

Table Sheet Cheat Sheet

by mekaerwin via cheatography.com/209758/cs/45181/

| Sequence of Play | | | |
|------------------|-------------------------|--|--|
| Pre-Match | Weather Table | | |
| | Flip for Kick | | |
| | | | |
| Match | Roll Fans / Figure Fame | | |
| | Kick-Off | | |
| | Play | | |
| | | | |
| Post-Match | MVP & Improvement | | |
| | Update Team Stats | | |
| | Record Fortune / Fame | | |
| | Hire & Fire | | |

| Kick - Off | | | |
|------------|-----------------------|--|--|
| 2D6 | Result | Effect | |
| 2 | Get the Ref | 1 Bribe (2+ ignore Foul) | |
| 3 | Riot | Lose 2D6 / 2 turns | |
| 4 | Perfect Defense | Kicking team reorganize | |
| 5 | High Kick | Move a player under ball | |
| 6 | Cheering Fans | D6+Fame, high gets re- roll | |
| 7 | Changing Weather | Reroll Weather | |
| 8 | Brilliant Coaching | D6+Fame+Ast Coaches, high gets re-roll | |
| 9 | Quick Snap! | Recievers move 1 sq free | |
| 10 | Blitz! | Kick team moves up to 3 sq forward | |
| 11 | Throw a Rock | D6+Fame, low gets 1 random player injured (No TV roll) | |
| 12 | Pitch Invasion | All roll for stunned | |

| Weather | | | |
|---------|--------------------|--|--|
| 2 | Sweltering Heat | Each player D6, off for for drive | |
| 3 | Very Sunny | -1 Passing | |
| 4-10 | Nice | | |
| 11 | Pouring Rain | -1 catch, intercept, pick-up | |
| 12 | Blizzard | Go For It! fails 1 or 2, only quick / short passes | |

| Agility Table | | | | | | |
|---------------|----|----|----|----|----|----|
| AG | 1 | 2 | 3 | 4 | 5 | 6+ |
| D6 | 6+ | 5+ | 4+ | 3+ | 2+ | 1+ |

| Dodgi | ng |
|-------|-----------------------|
| +1 | Dodge Roll |
| -1 | Per TZ in destination |

| Pick Up | |
|---------|------------------|
| +1 | Picking up |
| -1 | Per TZ on player |
| | |
| Passing | |
| +1 | Quick Pass |

| Passin | g |
|--------|-------------------|
| +1 | Quick Pass |
| 0 | Short Pass |
| -1 | Long Pass |
| -2 | Long Bomb |
| -1 | Per TZ on thrower |

| Cate | Catching | | | |
|------|--|--|--|--|
| +1 | Accurate pass | | | |
| 0 | Scattered, Bouncing Ball, Kick off, High kick, and Throw in | | | |
| -1 | Per TZ on receiver | | | |
| Han | Handing-Off | | | |
| +1 | Catching hand-off | | | |
| -1 | Per TZ on receiver | | | |

| -1 | Per TZ on player | |
|--------|------------------|--|
| Injury | | |
| 2D6 | Result | |
| 2-7 | Stunned | |
| 8-9 | KO'ed | |

Casualty

Attempting Interception

Interceptions

10-12

| Casualties | | | |
|--------------------------------|----------------|--------|--|
| D6 + D8 | Result | Effect | |
| 11-38 | Badly Hurt | Out | |
| 41-48 | Minor Injury | MNG | |
| 51-52 | Serious Injury | NI | |
| 53-54 | Leg Injury | -1 MA | |
| 55-56 | Head Injury | -1 TV | |
| 57 | Back Injury | -1 AG | |
| 58 | Broken Collar | -1 ST | |
| 61-68 | Dead | Dead | |
| - All Casualties out for match | | | |

- All Casualties out for match
- NI: Niggling Injury, MNG and +1 all future Casualties
- Stat losses are limited to 2 points per attribute



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