

LEAGUE QUICK REFERENCE SHEET

PRE-MATCH SEQUENCE

1. Roll on the Weather Table

Both coaches roll a D6 and look up the total on the Weather table to see what the weather will be like for the match.

2. Choose Inducements

Each team can spend gold from their Treasury to purchase any of the inducements listed in the inducements section. The team with the lower Team Value is granted an additional amount of "petty cash" equal to the difference in Team Values; this is not added to their Treasury, and is wasted if it is not spent immediately. There is a four minute time limit for choosing inducements.

3. Draw Special Play Cards

Consult the chart below to see how many cards are drawn and kept based on the highest Team Value out of the two teams. First, the player with the higher Team Value draws a number of face-down cards according to the draw value, from any decks they wish in any combination. Then they look at the cards and choose which ones to keep (according to the "Keep" value) returning any others to the bottom of their decks. The other player then does the same. Each "Special Play" inducement adds 1 to both the number of cards you can draw and the number of cards you can keep.

Highest TV	Draw	Keep
Up to 1,000,000 gp	2	1
1,000,000 gp to 1,990,000 gp	3	2
2,000,000 gp to 2,990,000 gp	4	3
3,000,000 gp or greater	5	4

4. Flip for the kick

The coaches flip a coin or roll off, with the winner deciding whether they will kick or receive for the first drive.

INDUCEMENTS

0-2 Bloodweiser Keg - 50,000 gp each

For each Bloodweiser Keg you purchase, you can add 1 to the result of all dice rolls you make during this match to see if whether one of your players recovers from being KO'd.

0-3 Bribes - 100,000 gp each.

Each Bribe allows you to attempt to ignore the call when one of your players is sent off for committing a foul or using a Secret Weapon. Roll a D6. On a roll of a 2-6, the Bribe is effective and the player stays where they are (you do not suffer a turnover), but a roll of a 1 the Bribe is wasted and the call still stands! Each Bribe may be used once per match.

0-4 Extra Team Training - 100,000 gp each.

Each Extra team Training session grants you an extra team re-roll for each half of this match. 0-1

0-1 Halfling Master Chef - 100,000 gp for Halfling teams, 300,000 gp for all others.

Roll 3D6 at the start of each half to see what effect the chef's cooking has on the team. For each dice that rolls a 4 or more, the team is so inspired that they gain a team re-roll and, in addition, the opposing team is so distracted by the fantastic cooking smells emanating from their opponent's Dugout that they lose a team re-roll (but only if they have any left to lose).

0-1 Igor - 100,000 gp each - Khemri Tomb Kings, Necromantic Horror and Shambling Undead teams only.

An Igor may be used once per game to re-roll one failed Regeneration roll for a player.

Mercenaries - Various - Unlimited.

You can add Mercenary players to your team for one match at a time, chosen from your team list, at 30,000 gp more than what they would normally cost. The normal limits of players and position apply to Mercenaries, but players that are missing the game due to injury are not counted towards these limits. All mercenaries have the Loner skill. In addition a Mercenary may be given one additional skill selected from those available to a player of that position on a Normal roll, at an additional cost of 50,000 gp.

0-2 Star Players - Various.

A team may hire up to two Star Players that are allowed to play for the team. It is possible for both teams to hire the services of the same Star Player. If this happens then neither may use them and the Star Player keeps both sets of hiring fees!

Star Players may never earn star Player points even if they are awarded the MVP for the game. Star Players never gain Improvement rolls. Finally, purchased/induced Apothecaries may never be used on Star Players.

0-5 Special Play Cards - 100,000 gp each.

Each Special Play you purchase lets you draw and keep an additional Special Play card in the Pre-Match sequence.

0-2 Wandering Apothecaries - 100,000 gp each.

Any team that can normally purchase an Apothecary may hire a Wandering Apothecaries. The rules for Wandering Apothecaries are the same as standard Apothecaries. Only one Apothecary may be used to re-roll each Casualty roll.

THE MATCH

1. Work out the number of Fans and FAME for each team.

Number of Fans =
(2D6 + Fan Factor) x 1000 for each team.

Fan Advantage Modifier (FAME)

Your fans ≤ opponents fans: **FAME = 0**

Your fans > opponents fans: **FAME = +1**
(or +2 if twice or more)

2. Kick Off

- Place the ball on the pitch
- Roll for scatter (Scatter is D6 squares)
- Roll on the Kick-off table
- Resolve the Kick-off tables results
- Bounce/catch or touchback the ball

3. Play the Game!

STAR PLAYER POINTS

Star Player points are earned for performing the following Actions.

