Agility Table

Players Agility	1	2	3	4	5	6
D6 Roll	6+	5+	4+	3+	2+	1+

Attributes

MA	Movement Allowance
ST	Strength
AG	Agility
TV	Toughness Value

Player Actions

Action	Description
Move	Move up to # squares in MA
Block	Make a single block against player in adjacent square
Blitz	Move+Block, can Block at any point in Move at the cost of 1 MA
Pass	Move up to MA allowance, then pass
Hand-off	Ball is handed to a player in adjacent square
Foul	Attacking an opponent who is knocked down

- Each player performs one action per turn before moving on to next player
- Four minutes per coach per turn (optional)
- Turn a player miniature around to mark a completed action
- Turn ends when all players have acted or Turnover or Touchdown
- Coach must declare a action before carrying out action
- Blitz, Pass, Hand-off and Foul can only be once a turn by different players
- Prone players may not Block

Turnovers

Causes
Moving team is Knocked Down
Moving team fails picking up a ball
4 minute time limit runs out (optional)
Pass or Hand-off fails and comes to rest
Touchdown
Pass attempt fumbled (even if recovered)
Player ejected for foul

- Turnover ends all actions immediately
- Injured by crowd and being "placed" prone are not a Turnover unless carrying ball
- Stunned players face up

Winning and Scoring

Score when player ends turn in End Zone with ball	Can swap players
On a tie, both players must agree to sudden death overtime	Scoring team kicks
SDOT - flip a coin for who kicks	Kick off flips after half
After TD, roll for KO'ed players	Conceding a match gives MVP roll to other team

Team Setup

- Mark number of re-rolls
- Start setup with kicking team
- At most 2 on sides and must have 3 on LOS

Kick-Off

Location	Resolution
Empty	Scatter 1 square
Player	Must attempt catch
Off	Touchback, give ball to any player

- Roll on *Kick-off* table
- Kicker places ball in any square on other half
- Scatter for D6 squares
- Follow above table

Pre-Match

- Roll on the Weather Table
- Spend Underdog Cash
- Flip for the Kick - winner decides

Match

- Roll for Fans / figure FaD
- Kick-Off
- 8 turns per player per half (6 if playing Sevens)

Post-Match

- MVP & Improvement Rolls
- Update Team Stats
- Record Fortune & Fan Factor
- Hire & Fire

Under Dog Cash

- Difference in team values is UDC given to underdog
- Spent on current match only
- Left over cash is lost
- All purchases last only for match

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