

# DEATHZONE™

## LEAGUE MATCH SEQUENCE

### PRE-MATCH SEQUENCE

1. Hire Freebooters.
2. Roll on Weather Table.
3. Work out the Gate.
4. Work out Handicap.
5. Take Special Play cards.
6. Roll for Niggling Injuries.

### POST-MATCH SEQUENCE

1. Work out each team's winnings.
2. Allocate Star Player points and roll on Star Player Table.
3. Roll on the Fan Factor Table.
4. Make any purchases.
5. Work out new Team Rating.

## 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	BONUS 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
101+	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.

## MATCH WINNINGS TABLE

THE GATE	TEAM RATING						
	0-99	100-125	126-150	151-175	176-200	201-250	251+
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
75,001+	+6	+5	+4	+3	+2	+1	+0

Won Match: +1

Match Winnings = (dice roll + Modifiers) x 10,000.

## 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 an '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 an '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 next game 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.



## FAN FACTOR TABLE

DICE 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+ TDs	+1
Team inflicted 2+ casualties	+1
Tournament Semi-Final	+1
Tournament Final	+2

