

### Knocked Down and Injury

#### Injury Table

| 2D6   | Result          |
|-------|-----------------|
| 2-7   | <i>Stunned</i>  |
| 8-9   | <i>KO'd</i>     |
| 10-12 | <i>Casualty</i> |

- After *Knocked Down* opposing coach rolls 2D6 to exceed player's *Toughness*
- If exceeded, roll for *Injury* on table
- Automatic *Injury* roll if pushed off Pitch (*Stunned* is still out of play)
- **Stunned** placed face down and is turned face up after your NEXT turn
- **KO'd** remove from Pitch, before next *Kick-Off* roll D6: 1-3 still *KO'd*, 4-6 good
- **Casualty** out of game
- **Substitutions** can only take place after TD or after a Half

### Re-Rolls

Can use to re-roll all dice for one result

Can even re-roll 1's

Re-rolls refresh at half-time

A player can use no more than 1 team re-roll per turn

Can never re-roll the same roll twice

No re-roll for *Kick-Off Table*, scatter distance / direction, *Toughness*, *Injury*, or *Casualty*

Can't make other player re-roll

Skill re-rolls can be done every time skill is used

### Fan Factor and Fans

- *Fan Factor* is how popular the team is

- Before kickoff, each team rolls 2D6 + *Fan Factor* to determine Fan turnout

- FAME is 0 if you have <= the Fan turnout of other team

- FAME is 1 if you have more Fan turnout

- FAME is 2 if you have 2x more Fan turnout

### Star Player Points / MVP

#### Points Table

|       |                                |
|-------|--------------------------------|
| 1 SPP | <i>Pass Completion</i>         |
| 2 SPP | <i>Casualty / Interception</i> |
| 3 SPP | TD                             |
| 5 SPP | Awarded <i>MVP</i>             |

Method for determining *MVP* is League specific

### Fouling

#### Toughness Modifier for Fouls

- +1 Each friendly player adjacent to target
- 1 Each opposing player adjacent to target

#### Foul Assist Requirements

Not in Tackle Zone of any other opposing player

Must have a Tackle Zone

- One *Foul* attempt per turn
- Can move and then *Foul*
- Target must be *Prone* or *Stunned*
- Roll *Toughness* and *Injury* (See *Knocked Down*)
- If either roll is doubles Referee kicks player from match and Turnover



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