

LEAGUE MATCH SEQUENCE			
PRE-MATCH SEQUENCE		POST-MATCH SEQUENCE	
1. Hire Freebooters.		1. Work out each team's winnings.	
2. Roll on Weather Table		2. Allocate Star player points and roll on the Star Player Table.	
3. Work out the gate.		3. Roll on the Fan Factor Table.	
4. Work out Handicap.		4. Make any purchases.	
5. Take Special Play cards.		5. Work out new Team Rating.	
6. Roll for Niggling Injuries.			
THE GATE			
Tournament Semi-Final		+1 per dice	
Tournament Final		+2 per dice	
The Gate=(One dice per Fan Factor + modifiers) x 1,000			
HANDICAP TABLE			
DIFFERENCE IN TEAM RATINGS		BONUS CARDS MVP'S	
0-10		0	0
11-20		1	0
21-30		1	1
31-50		2	1
51-75		2	2
76-100		3	2
100 +		3	3
Bonus Cards: Number of extra Special Play cards the team may take at the start of the match.			
Bonus MVP's: Number of extra MVP's the players in the team are awarded at the end of the match.			

SERIOUS INJURY TABLE		
D66	RESULT	EFFECT
11-13	Concussion	Miss Next Game
14-16	Broken Ribs	Miss Next Game
21-23	Groin Strain	Miss Next Game
24-26	Gouged Eye	Miss Next Game
31-33	Broken Jaw	Miss Next Game
34-36	Fractured Arm	Miss Next Game
41-43	Fractured Leg	Miss Next Game
44-46	Smashed Hand	Miss Next Game
51-52	Damaged Back	Niggling Injury
53-54	Smashed Knee	Niggling Injury
55-56	Pinched Nerve	Niggling Injury
61	Smashed Hip	-1 MA
62	Smashed Ankle	-1 MA
63	Smashed Collar Bone	-1 ST
64	Broken Neck	-1 AG
65	Serious Concussion	-1 AV
66	Fractured Skull	-1 AV
Miss Next Game: Write a 'M' in the injuries box on the team roster and rub it out at the end of the next match.		
Niggling Injury: Miss next game as above. In addition, write a 'N' in the injuries box on the team roster. Before each match you must roll one dice per Niggling injury the player has suffered. On a roll of '1' the player must miss the match.		
-1 MA, ST, AG, AV: Miss the next match as above. In addition, record the characteristic change on the team roster. However, no characteristic may be reduced by more than 2 points, any injuries that could reduce it further are ignored.		

MATCH WINNINGS TABLE							
TEAM RATING							
THE GATE	0-99	100-125	126-150	151-175	176-200	201-250	250+
0-15,000	+1	+0	+0	+0	+0	+0	+0
15,001-30,000	+2	+1	+0	+0	+0	+0	+0
30,001-45,000	+3	+2	+1	+0	+0	+0	+0
45,001-60,000	+4	+3	+2	+1	+0	+0	+0
60,001-75,000	+5	+4	+3	+2	+1	+0	+0
75,000+	+6	+5	+4	+3	+2	+1	+0
Won Match: +1							
Match Winnings = (dice roll + Modifiers) x 10,000.							

FAN FACTOR TABLE	
ROLL	RESULT
1 or less	Fan Factor goes down 1 point.
2-5	Fan Factor stays the same
6 or more	Fan Factor goes up 1 point
Won the Match : +1	
Lost the Match : -1	
Team Scored 2+ TD's : +1	
Tournament Semi-Final : +1	
Tournament Final : +2	