

Fiesta Bowl Kickoff Table

2D6	Result:
2	¡Siesta Time! The combination of heat and alcohol can take down even the most experienced Streeballer. Both coaches roll a D6 for each opposing player on the pitch and add their FAME (see page 18) to the roll. If a roll is 6 or more after modification then the player is Stunned (players with the Ball & Chain skill are KO'd).
3	Streaking Kroxigor: A drunk and naked Kroxigor decides to run across the pitch. Each player on the Line of Scrimmage must make a successful Dodge roll (directly back) to avoid being sent flying (remember that the Kroxigor has a prehensile tail, so you dodge at -1). If they fail, they are knocked over into the square directly behind them. Roll armor for the knocked over player as normal, adding +2 to the roll: +1 for the cobblestones and +1 for the trampling feet of the Kroxigor.
4	Your Kung Fu is Weak: The kicking team's coach may reorganize his players – in other words he can set them up again into another legal defense. The receiving team must remain in the set-up chosen by their coach.
5	¡Montezuma's Revenge! They told you not to drink the water, but did you listen? Roll a D3 and randomly remove that many players from both teams as they run screaming to el baño...
6	Hard Kick: The ball is kicked with a lot of force - striking the person farthest back on the receiving team (if there are more than one player equally far back, the kicking coach may choose his target). The stricken player must make an armor roll at +1 to AV or be injured. If the player is uninjured, he may attempt to catch the ball. If he is injured, the ball scatters from his square as normal. Casualties caused by this result do not count toward your casualty total.
7	Tlaloc's Fury: Tlaloc, the god of weather, is cranky, and that means everyone must suffer. Make a new roll on the Weather table and immediately apply the new weather roll. If the new weather roll is a 'Nice' result, then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.
8	Hangover: Both teams partied a little too hard after the last drive. Roll D6 and add FAME bonuses. The losing coach has one random player receiving the bonehead trait for this drive. If there is a tie, both coaches get a boneheaded player. This bonehead will stack on top of racial bonehead, really stupid, and wild animal.
9	Blessing of Xolotl. Xolotl, the god of luck, loves a good game of Streetball and appears on the pitch. Each player rolls a D6 and adds their FAME (see page 18) re-rolling ties. The winning player determines which end zone Xolotl appears. Roll a D6 for every player on the pitch. On a roll of 3 or less, the player can move D6 squares, up to their maximum movement allowance, towards the square where Xolotl appeared as they all race to be blessed by him! Players may enter the opposing half and ignore tackle zones during this free move. Once resolved, the drive continues as normal. The first player who reaches Xolotl gains the blessing of the god, which allows the coach to gain a re-roll for the rest of the half. This blessing comes with a cost, though - you must end your move in the endzone to receive the blessing (and, therefore, the reroll).
10	¡Andalé Andalé! The defense starts their drive a fraction before the offence is ready, catching the receiving team flat footed. The kicking team receives a free 'bonus' turn: however, players that are in an enemy tackle zone at the beginning of this free turn may not perform an Action. The kicking team may use team re-rolls during a Blitz. If any player suffers a turnover then the bonus turn ends immediately.
11	Lizard Attack A pack of hungry giant lizards (are there any other kinds?) invades the pitch and attacks one player. Roll D6 and add FAME bonuses. The losing coach has one of his players injured by the lizards. Make an injury roll, ignoring armor. If there is a tie, both coaches have a random player attacked and injured.
12	Snakes! Snakes invade the pitch! D6 +1 hordes of snakes suddenly appear and take their sweet time leaving. Each coach rolls D6 and adds their FAME bonus (reroll ties). Starting with the winning coach, each player alternates placing a snake token on an empty square until the tokens are gone. Squares with snake tokens have the following rules: <ul style="list-style-type: none"> * A player knocked down on a square with a snake token has an additional -1 to his AV as the snakes bite him * A player moving out of a square with a snake token must make a dodge roll or slip and fall on their scaley bodies * If a player attempts to pick up the ball in a square with a snake token, there is a -1 modifier to this roll * A player stopping on a snake token is bitten and must make a standard armor roll or be injured by their fangs * If any of the above circumstances occur, the snakes flee. Remove the snake token from play * Snake tokens are removed at the end of the drive.