declares Pass. May a move up to 3 squares on receiving kick.	
Grab	Place opponent anywhere; negates side step	Stand Firm	Resist pushes, even when knocked over	Dump-Off	May choose to make a quick pass when nominated as Blitz- or Block- or Skill-/Trait-Special Action target	Pass	Re-roll failed passes	
Guard	Always count as assisting	Strong Arm	+1 to pass rolls for throw team mate	Fumble- rooskie	When moving or blocking while carrying ball, may place ball in	Running Pass	If performing a Quick Pass may use rest MA to move	
Jugger- naut	On blitz only; both down as push; negates stand firm, fend and wrestle	Thick Skull	KO only on 9; if stunty: KO only on 8	Hail Mary Pass	PA test to pass anywhere; can't be interfered with; never accurate; not during Blizzard	Safe Pass	Ball is not dropped on fum	bling
			Tra	aits				
Animal Savagery*	2+(block/blitz), 4+; Fail: must knock down adj. own player or action and tackle zone lost.	Decay*	+1 to all casualty rolls on Injury table	Projectile Vomit	2+ to succeed. Armour roll on hit player.	Swarming	After step 2 start of drive: E extra players may be set-u	
Animosity*	2+ to pass/hand ball to player from disliked type. Not to mercenaries/star players.	Hypnotic Gaze	Agility roll to hypnotize, -1 modifier per tackle zone that is not the target	Really Stupid*	4+ to act. 2+ if non-stupid assist. If failed, tackle zone lost	Swoop	Thrown player moves 3 squares using throw-in template (no scatter)	
Always Hungry*	2+ to attempt TTM; on 1, 2+ to avoid being eaten		May kick a Right stuff team mate. If fumbled: injury roll on target, at least K.O usage Mighty blow decided by opp.	Regen- eration	Heal on 4+	Take Root*	2+ to avoid take root; on 1, stuck until end of drive or it knocked over	
Ball & Chain*	Throw-In-Template to move; auto block; must at least move all MA	Loner (x+)*	x+ to use team rerolls (if fails: reroll used anyway)	Right Stuff*	Can be thrown	Titchy*	+1 to dodges; no -1 modificopposing dodges	er to
Bomb- ardier	PA to throw. Each adjacent square hit on 4+. If caught 4+ explodes, otherwise may throw again	No Hands*	No ball allowed (may cause turnover if trying to)	Secret Weapon*	Banned after a drive the player took part on the pitch		Only quick or short pass; -: modifier; no turnover on fu	
Bone Head*	2+ to act; if failed, tackle zone lost	Plague Ridden	Raise killed opponent (ST <=4) as a rotter once per game; may be hired in post game sequence	Stab	Armour roll instead of block dice; injury roll ignores niggles	Timmm- Ber!	+1 for each adjacent open player on stand up attempt	
Chainsaw*	2+ to use chainsaw or hit self; on any hit armour roll +3;	Pogo Stick	Jump over any adjacent square; no negative modifiers from tackle zones	Stunty*	Ignore tackle zone on dodging; opponent gets +1 on interfere	Unchann. Fury*	4+ to act. 2+ if block or blit	Œ
	Muta	tions		Pa	assing Template and PA Ro	olls	Common AG Rolls	\$
Big Hand	Ignore tackle zones and rain for pick up rolls	Iron hard skin	Negates Claws	13 B B 12 B B		Long Pass -2	Interfere accurate pass	-3
Claws	Treat opponents as 8+ before applying any modifiers	Monstrous Mouth	Negates Strip Ball, may reroll failed catches	11 B B 10 L L 9 L L		Short Pass -1 Quick Pass 0	Interfere inaccurate pass Interfere wildly inaccurate pass	-2 -1
	-1 to pass/throw team mate/throw bomb/interfere/catch rolls	Prehensile Tail	-1 to players dodging out	8 L L 7 L L	L L L L L B B B B B B B B B B B B B B B		Convert deflection -> interception	-1
Extra Arms	within 3 squares +1 to pick up, catch, and intercept rolls	Tentacles	D6 + ST - oppST >= 6 to hold opponent	6 S S S S S S S S S S S S S S S S S S S	S S L L L L L B B S S S S L L L L B B	B B B	Jumping over Stunned/Prone Catch bounce, throw-in, scatter or deviation	0 -1
Foul Ap- pearance*	2+ roll required before performin a block or blitz action	Two Heads	+1 to dodge rolls	3 Q Q	S S S S L L L B Q S S S S L L L L	B B B	Catch Hand-Off or Catch Accurate Pass	0
Horns	+1 to strength on blitzes	Very Long	Reduces any neg. mod. on jump by 1 (not <-1). +2	1 Q Q 0 T Q	Q Q S S S L L L L	B B B	Pick-Up Ball/Dodge	0

