	Weather	
2	<b>Sweltering heat</b> . D3 random players for each team who are	
	on the pitch when a drive ends MISS next drive	
3	<b>Very sunny</b> 1 when using PASS ability.	
4-10	Perfect. No effect.	
11	Pouring rain. 1- to CATCH, PICK UP and INTERCEPT	
12	<b>Blizzard</b> . Rush fails on 1-2. QUICK and SHORT pass only.	
	Kick-off	
2	Get the Ref. Each player gets an extra BRIBE.	
3	Time-out. If kicking team turn maker is on 6-8, move turn	
3	markers back 1 step. Otherwise move it forward.	
4	Solid defense. D3+3 OPEN players can be removed and	
4	setup again.	
5	<b>High kick</b> . One OPEN player on receiving team can be moved	
J	to where the ball will land.	
6	Cheering fans. Each roll D6+Cheerleaders. Highest roll can	
0	roll on Prayer to Nuffle. Tie: no effect.	
7	<b>Brilliant coaching.</b> Each roll D6+Assistant coaches. Highest	
,	roll gets extra re-roll for current drive. Tie: no effect.	
8	Changing weather. Re-roll weather. On 'perfect' ball scatter	
0	before landing.	
9	<b>Quick snap</b> . D3+3 OPEN players on receiving team may move	
3	1 square.	
	<b>Blitz</b> . D3+3 OPEN players on kicking team may perform MOVE	
10	action. 1 can BLITZ and 1 can TTM. Turnover ends Blitz event.	
	No Team Re-roll allowed.	
	Officious ref. Both roll D6+FanFactor. Lowest or tie: select	
11	random player. Roll D6.On 2+ player is STUNNED. On a 1	
	player is SENT-OFF	
12	<b>Pitch invasion</b> . Both roll D6+FanFactor. Lowest or tie. D3	
12	random players are STUNNED.	

Prayer to Nuffle

Iron Man. Selected non-Loner gets AV+1. (Max 11). End of game

Greasy cleats. Random non-Loner opponent, MA-1. End of drive **Blessed statue of..**. Select non-Loner, gain PRO. End of game

Knuckle Dusters. Select non-Loner. Gain Mighty Blow +1. End of drive Bad habits. Random D3 non-Loner opponents gain Loner (2+). End of

Treacherous Trapdoor. Trapdoor opens on 1. End of half. Friends with the Ref. Argue the call on 5+. End of drive.

Stiletto. Random non-Loner gets STAB trait. End of drive.

Moles under the pitch. -1 modifier to RUSH.

13 **Fouling frenzy**. CAS by FOUL 2 SPP. End of drive. Throw a rock. If opponent stalls. Roll D6:

10 **Perfect passing**. 2SPP per completion. End of game. 11 Fan interaction. CAS by crowd surf 2 SPP. End of drive. Necessary violence. CAS 3 SPP. End of drive.

On 5+ player is immediately knocked down. End of drive.

**Under scrutiny**. FOUL by opponent automatically seen by the referee

**Intensive training**. Random non-Loner gain primary skill of chioce.

-2 if rolled by both coaches. End of half

Deflection	Mod.
Accurate / wildly inacc.	-3
Inaccurate pass	-2
Extra arms	+1
Very Long Legs	+2
Thrower is Stunty	+1
per Tackle zone	-1
per Disturbing pres w/i 3	-1
If successful: must try to	catch

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If success	ful: must try to	catch
If deflection	on catch fails: so	catter

Catching the ball	Mod.
Accurate pass / handoff	0
After deflection	-1
Throw-in	-1
Scatter or deviation	-1
Extra arms	+1
Diving catch (if pass target)	+1
per Tackle zone	-1
per Disturbing pres w/i 3	-1

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Injury							
2-7	Stunned						
8-9	Knocked out						
10-12	Casualty						

Injury (stunty)						
Stunned						
Knocked out						
Badly Hurt						
Casualty						

Casualty									
1-6	Badly hurt								
7-9	MNG								
10-12	MNG & NIG								
13-14	Reduction								
15-16	Dead								

