

Weather	
2	Sweltering heat. D3 random players for each team who are on the pitch when a drive ends MISS next drive
3	Very sunny. -1 when using PASS ability.
4-10	Perfect. No effect.
11	Pouring rain. 1- to CATCH, PICK UP and INTERCEPT
12	Blizzard. 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 markers back 1 step. Otherwise move it forward.
4	Solid defense. D3+3 OPEN players can be removed and setup again.
5	High kick. One OPEN player on receiving team can be moved to where the ball will land.
6	Cheering fans. Each roll D6+Cheerleaders. Highest roll can roll on Prayer to Nuffle. Tie: no effect.
7	Brilliant coaching. 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 before landing.
9	Quick snap. D3+3 OPEN players on receiving team may move 1 square.
10	Blitz. D3+3 OPEN players on kicking team may perform MOVE action. 1 can BLITZ and 1 can TTM. Turnover ends Blitz event. No Team Re-roll allowed.
11	Officious ref. Both roll D6+FanFactor. Lowest or tie: select random player. Roll D6. On 2+ player is STUNNED. On a 1 player is SENT-OFF
12	Pitch invasion. Both roll D6+FanFactor. Lowest or tie. D3 random players are STUNNED.

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.
4	Iron Man. Selected non-Loner gets AV+1. (Max 11). End of game
5	Knuckle Dusters. Select non-Loner. Gain Mighty Blow +1. End of drive
6	Bad habits. Random D3 non-Loner opponents gain Loner (2+). End of drive
7	Greasy cleats. Random non-Loner opponent, MA-1. End of drive
8	Blessed statue of... Select non-Loner, gain PRO. End of game
9	Moles under the pitch. -1 modifier to RUSH. -2 if rolled by both coaches. End of half
10	Perfect passing. 2SPP per completion. End of game.
11	Fan interaction. CAS by crowd surf 2 SPP. End of drive.
12	Necessary violence. CAS 3 SPP. End of drive.
13	Fouling frenzy. CAS by FOUL 2 SPP. End of drive.
14	Throw a rock. If opponent stalls. Roll D6: On 5+ player is immediately knocked down. End of drive.
15	Under scrutiny. FOUL by opponent automatically seen by the referee End of half.
16	Intensive training. Random non-Loner gain primary skill of choice. End of game.

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
<i>If successful: must try to catch</i>	
<i>If deflection catch fails: scatter</i>	

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

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

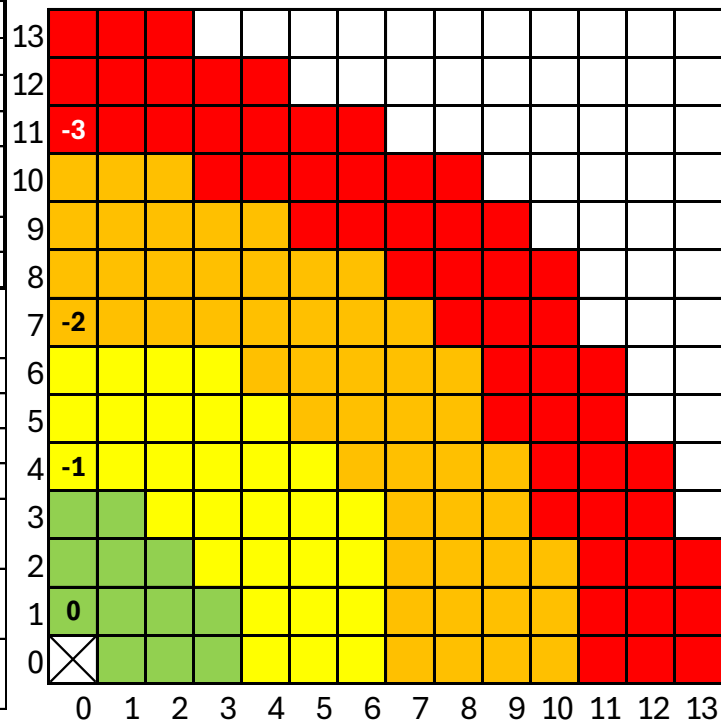
Injury	
2-7	Stunned
8-9	Knocked out
10-12	Casualty

Injury (stunty)	
2-6	Stunned
7-8	Knocked out
9	Badly Hurt
10-12	Casualty

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



Jumping AG modifier					
(# of TZs in starting or target hex, use highest)					
Skill	0TZ	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