	Post-Gam	ne Seq	uence (Page 68)							
0.	MVP award to a random player that was eligble to pl this game (no mercanaries, star players or died playe									
1.	Record outcome and winnings	Fan attendance = Sum of Fan Factor's of teams. Winnings: (Fan attendance/2 + Scored TD) x 10.000; if one team conceded, all fan attendance to other team								
		Won	D6 >= current DF	DF + 1						
2.	Dedicated fans (DF)	Lost	D6 < current DF	DF -1						
		Draw	no effect							

		Skil	l Costs (Page 71)		
	Level	Random Primary	Chosen primary or random secondary	Chosen Secondary	Characterstic or chosen secondary
1	Experienced	3	6	12	18
П	Veteran	4	8	14	20
Ш	Emerging Star	6	12	18	24
IV	Star	8	16	22	28
V	Super Star	10	20	26	32
VI	Legend	15	30	40	50

- 3. Player advancements
- 4. Hiring, firing and temporarily retiring
- 5. Expensive mistakes
- 6. Prepare for next fixture

	Ra	andom Skill Table (Reroll Skills, the	player has already	or is not allowed t	to have)
1st D6	2nd D6	Agility	General	Mutations	Passing	Strength
	1	Catch	Block	Big Hand	Accurate	Arm Bar
	2	Diving Catch	Dauntless	Claws	Cannoneer	Brawler
1-3	3	Diving Tackle	Dirty Player (+1)	Disturbing Presence*	Cloud Burster	Break Tackle
1-3	4	Dodge	Fend	Extra Arms	Dump-off	Grab
	5	Defensive	Frenzy*	Foul Appearance*	Fumblerooskie	Guard
	6	Jump Up	Kick	Horns	Hail Mary Pass	Juggernaut
	1	Leap	Pro	Iron Hard Skin	Leader	Mighty Blow (+1)
	2	Safe Pair of Hands	Shadowing	Monstrous Mouth	Nerves of Steel	Multiple Block
4-6	3	Sidestep	Strip Ball	Prehensile Tail	On the ball	Pile Driver
4-0	4	Sneaky Git	Sure Hands	Tentacles	Pass	Stand Firm
	5	Sprint	Tackle	Two Heads	Running Pass	Strong Arm
	6	Sure Feet	Wrestle	Very long legs	Safe Pass	Thick Skull
	gal /Trait	Frenzy + Grab	Ball & Chain + Diving Tackle	Ball & Chain + Leap	Ball & Chain + On the ball	Ball & Chain + Grab
	nbi- ions	Leap + Pogo Stick	Ball & Chain + Frenzy	Ball & Chain + Multiple Block	Ball & Chain + Shadowing	Strong Arm without Throw-Team-Mate

