PRE MATCH (Page 28)
Weather
Petty Cash
Inducements
Fans ((2D6 + FF) * 1000) FAME of highest = +1 (double fans +2)
Set-up
Place ball on pitch
Scatter ball (D8 * D6 squares)
Kick off table
Bounce / Catch / Touch off ball

POST MATCH (Page 29)
Improvement rolls
Update roster
Delete Killed
Winnings ((D6+FAME) * 10,000) (+ 10,000 if won)
Petty cash back to treasury
Pay spiralling expense
Fan factor. Lost - if (2D6 < FF) FF - 1. Won - if (3D6 > FF) FF + 1
Buy new staff / players / re-rolls
Hire / Fire journeyman
Recruit journeyman
Calculate team value

WEATHER	
2D6	Result
2	Sweltering. Roll D6 for each player, roll of 1 player may not be set-up
3	Sunny. -1 modifier on passes
4-10	Nice
11	Rain. -1 to all catch, intercept, pick up
12	Blizzard. Go for it fails on 1-2. Only quick or short passes allowed

KICK OFF		
2D6	Result	Quick ref
2	Get the ref	No players sent off for rest of half
3	Riot	See page 19
4	Perfect	Kicking team may reorganise
5	High kick	Receiving team may move player to ball location
6	Cheering	D3+FAME+Cheerleaders. Highest gets extra re-roll for half
7	Changing	New roll on weather table. Nice causes ball move one square
8	Brilliant	D3+FAME+coaches. Highest gets extra re-roll for half
9	Quick snap	Receiving team may move one square in their half
10	Blitz	Kicking team get a free turn
11	Throw a	See page 19
12	Pitch	Roll for each player D6+FAME. 6 causes stunned.

INJURY	
2D6	Result
2 - 7	Stunned
8 - 9	KO
10 - 12	Casualty

CASUALTY		
D68	Result	Effect
11 - 38	Badly hurt	No long term
41	Broken ribs	Miss next game
43	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	Miss next game
48	Pinched	Miss next game
51	Damaged	Miss next game,
52	Smashed	Miss next game,
53	Smashed hip	Miss next game, -1MA
54	Smashed	Miss next game, -1MA
55	Serious	Miss next game, -1AV
56	Fractured	Miss next game, -1AV
57	Broken neck	Miss next game, -1AG
58	Smashed	Miss next game, -1ST
61 - 68	DEAD!	DEAD!

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

STAR PLAYER POINTS	
Action	Star Player Points
Completion	1
Touchdown	3
Interception	2
Casualty	2
Most valuable	5

VALUE MODIFIERS	
Improvement	Value increase
New skill	+20,000
New skill double	+30,000
+1MA *or* +1AV	+30,000
+1AG	+40,000
+1ST	+50,000