

PRE-GAME (p44)				2D6	INJURY TABLE (p66)		2D6	KICK OFF EVENT (p48)			
1.	The Fans: Roll D3 + Dedicated Fans to get Fan Factor.			2-7	Stunned		2	Get the Ref		Each team immediately receives one free Bribe inducement. This Bribe must be used by the end of the game or it is lost.	
2.	The Weather: Each coach rolls D6. Add together and consult Weather Table.			8-9	Knocked-Out		3	Time-Out		Turn 1-5: Move both teams turn marker forward one space. Turn 6-8: Move both teams turn marker back one space.	
3.	Take on Journeymen: Add 0-16 Linemen until min. 11 players. Update CTV.			10+	Roll on Casualty Table		4	Solid Defence		Kicking Team. D3+3 Open players: Remove from pitch and setup again (following all normal rules)	
4.	Inducements: p94			2D6	STUNTY INJURY TABLE (p66)		5	High Kick		One Open player on the receiving team may immediately be placed in the square the ball is going to land in.	
5.	Determine Kicking Team: Roll off, highest picks to either Kick or Receive.			2-6	Stunned		6	Cheering Fans		Both Coaches roll D6, and add Cheerleaders. Highest / Draw receives +1 Offensive Assist on their next Block.	
START OF DRIVE (p47)				7-8	Knocked-Out		7	Brilliant Coaching		Both Coaches roll D6, and add Assistant Coaches. Highest / Draw receives +1 RR for the upcoming Drive.	
1.	Set-Up: Kicking team sets up, followed by the Receiving team.			9	Casualty: Badly Hurt		8	Changing Weather		Immediately make a new roll on the Weather table. If the new roll is Perfect Weather, the ball will Scatter (3) before it lands.	
2.	The Kick-Off: - Nominate player to Kick the ball - Place the Kick in the opponent's half - Deviate the Kick, D6 in direction D8			10+	Roll on Casualty Table		9	Quick Snap		Receiving Team. D3+3 Open players may move up to 1 square. This may take them into the opposing half.	
3.	Kick-Off Event: Kicking player rolls 2D6 and consults the Kick-Off Event table.			D16	CASUALTY TABLE (p67) +1 Per Niggling Injury		10	Charge!		Kicking Team. D3+3 Open players: Activate one at a time as if is kicking players turn. One of each: Blitz, TTM, KTM.	
4.	What Goes Up: Try to Catch the ball, Bounce the ball & Resolve Touchback			1-8	Badly Hurt: Miss remainder of game		11	Dodgy Snack		Both Coaches roll D6. Lowest / Draw randoms one player: Roll D6: 1: Place player in reserves; 2+, -1MA, AV for drive	
				9-10	Seriously Hurt: Miss Next Game + Hatred Roll (4+)		12	Pitch Invasion		Both Coaches roll D6, and add Fan Factor. Lowest / Draw randomly selects D3 players to be Placed Prone and Stunned	
END OF DRIVE (p82)				11-12	Serious Injury: Niggling Injury + MNG + Hatred		D16	PRAYERS TO NUFFLE (p143)			
1.	Deal with Secret Weapons			13-14	Lasting Injury: Stat Reduction + MNG + Hatred		1	Treacherous Trapdoor		If a player enters a sqare containing a trapdoor, roll a D6: On a 1: The player is Pushed into the Crowd.	
2.	Resolve End of Drive effects			15+	Dead: RIP		2	Friends with the Ref		When you Argue the Call, treat any roll of a 5 or 6 as "Well, when you put it like that".	
3.	Recover Knocked-Out players Roll D6, on a 4+, return to Reserves			D6	LASTING INJURY TABLE (p77)		3	Stiletto		Randomly select one player from your team: The selected player gains Stab for the remainder of the game	
2	Sweltering Heat: At the end of each drive, D3 random players miss next Drive.			1-2	Head Injury: -1 AV		4	Iron Man		Select one player from your team: Increase their AV by 1 (max 11+) for the remainder of the game.	
3	Very Sunny: -1 to all Passing ability tests.			3	Smashed Knee: -1 MA		5	Knuckle Dusters		Select one player from your team: They gain the Mighty Blow skill for the remainder of the game.	
