

KICK OFF (ROLL 2D6)		EXTRA SKILLS	
2	RIOT: The riot holds the game up, and adds 1D6 turns to the number so far elapsed in this half for each team. If this takes the number of turn to 8 or more for both teams, then the half ends.	DAUNTLESS: A player with this skill is capable of psyching themselves up so that they can take on even the very strongest opponent. This skill only works when the player attempts to block an opposing player who is stronger than himself. If the player's strength is the same or higher than his opponents, then he counts his normal strength value. When the skill is used roll two dice and add their scores together. If the total is greater than the opponent's strength value, the dauntless player's strength is counted as being equal to his opponent when he makes the block, before any bonuses are added for defensive or offensive assists. If the dice roll is less than or equal to the opponents strength value, then the dauntless player must use his own strength value.	
3	GET THE REF!: Each coach rolls a 2D6 and adds their team's fan factor to the score; the high scorer's fans decide the ref has been bought and exact vengeance! His replacement is so intimidated that for the rest of the half he will not award penalties against the team if he spots them making a foul. If the score is tied, both teams' fans get the ref and the replacement will not award penalties against either team!	FRENZY: A player with the Frenzy skill is allowed to make an extra block if he pushes back an opposing player without knocking them over. A frenzied player must follow their opponent up if they fail to knock them over, and then must throw and extra block against the player who was pushed back. Each additional block made by a frenzied player costs them an extra movement point if they are taking a Blitz action. The extra blocks are free if the player is taking a Block action, but the player may not throw more blocks than he has movement points.	
4	PERFECT DEFENSE: The kicking team's coach may reorganise his players - in other words he can set them up again. The receiving team must remain in the setup chosen by their coach.	JUMP UP: A player with skill does not have to pay three squares of movement in order to stand up. Instead they may stand up for free at the start of an action. This means a player with the Jump Up skill who is prone is allowed to take a block action, because they can stand up for free at the start of the action.	
5	CHEERING FANS: Each coach rolls a D6, adds their Fan Factor, and the number of Cheerleaders in their team to the score. The side with the highest score gets a bonus re-roll this half. Re-Roll any ties.	LEAP: A player with the leap skill may jump over an occupied square at a cost of 2 squares of their movement. If the leaping player starts the jump in a tackle zone then he must dodge in order to leave as normal. A player may not use this skill to leap over empty squares, but may use it to jump over players in his own team.	
6	BAD KICK: The ball scatters 2D6 squares instead of only 1D6 squares.	MIGHTY BLOW: Add +1 to any armour and injury rolls made by a player with this skill.	
7	WEATHER: The weather seems to be changing. Make a new roll on the Weather Table and apply the new result for the rest of the match or until you roll this result again.	RIGHT STUFF: A player with this skill may be thrown by a large monster with the Throw Teammate skill. This skill may only be used by players with a strength of 2 or less.	
8	QUICK SNAP: The offense start their drive a fraction before the defense is ready, catching the kicking teams flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the pitch.	SURE FEET: You may re-roll the dice if you fall over when trying to move an extra square.	
9	BRILLIANT COACHING: Each coach rolls a D6 and adds the number of assistant coaches to the score (count both head and assistant coaches). The side with the highest score gets a bonus reroll this half. Re-Roll any ties.	SPRINT: You may attempt to move up to 3 extra squares rather than the normal 2. You must still roll to see if you fall over in each extra square that you enter.	
10	BLITZ!: The kicking team gets a bonus team turn and may move before the receiving team. The bonus turn does not count against the kicking team's turn limit for the half, so their coach does not have to move the turn marker along a space, and he cannot be called for illegal procedure.	STRIP BALL: A player with this skill forces any opposing player that he pushes back to drop the ball, even if the opposing player was not knocked down.	
11	THROW A ROCK: Each Coach rolls a 2D6 and adds their teams Fan Factor to the score; the higher scorer's fans are the ones who threw the rock. Decide randomly which player in the other team was hit (players in the Dugout are eligible) an roll for the effects of the injury straight away (no armor roll is required).	THICK SKULL: Roll a D6 if the player if KO'd. On a roll of 4 or more then they shake off the effects and are treated as only being stunned. On a roll of 3 or less then they are placed in the KO'd players box as normal.	
12	PITCH INVASION: Each Coach rolls a 2D6 and adds their teams Fan Factor to the score. Highest score wins, injuring 1D6 randomly selected players on the losing team. Roll for the effects of the injury straight away (no armor roll is required).	THROW TEAM MATE: A player with this skill may throw teammates who have the Right Stuff skill. This skill may only be used by players with a strength of 6 or more.	
WEATHER (roll 2D6)			
2	SWELTERING HEAT: It's very hot and extremely humid. You must roll a D6 for each player on the pitch for heat exhaustion after a touchdown is scored. On a roll of 1 the player collapses and must miss the next drive.	11	POURING RAIN: It's raining making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to catch the ball, picking it up and handing it off.
3	VERY SUNNY: A glorious day, but the blinding sunshine causes a -1 modifier on all attempts to pass the ball.	12	BLIZZARD: It's cold and snowing! The ice on the pitch means that any player attempting to move and extra square will slip and fall on a roll of 1-2, while the snow means that only quick and short passes can be attempted.
4-10	NICE: Perfect Blood Bowl weather.		