Completion (COMP) - 1 SPP

A player who makes an accurate pass that is caught by a receiver from their own team in the target square of the pass earns 1 SPP.

Touchdown (TD) - 3 SPP

A player who scores a Touchdown earns 3 SPP. If a team is awarded a touchdown because their opponent has no players to set up at the start of a drive no Star Player Points are awarded.

Interception (INT) - 2 SPP

If a player makes an interception of the ball after making an Interception roll they earn 2 SPP.

Casualty (CAS) - 2 SPP

If a player blocks or is blocked by an opponent and subsequently causes a roll on the Injury table that results in a Casualty then they earn 2 SPP. Casualties inflicted in any other way do not count for SPP.

Most Valuable Player (MVP) - 5 SPP

At the end of the match each coach nominates 3 players from their teams and rolls a D3 to choose one at random. That player is awarded a MVP and earns 5 SPP.

A team that concedes a match must give its MVP to the opposing team.

CASUALTY TABLE

D68	Result	Result
11-38	Badly Hurt	None
41	Broken Ribs	Miss Next Game
42	Groin Strain	Miss Next Game
43	Gouged Eye	Miss Next Game
44	Broken Jaw	Miss Next Game
45	Fractured Arm	Miss Next Game
46	Fractured Leg	Miss Next Game
47	Smashed Hand	Miss Next Game
48	Pinched Nerve	Miss Next Game
51	Damaged Back	Niggling Injury
52	Smashed Knee	Niggling Injury
53	Smashed Hip	-1 MA
54	Smashed Ankle	-1 MA
55	Serious Concussion	-1 AV
56	Fractured Skull	-1 AV
57	Broken Neck	-1 AG
58	Smashed Collarbone	-1 ST
61-68	DEAD!	DEAD!

Miss Next Game

The player may not take part in the next match.

Niggling Injury

Miss next game as above. Add a Niggling Injury to the player on the team roster. Each Niggling Injury adds 1 to any Injury rolls made against this player.

-1 MA, ST, AG and AV

Miss next game as above. In addition record the characteristic change on the player roster. No characteristic may be reduced more than 2 points or below a value of 1. Any further injuries that could reduce it further are ignored (the player still misses the next game).

Dead

The player is removed from the roster. That player is dead.

CONCEDING

A coach who concedes before setting up a kick-off where they could only field two or fewer players suffers no additional penalties.

If one coach concedes the match for any other reason, then the winner gains all of the losers winnings and MVP for this match. In addition, the loser automatically loses one Fan Factor and any players in the losers team that have 51 SPPs or more will leave

POST-MATCH SEQUENCE

1. Improvement Rolls

- In Competition Matches, each coach awards their teams MVP. In friendly matches, no MVP is awarded. To award an MVP nominate 3 players and roll a D3 to randomly choose one as the MVP.

- Roll for improvements for any players who have earned enough SPP to gain one. Record any changes to player values as a result of improvements.

STAR PLAYER POINTS TABLE

SPPs	Title
0-5	Rookie
6-15	Experienced
16-30	Veteran
31-50	Emerging Star
51-75	Star
76-175	Super Star
176+	Legend

IMPROVEMENT TABLE

2D6	Result
2-9	New Skill
10	New Skill or +1 MA or +1 AV
11	New Skill or +1 AG
12	New Skill or +1 ST

No characteristic may ever be increased by more than 2 points over its starting value.

VALUE MODIFIERS TABLE

New Skill (Normal column)	+20,000 gp
New Skill (Doubles column)	+30,000 gp
+1 MA or +1 AV	+30,000 gp
+1 AG	+40,000 gp
+1 ST	+50,000 gp

2. Update Team Stats

- If this was a Competition Match, record any league points you have scored. 3 points for a win, 1 point for a draw, 0 points for a loss.

- Add any touchdowns your team scored to the touchdown section and casualties you inflicted to the casualties section - casualties only count if the earned SPPs for a player.

3. Record Fortune and FAME

Winnings for the match =

$(D6 + FAME) \times 10,000 \text{ gp} + 10,000 \text{ gp}$ if you won or tied.

- If you won the match you may re-roll the D6 but you must accept the second roll. In friendlies you only roll a D3.

FAME

- If you won the match roll 3D6 and if the result is greater than your fan factor, increase your fan factor by 1.

- If you lost the match roll 2D6 and if the result is lower than your fan factor, reduce your fan factor by 1.