4-10	Perfect Conditions: No effect			4	Broken Arm: +1 PA		6	Bad Habits		Randomly select D3 players from the opposition team. They gail the Loner (2+) skill for the remainder of the game	
11	Pouring Rain: -1 to Pick Up, Catch or Intercept the ball			5	Neck Injury: +1 AG		7	Greasy Cleats		Randomly select one player from the opposition team. They reduce their MA by 1 for the remainder of the game	
12	Blizzard: -1 to all Rush rolls. Passing limited to Quick and Short passes.			6	Dislocated Shoulder: -1 ST		8	Blessing of Nuffle		Randomly select one player from your team. The selected player gains Pro for the remainder of the game	
PASSING SEQUENCE (p70)						9	Moles Under the Pitch		Opposition players apply a -1 to rolls made to Rush		
1.	Declare Pass	Declare Target Square, and Measure Range to determine modifiers to PA test.				10	Perfect Passing		Any player on your team that makes a Completion will earn 2 SPP rather than the usual 1 SPP		
2.	Test for Accuracy	Nat 6, or >=PA after modification: Accurate (-3 to Int) 1<PA after modification: Inaccurate (-2 to Int) Nat 1, or 1 after modification: Fumble (Bounce, TO)				11	Dazzling Catching		Any player that successfully Catches the ball as a result of a Pass action will earn 1 SPP		
3.	Pasing Interference	If range ruler touches opposition square, they may make an agility test (modified as per result) to Catch the ball.				12	Fan Interaction		If an opposition player suffers a Casualty due to being Pushed into the Crowd, the Pushing player gains 2SPP		
4.	Resolve Pass Action	If Inaccurate: Scatter (3) before landing. If ball lands in an occupied square, attempt Catch. If caught by opposition, or ends on the ground, causes a Turnover.				13	Fouling Frenzy		Any player that causes a Casualty as a result of a Foul action will earn 2 SPP		
THROW / KICK TEAM-MATE SEQUENCE (p70)						14	Throw a Rock		Once per game, at turn start you may randomly select one opposition player. D6: 4+ they are knocked down		
1.	Declare Throw / Kick Team-Mate	Declare Target Square, and Measure Range to determine modifiers to PA test.				15	Under Scrutiny		Any opposition player that performs a Foul Action will be automatically Sent Off if they break armour.		
2.	Test for Accuracy	Nat 6, or >=PA after modification: Superb 1<PA after modification: Sub-Par Nat 1, or 1 after modification: Fumble If a Kick Team-Mate is a Fumble, resolve Injury for Kickee				16	Intensive Training		Randomly select one player from your team. The selected gains a single Primary Skill of choice until end of game		
3.	Test for Landing	Superb: Scatter (3) Sub-Par: Scatter (3) (-1 to Land) Fumble: Bounce from thrower (-1 to Land) Roll agility, with -1 for marking players in target square.				D6	ARGUE THE CALL (p69)		DEVIATE, SCATTER & BOUNCE (p34)		
						1	Player sent off. Lose ability to Argue		Deviate: D6 in direction D8		
						2-5	Player sent off.		Scatter (X): Scatter in direction D8 X times		
						6	Player remains on the pitch.		Bounce: Scatter (1)		
						STALLING (p80)		If a player with posession of the ball is activated or forgoes their activation, is able to move into the opposition end zone without rolling any dice, does not score a Touchdown, and ends their activation with posession of the ball if they declared a Pass or Hand-Off, roll a D6. If roll is equal to or above the current turn number, Turnover, and Knock Down player.			
BASE RULEBOOK INDUCEMENTS (p88)											
Biased Referee: Dodgy League Rep	0-1	120,000 80,000	+1 to Argue the Call rolls. A natural 1 is not modified.			Plague Doctor	0-1	100,000	Once per game, Re-Roll one Regeneration roll, or can be used as a normal Apothecary.		
Blitzer's Best Kegs	0-2	50,000	+1 to recover from Knock-Out per Keg.			Prayers to Nuffle	0-3	10,000	Roll on the Prayers to Nuffle table. Re-Roll any duplicate results.		
Bribes	0-3 0-6	100,000 50,000	After choosing to argue the call - Spend a bribe and Roll D6: 1: Bribe lost; 2+ Player not sent off.			Riotous Rookies	0-1	150,000	Add 2D3+1 additional Journeymen to the team for the duration of this game.		
