

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

Kick - Off		
2D6	Result	Effect
2	Get the Ref	1 Bribe (2+ ignore Foul)
3	Riot	Move turn (1-3+/4-6-)
4	Perfect Defense	Kicking team reorganize
5	High Kick	Move a player under ball
6	Cheering Fans	D6+FaD, high gets re-roll
7	Changing Weather	Reroll Weather
8	Brilliant Coaching	D6+FaD+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	Dodgy Snack	each D6, low roll for 1 rand player (1-5) -1 MA/TV else reserves
12	Pitch Invasion	D6+FaD>6 = Prone

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

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

Dodging	
+1	Dodge Roll
-1	Per TZ in destination

Pick Up	
+1	Picking up
-1	Per TZ on player

Passing	
+1	Quick Pass
0	Short Pass
-1	Long Pass
-2	Long Bomb
-1	Per TZ on thrower

Catching	
+1	Accurate pass
0	Scattered, Bouncing Ball, Kick off, High kick, and Throw in
-1	Per TZ on receiver

Handing-Off	
+1	Catching hand-off
-1	Per TZ on receiver

Interceptions	
-2	Attempting Interception
-1	Per TZ on player

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

Casualties		
D6 + D8	Result	Effect
11-38	Badly Hurt	Out
41-48	Minor Injury	MNG
51-52	Serious Injury	NI
53-57	Leg Injury	-1 MA
58-64	Head Injury	-1 TV
65-66	Hip Injury	-1 AG
67-68	Back Injury	-1 ST

- 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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