

Asterians

	Move	Strength	Speed	Skill	Armour	Starting team	Cost	Notes
Guard	6	5+	3+	4+	4+	x1	10mc	<i>Dirty Tricks</i>
Jack	6	5+	3+	4+	4+	x3	10mc	<i>Fragile, Taking A Dive</i>
Striker	6	5+	3+	4+	5+	x4	13mc	<i>Fragile</i>

Extras: an Asterian team starts with a Defensive Coach, 0 Coaching Dice and 0 DreadBall Cards.

Dirty Tricks (clarification): this is not an action and may be used in either player's Rush.

Fragile: the player counts as rolling one less success on each armour check. Work out the check as normal and then reduce the final total of successes by one, to a minimum of zero.

Taking A Dive: the player may use this ability once per match.

Whilst taking any action that involves movement, the player may decide to *Take a Dive*. The player chooses to deliberately fall to the ground either in the hex he begins the action in, or as he moves into a new hex. If this hex is adjacent to an opposing player then the falling player's Coach may call *Foul!* against that player. The Coach calling *Foul!* must choose one if several opposing players are adjacent to the falling player. Resolve this Ref check as normal. As with *Dirty Tricks*, the opposing player hasn't actually committed a foul (this time), he is just made to look as if he has.

If the player also has the *Run Interference* ability then he could choose to *Take a Dive* as part of that because it is an action that involves movement.

The player may not choose to *Take a Dive* if he has fallen over for any other reason, such as failing a *Dash* or being Slammed. He could, however, declare that he is *Taking a Dive* instead of making a *Dash* attempt whilst moving to a hex that would normally require one. If so, he must decide to do so before any dice are rolled for the *Dash*.