Extra Team Training	0-8	100,000	+1 Re-Roll			Star Players	0-2	-	See Star Players list. Pairs count as two!		
Halfling Master Chef	0-1	300,000 100,000	Roll 3D6 - Each 4+ removes one opponent Re-Roll and adds one Re-Roll to own team			Team Mascot	0-1	25,000	+1 Re-Roll. Roll D6 to use: On a 1-3 it's lost, 4+ it can be used. +1 to Cheering Fans Event.		
Infamous Staff: Josef Bugman	0-1	100,000	+1 to recover from Knock-Out. After setup, once per game, re-setup D3 Players before Kick-Off			Temp Agency Cheerleaders	0-5	20,000	+1 Cheerleader		
Mercenary Players	0-3	Normal +30,000	Player has Loner (4+). May add one Primary skill for an additional 50,000			Wandering Apothecary	0-2	100,000	Functions as a normal Apothecary		
Mortuary Assistant	0-1	100,000	Once per game, Re-Roll one Regeneration roll			Weather Mage	0-1	25,000	Use to roll again on the weather table at start of own turn, modifying the roll up or down by up to two.		
Part-Time Assistant Coaches	0-5	20,000	+1 Coach			Wizard: Sports Wizard	0-1	150,000	Nominate a target square. Players in it and all adjacent squares are Knocked Down on a 4+		

SKILLS AND TRAITS (p120)																	
Skills / Traits marked with a * must be used if possible. Italic Skills / Traits are 'Passive', and are always in effect. Non-Italic Skills / Traits are 'Active', and cannot be used when Distracted, Prone or Stunned unless specified. Special Actions granted by an Active Skill with a movement component may be Declared whilst Prone. Note: a Special Action granted by Active Trait cannot be Declared whilst Distracted, Prone or Stunned unless explicitly stated; Remember! Actions that can replace a Block CAN be used during a Blitz, as the Declared action is Blitz.																	
Accurate	+1 to Quick and Short Passes		Horns	+1 ST during Block when performing a Blitz Action		Right Stuff*	May be thrown by another player with Throw Team-Mate, even if Prone.		Always Hungry*	2+ before TTM; Fail: Roll D6, on a 1 TTM target is Dead		Saboteur	If knocked down by opposition block, may roll: 4+; Opposition player is KD, KO self.				
Animal Savagery*	2+(Block/Blitz), 4+; Fail: Must KD adjacent own player or Distracted		Hypnotic Gaze	May move before. 3+; Target Distracted; Fail: Activation ends.		Safe Pair of Hands	If KD, Placed Prone or Fall Over, and carrying ball, place ball in adj square, no bounce.		Animosity (X)*	2+ to pass to X keyword player; Fail: Activation immediately ends		Safe Pass	If a Nat 1 is rolled on a Passing test, retain possession of the ball. No Turnover				
Arm Bar	Dodge/Leap/Jump away from player and Fall Over: +1 to Arm / Injury, choose after roll.		Iron Hard Skin	Ignore all modifiers to Armour Rolls. Ignore Claws skill.		Secret Weapon*	If took part in a drive, they are Sent Off at the end of the drive.		Arm & Chain*	Throw in template move. Block any player moved into. If Prone: Injury.		Shadowing	When opposition Dodge out of Tackle: 4+; Place this player in the vacated square.				
Big Hand	Ignore modifiers when picking up the ball		Juggernaut	May treat Both Down as Push when Blitz. Ignore Fend, Stand Firm and Wrestle.		Sidestep	When pushed back from a block, may move into any adjacent square of choice.		Bombardier	PA to throw. If Caught, must throw. On landing, explode. Target KD. Adj: 4+ KD.		Sneaky Git	Ignore doubles on Armour rolls during Fouls if Armour is not broken				
Block ELITE SKILL	May choose to not be Knocked Down when resolving a Both Down result of a Block		Kick	If nominated to Kick the ball, Deviates only D3 instead of D6		Sprint	May Rush one additional time per turn		Bone Head*	2+; Fail: Distracted		Stab	Armour roll vs adj opposition. If break Armour, Injury roll. Can be used during Blitz.				
Bloodlust (X+)*	X+ (+1 for Block/Blitz); Fail: Must end adjacent to Thrall or Turnover. Thrall is Injured.		Kick Team-Mate	As Throw Team-Mate. If Fumbled, roll Injury for thrown player: Treat Stun as KO		Stand Firm	May choose to not be Pushed back.		Brawler	Declared Block: May Re-Roll one Both Down result.		Steady Footing	If would be Knocked Down or Fall over: 6+; Remain standing.				