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 on the pitch when a drive ends MISS next drive
3	Very sunny. -1 when using PASS ability.
4-10	Perfect. No effect.
11	Pouring rain. 1- to CATCH, PICK UP and INTERCEPT
12	Blizzard. 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 markers back 1 step. Otherwise move it forward.
4	Solid defense. D3+3 OPEN players can be removed and setup again.
5	High kick. One OPEN player on receiving team can be moved to where the ball will land.
6	Cheering fans. Each roll D6+Cheerleaders. Highest roll can roll on Prayer to Nuffle. Tie: no effect.
7	Brilliant coaching. 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 before landing.
9	Quick snap. D3+3 OPEN players on receiving team may move 1 square.
10	Blitz. D3+3 OPEN players on kicking team may perform MOVE action. 1 can BLITZ and 1 can TTM. Turnover ends Blitz event. No Team Re-roll allowed.
11	Officious ref. Both roll D6+FanFactor. Lowest or tie: select random player. Roll D6. On 2+ player is STUNNED. On a 1 player is SENT-OFF
12	Pitch invasion. Both roll D6+FanFactor. Lowest or tie. D3 random players are STUNNED.

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.
4	Iron Man. Selected non-Loner gets AV+1. (Max 11). End of game
5	Knuckle Dusters. Select non-Loner. Gain Mighty Blow +1. End of drive
6	Bad habits. Random D3 non-Loner opponents gain Loner (2+). End of drive
7	Greasy cleats. Random non-Loner opponent, MA-1. End of drive
8	Blessed statue of... Select non-Loner, gain PRO. End of game
9	Moles under the pitch. -1 modifier to RUSH. -2 if rolled by both coaches. End of half
10	Perfect passing. 2SPP per completion. End of game.
11	Fan interaction. CAS by crowd surf 2 SPP. End of drive.
12	Necessary violence. CAS 3 SPP. End of drive.
13	Fouling frenzy. CAS by FOUL 2 SPP. End of drive.
14	Throw a rock. If opponent stalls. Roll D6: On 5+ player is immediately knocked down. End of drive.
15	Under scrutiny. FOUL by opponent automatically seen by the referee End of half.
16	Intensive training. Random non-Loner gain primary skill of choice. End of game.

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
<i>If successful: must try to catch</i>	
<i>If deflection catch fails: scatter</i>	

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

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

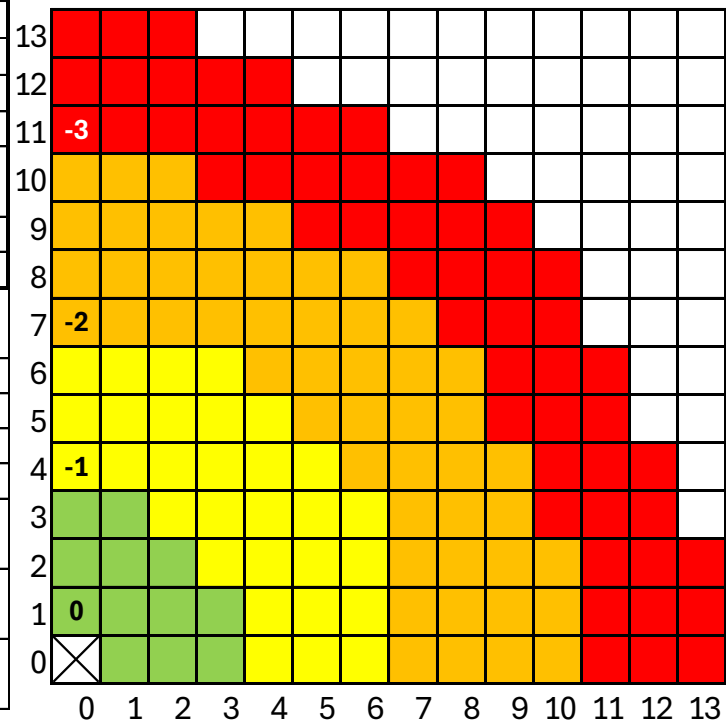
Lasting injury	
1-2	-1AV
3	-1MA
4	-1PA
5	-1AG
6	-1ST

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

Injury (stunty)	
2-6	Stunned
7-8	Knocked out
9	Badly Hurt
10-12	Casualty

Jumping AG modifier					
(# of TZs in starting or target hex, use highest)					
Skill	0TZ	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

BLOOD BOWTL



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