Lasting injury							
1-2	-1AV						
3	-1MA						
4	-1PA						
5	-1AG						
6	-1ST						

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(# of TZs in starting or target hex, use highest)									
Skill OTZ 1TZ 2TZ 3TZ 4TZ									
None	0	-1	-2	-3	-4				
Leap	0	-1	-1	-2	-3				
Very Long Legs	0	-1	-1	-2	-3				
Leap + VLL	0	-1	-1	-1	-2				
PogoStick	0	0	0	0	0				

**Jumping AG modifier** 

1															
	13														
	12														
	11	-3													
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10	End of game.
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End of half.

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drive

	Throw Team-Mate		
Result	Requirement	Effect	Land
Superb	PA skill passed or natural 6.	Scatter from target before landing	none
Successful	PA skill failed, but modified result greater than 1.	Scatter from target before landing	-1
Terrible	Roll is greater than 1, but is modified to 1 (or less)	Deviate from thrower's square	-2
Fumble	Roll is natural 1 or thrower has PA of "-"	Bounce from thrower's square.	-1

	Weather	
2	Sweltering heat. D3 random players for each team who are	Ī
	on the pitch when a drive ends MISS next drive	F
3	<b>Very sunny</b> 1 when using PASS ability.	ŀ
4-10	Perfect. No effect.	ŀ
11	Pouring rain. 1- to CATCH, PICK UP and INTERCEPT	ŀ
12	Blizzard. Rush fails on 1-2. QUICK and SHORT pass only.	ľ
	Kick-off	
2	Get the Ref. Each player gets an extra BRIBE.	ŀ
	Time-out. If kicking team turn maker is on 6-8, move turn	
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0	before landing.	
9	<b>Quick snap</b> . D3+3 OPEN players on receiving team may move	
9	1 square.	
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10	action. 1 can BLITZ and 1 can TTM. Turnover ends Blitz event.	
	No Team Re-roll allowed.	
	Officious ref. Both roll D6+FanFactor. Lowest or tie: select	
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Deflection	Mod.		
Accurate / wildly inacc.	-3		
Inaccurate pass	-2		
Extra arms	+1		
Very Long Legs	+2		
Thrower is Stunty	+1		
per Tackle zone	-1		
per Disturbing pres w/i 3	-1		
If successful: must try to catch			

If successful: must try to catch
If deflection catch fails: scatter

Injury Stunned Knocked out

Stunned Knocked out **Badly Hurt** Casualty

Catching the ball	Mod.
Accurate pass / handoff	0
After deflection	-1
Throw-in	-1
Scatter or deviation	-1
Extra arms	+1
Diving catch (if pass target)	+1
per Tackle zone	-1
per Disturbing pres w/i 3	-1

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		Injury			
	2-7	Stunned			
	8-9	Knocked o			
	10-12	Casualty			
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Casualty						
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Lasting injury					
1-2	-1AV				
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Skill 0TZ 1TZ 2TZ 3TZ 4TZ									
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Leap + VLL	0	-1	-1	-1	-2				
PogoStick	0	0	0	0	0				

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8	Blessed statue of Select non-Loner, gain PRO. End of game
9	Moles under the pitch1 modifier to RUSH.
9	-2 if rolled by both coaches. End of half
10	Perfect passing. 2SPP per completion. End of game.
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12	Necessary violence. CAS 3 SPP. End of drive.
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14	Throw a rock. If opponent stalls. Roll D6:
14	On 5+ player is immediately knocked down. End of drive.
15	<b>Under scrutiny</b> . FOUL by opponent automatically seen by the referee
15	End of half.
16	Intensive training. Random non-Loner gain primary skill of chioce.
16	End of game.

Prayer to Nuffle

1 Treacherous Trapdoor. Trapdoor opens on 1. End of half. 2 **Friends with the Ref**. Argue the call on 5+. End of drive. 3 **Stiletto**. Random non-Loner gets STAB trait. End of drive.



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