Bombardier	PA to throw. If Caught, must throw. On landing, explode. Target KD. Adj: 4+ KD.		Leader	+1 Re-Roll per half if player is on the pitch (Limit 1)		Strip Ball	If Block pushes back, ball Bounces from target. Follow up before, KD after.		Break Tackle	Once per turn. ST3: +1 to Dodge; ST4: +2 Dodge; ST5+: +3 Dodge		Strong Arm	+1 to Throw Team-Mate tests				
Bone Head*	2+; Fail: Distracted		Leap	May Jump over any adjacent square. Reduce penalties by 1 to min -1		Stunty*	Ignore Tackle Zone negatives when Dodging. -1 to Intercept. Stunty Injury table.		Breath Fire	1: KD Self; 2-3: Nothing; 4+ KD target. -1 to roll when target is ST5+		Sure Feet	Once per turn, Re-Roll a Rush roll				
Brawler	Declared Block: May Re-Roll one Both Down result.		Lethal Flight	When thrown, and hits a player, add +1 to Armour or Injury after roll. Gains SPP for Cas.		Sure Hands	May Re-Roll when attempting to pick up the ball. Ignore Strip Ball.		Bullseye	Thrown player does not scatter when throw is Superb		Swoop	Instead of Scatter, may use throw in template to move D6 in direction, and re-roll Landing.				
Break Tackle	Once per turn. ST3: +1 to Dodge; ST4: +2 Dodge; ST5+: +3 Dodge		Lone Foul	If no players are providing assists to Foul, may Re-Roll a failed Armour roll		Tackle	Players dodging out of Tackle zone cannot use Dodge. Negate Dodge when Blocking.		Cannoneer	+1 to Long Pass and Long Bomb passes		Take Root*	2+; Fail: May not move unless Knocked Down or removed from the pitch until end of drive.				
Breathe Fire	1: KD Self; 2-3: Nothing; 4+ KD target. -1 to roll when target is ST5+		Loner (X+)*	X+ to use Team Re-Roll; Fail: Re-Roll lost		Taunt	May force opponent Blocking this player to Follow Up		Catch	May Re-Roll any failed Agility Test to Catch the ball		Tentacles	Opponent attempts Dodge away: D6+ST- Opposing ST. If 6+, Activation ends.				
Bullseye	Thrown player does not scatter when throw is Superb		Mighty Blow ELITE SKILL	+1 to Armour or Injury rolls during block. May choose to add after rolling.		Thick Skull	May only be Knocked Out on an injury roll of a 9 (8 for Stunty)		Chainsaw*	2+; Armour roll at +3 vs adjacent opponent (standing or Foul). Fail: KD self at +3 armour		Throw Team-Mate	May Throw Team-Mate (p76)				
Cannoneer	+1 to Long Pass and Long Bomb passes		Monstrous Mouth	May Chomp: 3+; Opposition cannot move. Negates Strip Ball		Timmm-ber!	If this player has MA2 or less, +1 to stand roll for each unmarked friendly adjacent.		Claws	A natural roll of 8+ will always break armour		Titchy*	+1 to Dodge rolls. Cannot provide marking penalties for opposing Dodges				
Catch	May Re-Roll any failed Agility Test to Catch the ball		Multiple Block	May Declare two simultaneous blocks at ST-2		Trickster	If targeted with Block or Special Action, may place self adjacent to attacker before resolved		Cloud Burster	Passes made by the player cannot be intercepted		Two Heads	+1 to Dodge tests				
Chainsaw*	2+; Armour roll at +3 vs adjacent opponent (standing or Foul). Fail: KD self at +3 armour		My Ball*	May not willingly give up possession of the ball		Unchannelled Fury*	2+(Block/Blitz), 4+; Fail: Activation ends.		Decay*	Apply a +1 to all Casualty rolls made for this player		Unsteady*	Cannot use the On The Ball action				
Claws	A natural roll of 8+ will always break armour		Nerves of Steel	May ignore all tackle zones when Passing or Catching the ball		Very Long Legs	+1 to Jump / Leap tests. +2 to intercept. Ignore Cloud Burster		Defensive	During opponent turns, players marked by this player cannot use Guard or Put the Boot In		Violent Innovator	Gain SPP for casualties caused by secret weapon actions				
Cloud Burster	Passes made by the player cannot be intercepted		No Ball*	Cannot carry the ball. If would be required to pick up, treat as if a Nat 1 was rolled		Wrestle	When Knocked down as a result of a Both Down, may place both players Prone		Dirty Player	When performing a foul, can add +1 to the Armour or Injury roll after rolling							
Dauntless	During Block: D6+ST (pre modifiers) > Target ST: Increase own ST to target's ST		On the Ball	May move 3 when opponent Passes. One player may move 3 during Kick-Off					Disturbing Presence*	Opposing players within 3 sq suffer -1 to Catch, Pass, Intercept, Throw Bomb & TTM.							
