DIRTY TRICKS

44 CARDS

ASSASSIN 01

You may use this card at any time to make an assassination attempt on one opposing player. The assassin fires a poison dart at the player, who collapses in agony. Place the victim prone and then make a roll on the Injury Table to see what has happened to him. No Armour roll is required, the victim is automatically injured.

BAD PRESS 02

You may play this card at any time. Bad press resulting from libelious stories that you have been leaking to the press about your opponents reduces the opposing team's fan factor by 1 point permanently.

BANANA SKIN 03

You may play this card when an opposing player enters a square adjacent to one of your own players. Your player has just finished eating a nourishing banana to keep his energy levels up, and has carelessly dropped the skin in the square now occupied by the opposing player. The opposing player slips on the banana skin and comes crashing to the ground. Make an Armour roll to see if they are Injured as normal.

BLATANT FOUL 04

You may play this card when one of your players makes a foul. He lays into the victim in a particularly vicious and disqusting manner. Such is the blatancy of the foul that your player is automatically sent off by the referee. Roll below for the effects on the victim: 1-2 = Badly shaken, they must miss the rest of the match; 3-4 = Seriously injured, miss rest of the match and the next one too; 5-6 = Dead dead!

BRIBE THE REF 05

You can use this card at any time to stop the referee awarding a penalty on your team.

BRIBE THE REF 06

You can use this card at any time to stop the referee awarding a penalty on your team.

BRIBE THE REF 07

You may play this card at any kick-off, before you set up your team. You have bribrd the referee to turn a blind eye so that you can set up 12 players on the field. The extra player is allowed to stay on the field until a touchdown is scored or the half ends.

BRIBE THE REF 08

Play this card just after the opposing team has committed a foul. The referee awards penalty against the opposing team even if their coach did not roll a double when they made the foul.

BRIBE THE REF 09

Play this card just after the opposing team has committed a foul. The referee awards penalty against the opposing team even if their coach did not roll a double when they made the foul.

BRIBE THE REF

10

You can use this card at any time to stop the referee awarding an Illegal Procedure penalty on your team.

CUSTARD PIE

11

You may use this card at any time. Nominate one player on your team when you use the card. The player has cunningly concealed a custard pie about his person, which he may throw at opposing player. This counts as player's action for the turn and he cannot do anything else. Roll to hit as if the player were throwing the football. The pie may not be intercepted, but if it misses roll for scatter as normal. A player in the square where the pie ends up is hit and knocked over, but he cannot be Injured.

DOUBLE--CROSS

12

Play this card when the opposing team uses a Dirty Trick or Magic Item card. The opposing coach has been fooled by a con-man you hired to trick him into wasting his money. His card does not work and you may take it and keep it for yourself to use later in the match.

EXPLODING PLAYER

13

You may play this card when your opponent makes a block against a player in your team who has not taken an action since last kick-off. You have substituted the player for a cunningly built dummy packed with explosives! When the opposing player makes the block the dummy explodes, knocking over the player making the block automatically, and knocking over other players adjacent to the dummy on roll 4+. Make an Armour roll for any player that is knocked over to see if they are injured as normal. Remove the dummy from the field and place it in the Reserves box to show that the real player has come out from his hiding place.

EXTRA TRAINING

14

1. Use exactly same way as a Team Re-roll counter.

or

2. Buy an extra Team Re-roll at the start of the match.

EXTRA TRAINING

15

1. Use exactly same way as a Team Re-roll counter.

or

2. Buy an extra Team Re-roll at the start of the match.

FAKE PLAY

16

You may play this card when one of your players is about throw the ball. He takes a hand-off which fools the oppoisng team into thinking he has given the ball away. Because the opposing team are all looking at the wrong player they may not try to intercept the ball when the player throws it.

GREASED SHOES

17

You may play this card at any kick-off, after both teams have set up. Nominate a player on the opposing team. Someone has greased the bottom of the player's shoes and as soon as he starts to run he realises his predicament. Roll a dice each and every time the player enters a new square. On the roll of 1 the player slips over and falls down. Make an Armour roll to see if the player is injured as normal. The effect of this card last until a touchdown is scored or the half ends.

