

Teratons

	Move	Strength	Speed	Skill	Armour	Starting team	Cost	Notes
Guard	5	3+	5+	4+	4+	x4	15mc	<i>Teleport</i>
Jack	5	3+	5+	4+	4+	x4	10mc	<i>Teleport</i>

Extras: a Teraton team starts with 0 Coaching Dice and 0 DreadBall Cards.

Teleport: this is used in two ways. In either case, *Teleport* is considered a type of movement for purposes of interacting with other rules.

1) If a player with this ability could make a *Run* action then they may choose to use *Teleport* instead. The player immediately disappears and reappears up to 4 hexes away in any direction. Count the distance for this move as normal, but ignoring any players or other obstructions on the pitch (effectively allowing you to *Teleport* “through” other players). Note that Guards may *Teleport* as part of a *Slam* because the *Slam* allows a “full *Run* action” and the *Teleport* may be used instead of a *Run*. The same is true for Strikers and *Throw*, etc.

A player may choose to *Teleport* onto the pitch from the Subs’ Bench. Measure this as normal for a player moving back on, counting the yellow entry hex as the first space of the move.

Teleport is an instant move that does not require any *Evade* tests and cannot be interrupted by *Running Interference*. Simply pick up the model from its starting hex and place it in a different **empty** hex at least one and up to four away. The teleporting player may choose to end up facing in any direction. If the teleporting player has the ball when they teleport then it goes with them. A player that teleports cannot Dash as part of that action.

2) The second use of this ability is defensive. When the player is Slammed in his rear arc he automatically *Teleports* instead of making a normal *Dodge* roll. The *Slam* is not resolved. Immediately move the teleporting player to a new hex as described above. The *Slam* action is ended as soon as the *Teleport* move is complete, though the Coach of the Slamming player may then continue with the rest of his Rush if he has remaining actions to perform.

Note that if a player has both the *Teleport* and *360 Vision* abilities then this second function does not work. If a player has no rear arc they cannot be Slammed in it!