Decay*	Apply a +1 to all Casualty rolls made for this player		Pass	May Re-Roll Passing Ability Tests					Diving Catch	May catch Pass, Throw-In or Kickoff if lands in adj. square. +1 to Catch if land in own square.							
Defensive	During opponent turns, players marked by this player cannot use Guard or Put the Boot In		Pick-Me-Up	At end of opponent turn. Roll for each player within 3, 5+; Stand player immediately.					Diving Tackle	If opponent Dodge/Leap/Jump away, after modifiers and re-rolls, apply -2 to roll							
Dirty Player	When performing a foul, can add +1 to the Armour or Injury roll after rolling		Pile Driver	If KD opponent in a Block, may immediately perform a Foul vs them. Place Prone after.					Dodge ELITE SKILL	Once per turn Re-Roll a single Agility check for Dodge. Defender Stumbles to Push							
Disturbing Presence*	Opposing players within 3 sq suffer -1 to Catch, Pass, Intercept, Throw Bomb & TTM.		Plague Ridden	When player kills an opposing player, add a Lineman to your reserves. Must pay to keep.					Drunkard*	-1 when attempting to Rush							
Diving Catch	May catch Pass, Throw-In or Kickoff if lands in adj. square. +1 to Catch if land in own square.		Pogo	May Pogo (resolve as Jump) over any adjacent square ignoring all penalties.					Dump-Off	When opponent attempts a Block, may perform a Quick Pass before rolling Dice							
Diving Tackle	If opponent Dodge/Leap/Jump away, after modifiers and re-rolls, apply -2 to roll		Prehensile Tail	-1 to Agility rolls for players attempting to Dodge, Jump or Leap out of tackle zone.					Extra Arms	+1 to Catch, Pick Up or Intercept the ball							
Dodge ELITE SKILL	Once per turn Re-Roll a single Agility check for Dodge. Defender Stumbles to Push		Pro	3+: Re-Roll a single dice result. Cannot use Team Re-Roll if Pro is used, even if fail					Eye Gouge	Opponent pushed back by this player, cannot provide assists until they activate							
Drunkard*	-1 when attempting to Rush		Projectile Vomit	2+; Unmodified armour roll vs target, Injury if successful; Fail: Apply to self instead.					Fend	May choose to prevent Follow Up when Blocked							
Dump-Off	When opponent attempts a Block, may perform a Quick Pass before rolling Dice		Punt	After move, throw in template D6 squares. Kick Re-Roll one. Turnover if opponent catch.					Foul Appearance*	Opposition targeting with Block or Special Action: 2+; Fail: Activation ends							
Extra Arms	+1 to Catch, Pick Up or Intercept the ball		Put the Boot In	May provide offensive assists for Fouls even if marked					Frenzy*	Must Follow Up if Push opponent with Block. Must Block again if still Standing.							
Eye Gouge	Opponent pushed back by this player, cannot provide assists until they activate		Quick Foul	May continue movement after performing a Foul action					Fumblerooski	May place ball in any square moved through during Move Action. Does not Turnover							
Fend	May choose to prevent Follow Up when Blocked		Really Stupid*	2+ (if adjacent non-stupid ally), 4+; Fail: Distracted					Give and Go	May continue moving after Hand-Off or Quick Pass unless Turnover caused							
Foul Appearance*	Opposition targeting with Block or Special Action: 2+; Fail: Activation ends		Regeneration	If suffering a Casualty, before Casualty table result. 4+; Place in reserves (still apply SPP)					Grab	Push Back can be into any square adj to target. Ignore Sidestep.							