GRUDGE MATCH

18

You may play this card at the start of the match, before ball has been kicked off. It allows you make any number of foul attempts each turn, but no more than one on each opposing player.

HIDE THE BALL

19

The player holding the ball cunningly hides it under his shirt. Play this card at any time. For the remainder of the turn when the card is played the player with the ball may not be blocked by opposing players, and does not have to make a dodge roll as he leaves a tackle zone when he moves. At the end of the turn the players on the opposing team realise what is up, and the player holding the ball may be blocked or tackled as normal.

HIGH PUNT

20

You may play this card when you kick off the ball. Work out where the ball will land as normal. However, the ball has been kicked very high, and it will not land until the end of your team's first turn after the kick-off. The ball lands at very end of your turn, after you have made any and all actions with your players. If the ball lands out of bounds or in your half, then the opposing team gets the touchback and may give the ball to any player in their team at the start of their second turn.

ILLEGAL DRUGS

21

You may play this card at the end of any of your turns. Your players have responded brilliantly to a course of steriod drugs designed to boost their stamina, and they may immedlately take another turn. Do not move the turn marker along for this extra turn (and your opponent cannot call an illegal procedure for it).

I'LL GET YOU! 22

You may play this card just after you have kicked off, but before the receiving team has started their first turn. One of your players has been winding up an opponent. Nominate the player in your team and an opposing player in an adjacent square. The opposing player attacks your player just as the ball is kicked. Work out this block as normal but don't count any assists for either side. This is against the rules so, after the block is worked out, the referee sends the opposing player off for the rest of the match and the opposing team suffers a turnover.

INJURY TIME 23

You may play this card at the very end of the either half, after both teams have finished all of their turns for the half. You have bribed the referee to let play continue a little bit longer than normal before he blows his whistle to end the half. It allows your team to take one extra turn. The opposing coach may not make an Illegal procedure call for this turn.

KIDNAP RIVAL COACH 24

You may play this card at any time. The opposing coach is kidnapped from under the very noses of his players! For obvious reasons he will not be able to "argue the call" with the referee for the rest of the game, and at the end of the match the team must hand over all of their winnings to you in order to get their coach back.

KNUCKLEBUSTERS 25

Play this card just before making an Armour roll for an opposing player. One of your players soft calfskin gloves actually has sharpened spring -loaded steel rods stitched into the knuckles which means that the victim automatically fails their Armour roll.

MINE 26

You may play this card when an opposing player enters a square on your half of the field. A mine that someone has carelessly left on the field explodes under the player's feet, knocking them over. Any players adjacent to the mined square are knocked down by the blast on a dice roll of 4, 5 or 6. Make an Armour roll for all players who are knocked over and test for Injury as normal.

MORLEY'S REVENGE 27

You arrange for the opposing team's supply of drinks to be spiked with an extre,ely powerful Mickey Finn. You may play this card before any kick-off takes place, but **after** the two teams have set up. Roll a dice for each players on the opposing team: 1-3 = The player shakes off the effects of the drug and it has no effect; 4-6 = The player collapses to the ground. Place the player prone but do not make an Armour roll to see whether they are injured.

PIT TRAP 28

You may play this card when an opposing player enters a square on your half of the field. A trap door opens under the player's feet, they fall through, and then the trap door slams shut again trapping them below until the next kick-off. If the victim was holding the ball, then play stops immediately and the ball must be kicked off again by the team that scored last (any turns have been taken are lost though).

RAZZLE DAZZLE! 29

You may play this card at the start of any of your turns. You have been practising a special play with your team. If it works it should give you a sure touchdown. If it fails you'll be in deep trouble.

Roll a dice. On a roll of 1 or 2 the play fails miserably and your turn ends immediately. On a roll of 3-6 the play works brilliantly and the opposing team may not do anything in their turn!

REFEREE!!! 30

You may use this card at any time. Your players crowd around the referee yelling "ILLEGAL PORCEDURE! ILLEGAL PROCEDURE!! ILLEGALL PROCEDURE!!!" and commenting on the effeciency of his eyesight. The ref is completely intimidated and calls an illegal procedure penalty against your opponent, just as if they had failed to move their turn marker along one space before taking an action.

