Knocked Down and Injury

Injury Table

2D6	Result
2-7	*Stunned*
8-9	*KO'ed*
10-12	*Casualty*

- 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

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

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

Star Player Points / MVP

Points Table

1 SPP	*Pass* Completion
2 SPP	*Casualty* / *Interception*
3 SPP	TD
5 SPP	Awarded *MVP*

Method for determining *MVP* is League specific
Alternative MVP is to assign 1 SPP to three players

Fan Factor and Fans

- *Fan Factor* is how popular the team is

- Before kickoff, each team rolls 2D6 + *Fan Factor* to determine Fan Advantage (FaD)

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

- FaD is 1 if you have more Fan turnout

- FaD is 2 fi you have 2x more Fan turnout