Frenzy*	Must Follow Up if Push opponent with Block. Must Block again if still Standing.												PASSING MODIFIERS		INTERCEPTION MODIFIERS		
Fumblerooski	May place ball in any square moved through during Move Action. Does not Turnover												Accurate (Quick / Short)		+1	Very Long Legs	+2
Give and Go	May continue moving after Hand-Off or Quick Pass unless Turnover caused												Cannoneer (Long / Bomb)			Extra Arms	+1
Grab	Push Back can be into any square adj to target. Ignore Sidestep.												Short Pass			Per Marking Player	
Guard ELITE SKILL	May provide Offensive and Defensive Assists even if Marked												Per Marking Player			Per Disturbing Presence	-1
Hail Mary Pass	Pass or Throw Bomb to any square on the pitch. Treat as Long Bomb. Can't Intercept												Per Disturbing Presence		-1	Stunty	
Hatred (X)*	May Re-Roll a Player Down result when blocking a player with X keyword												Very Sunny			Pouring Rain	
Hit and Run	If Block or Stab: Move one square after ignoring tackle so long as not marking after												Long Pass		-2	Inaccurate Pass	-2
													Long Bomb		-3	Accurate Pass	-3
													CATCHING MODIFIERS		TTM / KTM MODIFIERS		
													Diving Catch (If in Target)		+1	Strong Arm	+1
													Extra Arms			Short Throw	
													Bouncing Ball			Per Marking Player	-1
													Throw-In Ball			Per Disturbing Presence	
													Per Marking Player		-1	Per Disturbing Presence	
													Per Disturbing Presence			Per Disturbing Presence	
													Pouring Rain				

POST GAME SEQUENCE (p94)				ADVANCEMENT TABLE (p97)												
Complete each of the following steps in order.				Rank		Randomly Select a Primary Skill		Choose a Primary Skill		Choose a Secondary Skill		Characteristic Improvement				
1.	Record Outcome and Collect Winnings Note down the following - The result, either Win, Loss or Draw - How many Touchdowns each team scored - How many SPP granting Casualties each team caused Each team gain gold equal to half the total of both teams Fan Factor, +1 for each Touchdown they scored, and +1 if no player on their team stalled, multiplied by 1,000.			1.	Experienced	3 SPP		6 SPP		10 SPP		14 SPP				
				2.	Veteran	4 SPP		8 SPP		12 SPP		16 SPP				
				3.	Emerging Star	6 SPP		12 SPP		16 SPP		20 SPP				
				4.	Star	8 SPP		16 SPP		20 SPP		24 SPP				
2.	Update Dedicated Fans Winning Team: Roll D6 - If the result is equal to or higher than your current Dedicated Fans, add one to the team's Dedicated Fans Losing Team: Roll D6 - If the result is lower than your current Dedicated Fans, subtract one to the team's Dedicated Fans			5.	Superstar	10 SPP		20 SPP		24 SPP		28 SPP				
				6.	Legend	15 SPP		30 SPP		34 SPP		38 SPP				
RANDOM SKILL TABLE (p121)																
Player Advancement 3. Record gained Star Player Points from the game for each player, and decide on any to spend on Advancement				D6 #1	D6 #2	Agility	Devious	General	Mutation	Passing	Strength					
				1-3	1	Catch	Dirty Player		Block		Big Hand		Accurate		Arm Bar	
					2	Diving Catch	Eye Gouge		Dauntless		Claws		Cannoneer		Brawler	
					3	Diving Tackle	Fumblerooski		Fend		Disturbing Presence*		Cloud Burster		Break Tackle	
					4	Dodge	Lethal Flight		Frenzy*		Extra Arms		Dump-Off		Bullseye	
					5	Defensive	Lone Foul		Kick		Foul Appearance*		Give and Go		Grab	
6	Hit and Run	Pile Driver		Pro		Horns		Hail Mary Pass		Guard						
5.	Expensive Mistakes If your team has more than 100,000gp in their treasury at this point, roll on the Expensive Mistakes table. Prepare for Next Fixture 6. Update your current Team Value, including any new / MNG players, Sideline Staff and Re-Rolls purchased.			4-6	1	Jump Up	Put the Boot In		Steady Footing		Iron Hard Skin		Leader		Juggernaut	
					2	Leap	Quick Foul		Strip Ball		Monstrous Mouth		Nerves of Steel		Mighty Blow	
					3	Safe Pair of Hands	Saboteur		Sure Hands		Prehensile Tail		On the Ball		Multiple Block	