	villelli	(Page	e 70)		SSP							
Accur	ate pas	ss com	pletion	1	1							
Super	b throv	v com	oletion		1							
	Table (Page 71) 1-7 +1 MA or +1 AV 8-13 +1 MA or +1 AV or -1 PA 14 -1 AG or -1 PA 15 -1 AG or +1 ST 16 +1 MA or +1 AV or +1 S											
	Successful interception deflection not counted) Casualty from Block action											
Casua	Superb throw completion Successful deflection (no interception) Successful interception Successful int											
Touch	down				3							
Most v												
D16	Char				ement							
1-7	+1 MA			,								
8-13	+1 MA	or +1	AV or	-1 PA								
14	-1 AG	or -1 F	PA									
15	-1 AG	or +1	ST									
16	AG or -1 PA Characteristic improvement max. twice and to maximum value only. If characteristic can not be improved or not wished to improve, choose											
Chara twice chara not wi	cteristi and to cteristic	c impr maxim c can r	oveme num va not be i	nt ma lue or	x. ıly. If							
Chara twice chara not wi	cteristi and to cteristic shed to dary sl	c impr maxim c can r c impro kill.	oveme num va not be i	nt ma lue or improv	x. nly. If ved or							
Chara twice chara not wi	cteristi and to cteristic shed to dary sl	c impr maxim c can r c impro kill.	ovemenum va not be i	nt ma lue or improv	x. nly. If ved or							
Chara twice chara not wi	cteristi and to cteristic shed to dary sl	c impr maxim c can r c impro kill.	ovemenum va not be i ove, ch	ent ma lue or mprov oose	x. nly. If ved or							

		Expen	isive Mistak	es (Page 73))			
D6	100.000- 195.000	200.000- 295.000	300.000- 395.000	400.000- 495.000	500.000- 595.000	600.000+		
1	Minor Incident	Minor Incident	Major Incident	Major Incident	Cata- strophe	Cata- strophe		
2	Crisis averted	Minor Incident	Minor Incident	Major Incident	Major Incident	Cata- strophe		
3	Crisis averted	Crisis averted	Minor Incident	Minor Incident	Major Incident	Major Incident		
4	Crisis averted	Crisis averted	Crisis averted	Minor Incident	Minor Incident	Major Incident		
5	Crisis averted	Crisis averted	Crisis averted	Crisis averted	Minor Incident	Minor Incident		
6	Crisis averted	Crisis averted	Crisis averted	Crisis averted	Crisis averted	Minor Incident		
Effects	Crisis averted	No conseque	ences	Major incident	Gold/2 (rounded down to nearest 5.000)			
Effe	Minor incident	Team loses	D3 x 10.000	Cata- strophe	Team loses except 2D6			

Value increase	(Page 72)
Improvement	Value increase
Random Primary Skill	+10.000
Chosen Primary	+20.000
Random Secondary Skill	+20.000
Chosen Secondary	+40.000
AV Improvement	+10.000
MA or PA Improvement	+20.000
AG Improvement	+40.000
ST Improvement	+80.000

C	General Rules / Gameplay
Blitz	Blitz-target must be declared before starting the movement and may not be changed afterwards. The player does not need to move to target and does not need to block.
Jump over prone or stunned players	The negative modifier is calculated by counting all marking players in starting square and counting all marking players in landing square. The highest modifier is used.
Com- pulsary Skills	On Skill page, some Skills are marked with a *. Those skill must always be used.
Skills	Italic Skills can not be used if player lost tackle zone
Rerolls	Team Rerolls may only be used during a team's turn, so no RR allowed during Blitz-Event or while using "On the ball". Same applies to Skill-RR's like Dodge,

	Armour break probabilities														
2D6	2	3	4	5	6	7	8	9	10	11	12				
Possible Results	1	2	3	4	5	6	5	4	3	2	1				
Probability	3%	6%	8%	11%	14%	17%	14%	11%	8%	6%	3%				
AV	2+	3+	4+	5+	6+	7+	8+	9+	10+	11+	12+				
Success probability	100%	97%	92%	83%	72%	58%	42%	28%	17%	8%	3%				

		Re	emova	l prob	abiliti	es			
AV	2+	3+	4+	5+	6+	7+	8+	9+	10+
Chance AV Break	100%	97%	92%	83%	72%	58%	42%	28%	17%
Chance KO	25%	24%	23%	21%	18%	15%	10%	7%	4%
Chance Injury	17%	16%	15%	14%	12%	10%	7%	5%	3%
Chance Removal	42%	41%	38%	35%	30%	24%	17%	12%	7%