ROBBED 31

You can play this card at the end of the match after the opposing team has collected their winnings. You hired a famous burglar to stel their winnings from the match. The opposing team loses the money they should have got for the match, and you may add it to your own treasury instead.

SEWER MAP 32

You may play this card at any time to allow one of your players to sneak through the sewers onto the field from the Reserves box. This means it is possible to have 12 players on the field! Roll a dice to see where the player comes up: 1 = Lost! The opposing coach may place the player in any square; 2-5 = A bit lost. Nominate a square and roll for scatter three times to see where the player comes up. If he comes up off the field then he is beaten up by the crowd as he had been knocked out of bounds; 6 = Perfect! Place the player in the square of your choice. The player may not move on the turn he appears.

SIDE BET 33

Play this card at the end of the match when you collect your winnings. You have placed a side bet on the outcome of the game, and win a number of gold pieces equal to the roll of a dice x 10.000.

SORRY! 34

You may play this card at any time on one of your players that is in a square next to sidelines. He accidentally trips over over and hurtles off the field, tragically flattening one of the opposing team's coaching stuff in the process! Remove your player from the field and place him in the Reserve box of your dugout, then roll a dice to see what happens to the victim; 1-2 = Badly shaken, they must miss rest of the match; 3-4 = Seriously Injured, miss rest of the match and the next one too!; 5-6: Dead, dead, dead!

SORRY SIR! 35

You may play this card when one of your players knocks an opposing player off the pitch. Rather than ending up in the crowd the player luckily lands in his own Dugout. Unluckily he lands on top of the one of his own team's coaching stuff, squashing him flat! Place the opposing player in the Reserves box and roll a dice to see what happens to the victim: 1-2 = Badly shaken, they must miss the rest of the match; 3-4 = Seriously injured, miss the rest of this match and the next one too; 5-6 = Dead, dead, dead!

SPIKE! 36

You can use this card when one of your players commits a foul on the opposing team. The player runs up and spikes the opposing player by diving at him head first! The opposing player is automatically injured, no Armour roll is necessary, and your player must be placed prone and may be injured as normal. Do *not* roll to see if the referee spots the foul and awards a penalty.

SPY 37

You can use this card to stop your opponent using a re-roll. The re-roll has no effect and still counts as the opposing team's re-roll for the turn.

SPY 38

You can use this card to stop your opponent using a re-roll. The re-roll has no effect and still counts as the opposing team's re-roll fot the turn.

SPY 39

You can use this card to stop your opponent using a re-roll. The re-roll has no effect and still counts as the opposing team's re-roll fot the turn.

STILETTO 40

Play this card just before making a block with one of your players. Instead of making a block, the player stabs his opponent by slipping a thin bladed stiletto knife through his armour. The victim is automatically knocked over and injured - No dice rolls are necessery. Roll for Injury as normal.

STINK BOMB 41

You may use this card at any time. Nominate a player on your team. He has sneaked an extremely powerful stink bomb onto the field and can throw it an opposing player, rolling to hit like normal pass. Roll for scatter as normal if the pass misses. The stink bomb may not be intercepted or caught. Note that because the stink bomb can't be caught it will always bounce one square after it has been thrown. Players in the square where the stink bomb ends up and all the eight adjacent squares fall over coughing and choking; lie them face up on the the field but do not make an Armor roll.

TAKE A DIVE 42

Play this card when an opposing player attempts to move an extra square. You have bribed him to take a dive. The player falls over and is placed prone, but no roll is made for Injury.

TRAMPOLINE TRAP 43

You may play this card when an opposing player enters a square on your half of the pitch. A trap doors opens under the player' feet and they fall through it. A trampoline in the bottom of the pit hurls them up in the air again. Roll for scatter to see what direction the player flies off in, and a normal dice to see how many squares they go. The player falls over when he lands, make an Armour roll for him as usual, and he will drop the ball if he was carrying it. If the square is occupied, the the occupier is pushed back and knocked over by the impact (if prone they are pushed back and must roll for Injury)

WHOOOOPS! 44

You may play this card after your opponent has kicked off the football. Nominate one opposing player who is in the tackle zone of one of your players. Your player sneakly trips the opposing player up while the ref's attention is diverted by the kick-off. Place the opposing player prone and make an Armour roll to see if he is injured using the normal rules.