					4	Sidestep	Shadowing		Tackle		Tentacles		Pass		Stand Firm	
					5	Sprint	Sneaky Git		Taunt		Two Heads		Punt		Strong Arm	
					6	Sure Feet	Violent Innovator		Wrestle		Very Long Legs		Safe Pass		Thick Skull	
STAR PLAYER POINTS (p96)				D8	CHARACTERISTIC IMPROVEMENT (p98)											
Most Valuable Player Each team picks six of their own players that took part, and randomly selects one		4	1	AV +1												
			2	AV or PA +1												
Casualty: Brawlin' Brutes - Arm Bar - Violent Innovator - Lethal Flight Touchdown: Normal		3	3-4	AV, MA or PA +1												
			5	MA or PA +1												
Casualty: Normal - Arm Bar - Violent Innovator - Lethal Flight Prayers to Nuff - Perfect Passing: Completion - Fan Interaction: Crowd Cas - Fouling Frenzy: Foul Cas Interception Touchdown: Brawlin Brutes		2	6	AG or MA +1												
			7	AG or ST +1												
Completion Prayers to Nuff - Dazzling Catching: Catch Landing after being thrown Superb Throw Team-Mate		1	8	Any characteristic +1												
			Can choose either a Primary or Secondary skill instead of rolled characteristic. SPP is still spent Max increase to characteristic is 2, and cannot be improved beyond the max value.													
VALUE INCREASE (p98)				Stat		MA	ST	AG	PA	AV						
Primary Skill		+20,000 gp	Max	9	8	1+	1+	11+								
			Min	1	1	6+	6+	3+								
Secondary Skill		+40,000 gp														
Elite Skill		+10,000 gp														
Declared Actions (p50)				Hatred (p68)				Throw-Ins (p73)								
- Move: May move a number of squares equal to player MA. Must dodge when leaving tackle zones. - Secure the Ball: If the ball is not within 2 squares of standing opposition when declared, may pick up the ball on a D6 roll of 2+, and Activation ends. - Block: Perform a Block action against an adjacent opponent. - Blitz: Must declare target - Move and may Block vs target when adjacent. May continue Move. OPT. - Pass: May move, then attempt to Pass the ball to as square in range. OPT. - Hand-Off: May move, then attempt to Hand-Off the ball to adjacent standing team mate. OPT. - Throw Team-Mate: May move, then attempt to Throw an adjacent team mate. OPT. - Foul: May move, then attempt a Foul Action against an adjacent downed opposing player. OPT. - Special Action: As per Skill / Trait - Forego Activation: Do not activate				Whenever a player is forced to MNG, roll a D6. On a 4+, they gain the Hatred (X) skill, where X is one of the keywords of the Casualty causer. Cannot choose: Big Guy, Blitz, Blocker, Catcher, Lineman, Runner, Special or Thrower. Jump / Leap / Pogo (p56) May Jump over any adjacent downed player during movement. May Leap / Pogo over any adjacent square during movement. Use higher negative modifier from tackle zones at start and end point of Jump / Leap. Reduce this value by 1 (min -1) for players with Leap. Ignore this value for players with Pogo. Roll test using Agility. Re-Rolls Team Re-Rolls may only be used when the team is active. When one is used, the entire pool must be re-rolled. A pool that has had any dice re-rolled cannot benefit from a re-roll from another source. Multiple re-rolls can be used in a single turn.				Should the ball leave the pitch, place the throw in template with the centre over the last occupied square, and roll a D6. The ball will travel 2D6 in this direction, counting the last occupied square as 1. It will then bounce if not caught. Conceding a Game (p101) - The opposition earns a X-0 win, with X being the greater of 2, or the number of Touchdowns caused. - The conceding team does not gain a MVP. The opposition nominates two MVPs - The conceding team does not gain any winnings. The opposition team gains Fan Attendance + Touchdowns x 10,000gp - The conceding team does not gain any SPP - The conceding team loses D3 Dedicated Fans (min 1) If a team be unable to place three players on the line of scrimmage at the Start of a Drive, they may concede without penalty, just lose X-0 as above.								