

Zees

	Move	Strength	Speed	Skill	Armour	Starting team	Cost	Notes
Jack	5	5+	3+	5+	4+	x10	9mc	<i>It Wasn't Me, Runaround</i>

Extras: a Zee team starts with 0 Coaching Dice and 1 DreadBall Card.

Team Rule - Monkey Business: this rule applies to the team as a whole. Zees cannot buy Coaching Dice like other teams. They are simply too anarchic and confusing to train in team plays. However, throw enough monkeys at a problem and eventually they'll come up with the right answer. The following rule represents the unpredictable genius of the Zees.

At the start of each Zee Rush roll a single dice. This must be done before anything else in that *Rush* (other than moving the *Rush* marker). On a roll of 1-3 the team gets that many Coaching Dice; on a 4-6 they get nothing. These Coaching Dice are only usable in that *Rush* and are discarded at the end. They cannot be used in the opposing team's *Rush*.

Zee teams earn Coaching Dice from Cheers as normal.

It Wasn't Me: This does three things.

- 1) Only one *Foul!* may be called per Team Action Token spent on players with this ability. If more than one foul is being perpetrated by the team then the Coach calling the foul decides which one to bring to the Ref's attention. A *Foul!* cannot be called against players with this ability when they take actions from other sources such as free actions or cards. However, this limit does not stop opposing an opposing Coach from also calling *Foul!* using *Dirty Tricks* or *Take a Dive*.
- 2) Whenever *Foul!* is called against a player with this ability, that player's Coach can choose *any* player on his team to suffer the consequences as long as they:
 - a) also have this ability, **and**
 - b) are on the pitch and within 3 hexes of the player who committed the foul.

Once a player has been chosen, roll the Ref check against them as normal. The only difference is this ability to pass off the blame onto a team mate.

- 3) If a player with this ability is due to be sent off for a foul as the result of a Ref check then they may try to avoid this by rolling a 3 dice 3+ test. Each success reduces the time the player is sent off by one turn. If the number of successes equals or exceeds the time to be sent off then the referee realises that they've got

the wrong Zee and the player is not sent off at all. It's an easy mistake – they all look the same! The only exception to this is when the Ref doubles a Distract the Ref roll. In that specific circumstance there is no confusion about which player is involved (they're standing in front of the Ref arguing with them!) and they are immediately sent off as normal.

Runaround: a single Team Action Token can buy a *Run* action for two players with this ability instead of the normal one. They must take their actions one after the other. This action counts towards both the players' totals for that *Rush*. In effect, if you ever need to *Run* with a player in a Zee team you get a free *Run* with another player (as long as they may still take an action in that *Rush*).