	Blocking probabilities (success: defender down, no turnover)																								
		N	o Skil	ls		Block					Dodge						Block+Dodge								
	-3D	-2D	1D	2D	3D	-3D	-2D	1D	2D	3D	-3D	-2D	1D	2D	3D	-3D	-2D	1D	2D	3D					
No Skills	4%	11%	33%	56%	70%						0,5%	3%	17%	31%	42%	0,5%	3%	17%	31%	42%					
Tackle	490	11%	33%		10%	4%	11%	33%	56%	70%	4%	11%	33%	56%	700/	4%	11%	33%	56%	70%					
Block	12%	25%	250/	250/	250/	250/	250/	E004	7504	9704	4%	11%	JJ%	50%	10%	4%	11%	აა%	50%	10%	0,5%	3%	17%	31%	42%
Block+ Tackle	12%		50%	50% 75%	87%						12%	25%	50%	75%	87%	4%	11%	33%	56%	70%					

Injury Probabilities									
	2D6	%							
Stunned	2-7	58%							
к.о.	8-9	25%							
Injured	10-12	17%							

	Surfing chances and risks														
						Risk Turnover without Block/Wrestle				Risk Turnover with Block/Wrestle					
Will be pushed				ith Injury	and	and own Removal			and				val		
		no RR	with RR	no RR	with RR	Self down	7+	8+	9+	10+	Self down	7+	8+	9+	10+
3	D	96%	99%	16%	17%	0.5%	0.1%	0.1%	0.1%	0.1%	0.1%	0.1%	0.1%	0.1%	0.1%
2	D	89%	98%	15%	16%	11%	3%	2%	1%	1%	3%	1%	1%	0.1%	0.1%
1	D	67%	89%	11%	15%	33%	8%	6%	4%	2%	17%	4%	3%	2%	1%
-2	2D	44%	69%	7%	12%	56%	14%	10%	6%	4%	31%	8%	5%	4%	2%
-3	3D	29%	51%	5%	9%	71%	17%	12%	8%	5%	42%	10%	7%	5%	3%

				Pass	ing pi	obabi	lities				
						Ca	tch				
		2	+	3	+	4	+	5	+	6	+
Pa	ıss		RR		RR		RR		RR		RR
2+		69%	81%	56%	74%	42%	63%	28%	46%	14%	25%
27	RR	81%	95%	65%	86%	49%	73%	32%	54%	16%	30%
3+		56%	65%	44%	59%	33%	50%	22%	37%	11%	20%
37	RR	74%	86%	59%	79%	44%	67%	30%	49%	15%	27%
4+		42%	49%	33%	44%	25%	38%	17%	28%	8%	15%
	RR	63%	73%	50%	67%	38%	56%	25%	42%	13%	23%
5+		28%	32%	22%	30%	17%	25%	11%	19%	6%	10%
J.	RR	46%	54%	37%	49%	28%	42%	19%	31%	9%	17%
6+		14%	16%	11%	15%	8%	13%	6%	9%	3%	5%
J.	RR	25%	30%	20%	27%	15%	23%	10%	17%	5%	9%

	Dod	dge/Ru	sh pro	obabili 	ities		_
	sult			Risk	(Turn	over	
	Needed result	Chance				own ioval	
	Š			7+	8+	9+	10+
	2+	83%	17%	4%	3%	2%	1%
	3+	67%		2%			
Dodge/ Rush	4+	50%	50%	12%	9%	6%	3%
	5+	33%	67%	16%	12%	8%	5%
	6+	17%	83%	20%	14%	10%	6%
	2+	97%	3%	1%	0%	0%	0%
Dodge/	3+	89%	11%	3%	2%	1%	1%
Rush with	4+	75%	25%	6%	4%	3%	2%
Reroll	5+	56%	44%	11%	8%	5%	3%
	6+	31%	69%	17%	12%	8%	5%

Probablities of some example sequences											
	oω		Risk Turnover								
	Success Chance		and Self down	and own Removal							
				7+	8+	9+	10+				
2+ Pickup, 2+ Rush, 2+ Pass 2+ Catch without Rerolls	48%	52%	14%	3%	2%	2%	1%				
2+ Pickup, 3+ Pass, 2+ Catch without Rerolls	46%	54%	0%	0%	0%	0%	0%				
2+ Rush, 2+ Rush, 2+ Catch with 1 Team Reroll	87%	13%	7%	2%	1%	1%	1%				
3+ Pass, 2+ Catch with 1 Team Reroll	83%	17%	0%	0%	0%	0%	0%				