

Kick-Off Table:

2- My Mate Roberto !

1D6 + 1 per Touchdown difference + 1 per player difference (reroll in case of a tie). The team with the highest total gets Roberto's help until the end of this Drive.
(Roberto: 6 6 2 9, Block, Juggernaut, Break Tackle, Horns, Mighty Blow, Thick Skull, Bonehead, Loner)

3-Attack of the Seagull !

Until the end of this Drive, 1D6 at the beginning of each turn if the ball is on the sand. On a 2+ (-1 per Tackle Zones on the ball), the Seagull releases the ball at a distance of 1D3 squares in a random direction. When a player attempts a Long Bomb or a Long Pass, the opposing Coach rolls 1D6. On a 5+, the Pass is automatically Inaccurate (make the Pass Roll to see if it's a Fumble instead).

4-Perfect Defense

The kicking team's coach may reorganize his players.

5-Sun Ball

A player on the receiving team earns the Kick-Off Return skill (-1 on the Catch Roll).

6-Autographs Hunters !

1D3 + FAME + Cheerleaders. The team with the highest total (or both teams if it's a tie) earn(s) an extra Team re-roll.

Furthermore, until the end of this Drive and for both teams, all adjacent squares of the sidelines count as being Tackle Zones. When a player wants to leave one of these squares, spectators count as having the Tentacles skill with a ST 3.

7-Changing Weather

Make a new roll on the Beach Weather table (with an extra scatter if you roll « Nice » again).

8-Samba !

1D3 + FAME + Cheerleaders. The team with the highest total (or both teams if it's a tie) earn(s) an extra Team re-roll.

Furthermore, until the end of this Drive and for both teams, all squares in the wide-zones and end-zones count as being under the influence of the Disturbing Presence skill.

9-Quick Snap !

All of the players on the receiving team are allowed to move one square.

10-Blitz !

The kicking team receives a free 'bonus' turn. Players in an enemy tackle zone at the beginning of this free turn may not perform an Action.

11-Attack of the Medusa !

1D6. The team with the lowest result is affected (both teams if it's a tie). Randomly select a player and make directly an Injury Roll for him.

12-Da Wave of the Century !

All players are moved 1D3 cases in the same direction of the ball scattering. For each player: 1-5 player is placed prone (don't make any Armour Rolls), 6 he stays stood up. Players who are ejected out of the pitch are placed in their Reserves. If the ball goes off the pitch and all his players are prone, the Coach can place the ball in any squares in his half (there's no scattering).

The Beach Weather Table:

2-3: Sweltering Heat

4-5: Very Sunny

6-10: Nice

11: Pouring Rain

12: Tempest:

Quick and Short Passes only. 1D8 to determine wind direction. Before the ball lands, scattering of 1D3 extra squares in wind direction during Kick-Offs, Inaccurate Passes and Throw-Ins. Right Stuff Players also scatters 1D3 squares during Throw Team-Mates (except if it's a fumble).

The Treasures of the Beach:

Each item can be used for one Half only. Before each game, roll 1D8 for each item (you can reroll it if you already have this item but you must accept the second result):

1-Beach Shoes:

GFI on 3+.

2-Solar Cream:

Two Heads.

3-Thong:

Disturbing Presence.

4-Sunglasses:

Accurate and Safe Throw.

5-Bottle:

Stab.

6-Brazilian Bracelet:

Pro and Leader.

7-Sticky Bun:

Extra Arms and -1 for Pass rolls.

8-Gatorcade Can:

Frenzy, Jump Up and No Hands.