

#### Kick-Off Table

**2: Rowdy Fans:** The crowd are even lairier than usual this game and have even started throwing ad hoc missiles at the players. *Both coaches roll 2D6 and add any cheerleaders. The coach that rolls highest may randomly select an opposing player set up in the wide zones. This player is targeted by projectiles and must make an unmodified AG roll to avoid. If failed, roll for armour as if they had been stabbed. If this is failed, nothing happens. If successful, they are placed prone. Roll for injury as normal.*

**3: Time out:** *If the kicking team's marker is on 6, 7 or 8 for the half, both coaches move their turn marker back one space. Otherwise, both coaches move their turn marker forward one space.*

**4: Perfect Defence:** *Defender may reposition D3+3 open players into a legal set up*

**5: Gambling debts!** It seems the ref's gambling debts have caught up with them and they've decided to get out of town sharpish. *For the remainder of the game, all argue the call rolls receive an additional +1 to show the new ref's unwillingness to draw attention to themselves. Note: this is cumulative to any current benefits, including previous instances of this kick-off event.*

**6: Yer Ma's yer Da!** It looks like that player is whispering something to their opponent and it doesn't look well received!  
*The kicking coach must select one player who is standing on the line of scrimmage and one from the opposing team who is being marked by that player. Roll a d6 and check the other side.*

**7: Class Coaching:** *Both coaches roll a D6 and add assistant coaches. Winner gets a reroll for the drive. On a tie, both gain one.*

**8: If you don't like it, wait 5 minutes!** Apply the same effect as Changing weather.

**9: Quick Snap:** *The receiving team may move D3+3 open players one square in any direction*

**10: Blitz:** D3+3 open players on the kicking team may immediately activate to perform a move action. One may perform a Blitz action and one may perform a Throw Teammate action. If a player Falls over or is Knocked Down, no further players can be moved and the Blitz ends immediately.

**11: I've had about enough of your lip!** It looks like one of the players has become a bit vocal about the ref's decisions and the ref has decided to inflict their own brand of righteous justice. *Both coaches roll 1D6 and add their fan factor. The losing coach (both on a draw) must randomly select one player to be placed stunned to represent the beating the ref gave them. Roll another D6, on a 2-6 nothing further happens. On a 1, the ref has given it a little too much and hobbled them. Reduce their MA by 1 (to a minimum of 2).*

**12: Buckfast?:** A player has smuggled a bottle of something on to the pitch as a pre-drive pick me up. Both players roll a d6. The winner must choose one player to drink. (both choose on a draw) In the case of a draw, both layers choose.  
Roll 1d6 and check the other side for the effects:

## 6. Yer Ma's yer Da!

1. **You'll pay for that!** – Your opponent really takes offence to what you've said and lamps you one before the whistle. Your player is immediately knocked down and stunned.
2. **Well your Da sells Avon!** – The opposing player comes up with a witty retort, leaving your player unsure what to do next. Your player loses their activation for the turn, but not their tacklezone.
3. **Whatever mate!** – It seems the opponent either didn't hear or doesn't care. Nothing happens.
4. **Yeah... well... shut up!** – Witty comebacks don't seem to be this guy's thing and it seems to be playing on his mind. For the remainder of the drive, your opponent gains the Bone Head trait as they are distracted by what's been said. If they already had Bone Head, they gain Really Stupid.
5. **You take that back!** – Your insult seems to have hit a nerve and made them cry. You like it! For the rest of the drive, your player gains the Pro skill. If they already have Pro, they gain Dauntless.
6. **Mum?!** – The opposing player seems to have some unanswered questions and immediately runs in to the dugout for answers. They take no further part in this drive, and may not be replaced, but may return for future drives.

## 12: Buckfast?:

1. **THAT DIDN'T GO DOWN WELL!** – It seems the drink has really disagreed with that player and has come straight up. *This player must immediately perform a **projectile vomit** action on a randomly selected adjacent player. If no one is adjacent, they automatically vomit on themselves.*
2. **BEEZER** – The player is all revved up looking for a fight. They gain **Dauntless** and **Grab** for the drive. (If they already have **Dauntless**, they gain **mighty blow**)
3. **AT'S US NAI!** – The player is imbued with boundless energy, making them feel like they can run forever, if a little unsteadily. For the remainder of the drive they gain **Sprint, sure feet, and drunkard**. (If they already have **Drunkard**, add a further -1 to rush attempts)
4. **Oh, YEAH!** – The player feels amazing! Like they can crush rocks in their hands. But also with that comes a little bit of arrogance. For the remainder of the drive the player gains **+1 strength** and **Loner (3+)**
5. **WOAH! I CAN DODGE ARROWS!** This player seems to have tapped into some kind of drunken precognition. For the remainder of the drive they gain **Dodge**. (If they already have **Dodge**, they gain **Sidestep**. If they have both, **pro**)
6. **SCUNDERED!** – It looks like this player accidentally grabbed the wrong bottle as they were heading out and has downed a fireball potion. *Immediately perform an **inaccurate fireball** action. (Nominate a centre square, & scatter three places. All players beneath the 9 squares roll a d6. 4+ hit and knocked down. Armour and injury)*