- If the match was a draw roll 2D6, if the result is greater than your fan factor increase your fan factor

by 1. If it is lower reduce your fan factor by 1.

4. Hire and Fire

- Remove any dead players from your roster.

- You may hire or fire players and coaching staff from your roster. You may also buy team re-rolls for double their cost.

- If the team has any Journeymen on the roster, the coach must either hire or fire them from the team. To hire you must pay their Rookie cost. They lose the Loner skill but keep any SPP they have earned. You must have fewer than 16 players on the roster to hire a Journeyman.

5. Prepare for Next Match

- If either team has at least 100,000 gp in their Treasury, they must roll for expensive mistakes.

- If a team can only field 10 or fewer players for the next match, the team may add Journeyman onto the roster for free until the team can field 11 players for the next match. A Journeyman is a player from a 0-16 or 0-12 allowed position on the team's roster. They count their normal Rookie cost towards the total Team Value, but have the Loner skill. They make take the total number of players on the team beyond 16 (including injuries players) at this point.

- Work out the total value of each team and record it on their roster. The value of a team is worked out by adding up the value of team's players, coaching staff, team re-rolls and Fan Factor. Do not include the gold in your treasury or any players that will miss the next match due to injury.

SEASON'S END

Once all the competition games have been played or the time limit has expired, the League Commissioner announces the season is coming to a close. The teams are ranked from highest to lowest resolving ties with total touchdowns scored and then total casualties caused. The top 4 teams will go to the play-offs.

This begins the Seasons End period (the time between the start of the play-offs and the end of the finals).

Play-offs

There are two stages of the play-offs. The semi finals and the finals. In the semi-finals the team in 1st place plays the team in 4th place, and the team in 2nd place plays the team in 3rd place. The winners of the semi-finals then go on to the finals, battling it out for 1st and 2nd, while the losers play for 3rd and forth. Finals and semi-finals cannot be drawn, you must go into Sudden Death Overtime and then a penalty shoot out if this does not result in a winner. You may also not enlist the help of Star Players or Mercenaries using inducements.

EXPENSIVE MISTAKES

D6	Up to 190,000	200,000 to 290,000	300,000 to 390,000	400,000 to 490,000
1	Minor Incident	Major Incident	Catastrophe	Catastrophe
2	Minor Incident	Minor Incident	Major Incident	Catastrophe
3	Crisis Adverted	Crisis Adverted	Minor Incident	Major Incident
4	Crisis Adverted	Crisis Adverted	Minor Incident	Minor Incident
5	Crisis Adverted	Crisis Adverted	Crisis Adverted	Minor Incident
6	Crisis Adverted	Crisis Adverted	Crisis Adverted	Crisis Adverted
D6	500,000+			
1	Catastrophe			
2	Catastrophe			
3	Catastrophe			
4	Major Incident			
5	Minor Incident			
6	Minor Incident			

Glittering Prizes

In addition to their winnings 3rd place receives 30,000 gp, 2nd 60,000 gp and 1st place 100,000 gp and the trophy. While in possession of the trophy your team gets an extra Team Re-roll.

LAST GAME

During the Pre-match sequence of any game during Season's end, a coach can declare that this will be their last game of the season. A final is always considered a last game. The game is played as normal but with a modified end sequence:

- For each player on your roster that has completed at least 2 seasons, roll a D6. If you roll under the number of seasons they have completed they indicate they want to retire.

- All miss next games are cleared. For each niggling injury roll a D6 and add +1 for any apothecaries on your roster. On a 4+ the injury disappears.

- Roll 2D6. If the score is lower than your Fan Factor you reduce your Fan Factor by D3.

- If you wish to take part in next season, determining your new starting Treasury - see Raising Funds below.

- Re-draft your team for the new season.

Raising Funds

At the start of the new season each team gets 1,000,000 gp. Returning teams add their treasury to this amount, plus any below Treasury Bonuses (rounding down to the nearest 10,000 gp):

- 10,000 gp for each match played last season (competition and friendly games)
- 5,000 gp for each touchdown scored last season.
- 5,000 gp for each casualty caused last season.

RE-DRAFTING

When redrafting your team for the new season the following rules apply

- Your Fan Factor carries over (you may pay to increase it as per normal)

- You can re-hire your old players as per their value on the roster. Their injuries and SPP, seasons completed and if they want to retire are also carried across. For each player that wants to retire an extra 20,000 gp per season the player has completed is required for him to sign on again. This does not effect his value for purposes of TV.

- For each player that wants to retire and is not added, you may add an Assistant Coach to your roster for no cost though they still count towards your Team Value.