

THE CHEESE PLATE

WEATHER

2	Bubbling up from Below Disgusting liquids seep up from below. All players subtract 1 from their MA.
3	Gloomy Long Bomb and Long Pass actions suffer an additional -1 modifier. Additionally, when a player attempts to rush for a second or subsequent time during their activation, apply an additional -1 modifier.
4-10	Perfect Conditions (to crush your enemies and hear the lamentations of their cheerleaders!)
11	Thermal Geysers: If a player on your team Falls Over or is Knocked Down, roll a D6. On a roll of 1, they crack open a thermal geyser. The player is immediately thrown through the air as if they had been subject to a Throw Team Mate action that targeted the square they went down in.
12	Seismic Activity! Roll a D6 at the end of each turn, adding 1 to the result for each player on the pitch with a Strength of 5 or more. On a 6+, rocks fall from above. Both coaches roll D6. The coach with the lowest roll has a random player struck by a falling rock and is Knocked Down. In a tie, both coaches must select a player at random to be hit by a rock.

INJURIES

	Normal	Thick Skull	Stunty	Stunty + Thick Skull
2-6	Stunned	Stunned	Stunned	Stunned
7	Stunned	Stunned	KO'd	Stunned
8	KO'd	Stunned	KO'd	
9	KO'd		Badly Hurt	
10-12	Injured : roll D16			

1-6	Badly Hurt
7-14	Serious Injury
15-16	Dead!

PRAYERS TO NUFFLE

1	Treacherous Trapdoor Until the end of this half, any player entering a Trapdoor square falls in on a roll of 1 on a D6, and is treated as though pushed into the crowd	5	Knuckle Dusters Choose one player on your team without Loner. They gain Mighty Blow (+!) until the end of the next drive.
2	Friends With The Ref Until the end of the next drive, rolls of 5-6 on an Argue The Call are successful	6	Bad Habits Randomly select D3 non-Loner players on the opposing side. They gain the Loner (2+) trait until the end of the next drive.
3	Stiletto Randomly select one player without Loner on your team. They gain Stab until the end of the next drive.	7	Greasy Cleats Randomly select one opposition player that is available to play. Until the end of the next drive, their MA is reduced by 1.
4	Iron Man! Choose one player on your team without Loner. Their AV increases until the end of the game by 1, to a maximum of 11+	8	Blessed Statue of Nuffle Choose one player on your team without the Loner trait. They gain the Pro skill until the end of this game.

KICK OFF TABLE

2	Get the Ref Both teams receive one free Bribe to use before the end of this game.
3	Time-out! If the kicking team's turn marker is on 6, 7 or 8, move both turn markers back one space. Otherwise, move both turn markers forward one space.
4	Solid Defence D3+3 players on the kicking team can be moved and setup elsewhere, following all the usual set-up rules.
5	High Kick One player on the receiving team can be moved to the square the ball will land in
6	Cheering Fans! Both roll D6, add Cheerleaders. The coach with the higher number rolls once on the Prayers to Nuffle table. In the event of a tie, neither coach has a Prayer. If an existing Prayer is in effect, roll again!
7	Brilliant Coaching! Both coaches roll D6, add any Assistant Coaches. The coach with the higher number gains a reroll for this drive only. In the event of a tie, neither coach gains a reroll.
8	Changing Weather Make a new roll on the weather table. If you get Perfect Conditions, the ball scatters before landing.
9	Quick Snap D3+3 players on the receiving team may move one square in any direction
10	Blitz D3+3 players on the kicking team may activate to Move. One may perform a Blitz and one may perform a Throw Team Mate action. If a player falls over or is knocked down, the Blitz ends immediately.
11	Officious Ref Both roll D6, add Fan Factor. Lowest coach (both if a tie) randomly select one player. Roll a D6. On a 1, player is sent off. On a 2+, player is Stunned.
12	Pitch Invasion Roll D6, add Fan Factor. The coach rolling the lowest (or both for a tie) randomly selects D3 players to be placed prone and become Stunned.

UNUSUAL PLAYING SURFACES

SLOPING PITCH	Roll a D6 at the start of the first drive: on a 4+, the pitch is sloping towards the kicking team's End Zone. On a 1-3, the pitch is sloping towards the receiving team's end zone. Use the Throw In template to determine the direction of any bouncing ball, with 3-4 pointing down the slope. Players can attempt to Rush an additional time, as long as that takes them closer to the end zone at the bottom of the slope. At half time, the pitch will slope the other way as the teams change ends.
SOLID STONE	Every time the ball bounces, it moves two squares in a random direction determined by rolling a D8, instead of 1. Apply a +1 modifier to the Armour roll every time a player Falls Over or is Knocked Down.
ASTROGRANITE	Apply +1 to armour rolls when a player falls down or is knocked over. When a player Falls Over while Rushing, roll D6: on a 4+ the player remains standing, but cannot attempt to Rush again. On a 1-3, the player falls over as normal and a turnover is caused.

COACH NAME			
TEAM			
NAF			

Round 1		Win	Draw	Lose
COACH				
TEAM				
NAF				
CAS	For		Against	
TDs	For		Against	

Round 2		Win	Draw	Lose
COACH				
TEAM				
NAF				
CAS	For		Against	
TDs	For		Against	

Round 3		Win	Draw	Lose
COACH				
TEAM				
NAF				
CAS	For		Against	
TDs	For		Against	

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