

ROLLERBALL coach's card

Hideo Masaaki
(Japanese)

experienced COACH

NOTES:

medical staff poor
mechanic crew average

osaka

ROLLERBALL coach's card

dudley braddock
(canadian)

rookie coach

NOTES:

medical staff average
mechanic crew poor

toronto

ROLLERBALL coach's card

Phajol Siripool
(Thai)

rookie COACH

NOTES:

medical staff good
mechanic crew good

bangkok

ROLLERBALL coach's card

andrew dale
(american)

rookie COACH

NOTES:

medical staff poor
mechanic crew good

pittsburgh

ROLLERBALL coach's card

asher shaw
(american)

experienced COACH

NOTES:

medical staff poor
mechanic crew poor

chicago

ROLLERBALL coach's card

mario acevedo
(mexican)

experienced COACH

NOTES:

medical staff poor
mechanic crew poor

mexico city

ROLLERBALL coach's card

pepito valadez
(moroccan)

experienced COACH

NOTES:

medical staff	poor
mechanic crew	average

casablanca

ROLLERBALL coach's card

uwe schonauger
(german)

star COACH

NOTES:

medical staff	average
mechanic crew	poor

berlin

ROLLERBALL coach's card

philippe gobineau
(french)

rookie COACH

NOTES:

medical staff	good
mechanic crew	good

paris

ROLLERBALL coach's card

jeret thorngren
(swedish)

rookie COACH

NOTES:

medical staff	poor
mechanic crew	average

stockholm

ROLLERBALL coach's card

vicente uruyo
(argentine)

star COACH

NOTES:

medical staff	poor
mechanic crew	poor

buenos aires

ROLLERBALL coach's card

bhupender nagchaudhuri
(indian)

experienced COACH

NOTES:

medical staff	good
mechanic crew	poor

new delhi

ROLLERBALL coach's card

henrique neves
(*brazilian*)

rookie COACH

NOTES:

medical staff average
mechanic crew poor

rio de janeiro

ROLLERBALL coach's card

devon ridgewell
(*australian*)

star COACH

NOTES:

medical staff average
mechanic crew average

mel bourne

ROLLERBALL coach's card

pierre desponte
(*canadian*)

rookie COACH

NOTES:

medical staff average
mechanic crew average

montreal

ROLLERBALL coach's card

Levan koyevnikova
(*russian*)

experienced COACH

NOTES:

medical staff GOOD
mechanic crew average

moscow

ROLLERBALL coach's card

adrien kinshoffer
(*swiss*)

EXPERIENCED COACH

NOTES:

medical staff average
mechanic crew poor

geneva

ROLLERBALL coach's card

christopher babbitt
(*american*)

rookie COACH

NOTES:

medical staff poor
mechanic crew poor

los angeles

ROLLERBALL coach's card

MARK NOTT
(*american*)

Star COACH

NOTES:

medical staff	GOOD
mechanic crew	GOOD

houston

ROLLERBALL coach's card

El isio delgadillo
(*spanish*)

EXPERIENCED COACH

NOTES:

medical staff	Good
mechanic crew	average

madrid

ROLLERBALL coach's card

george stillman
(*american*)

EXPERIENCED COACH

NOTES:

medical staff	average
mechanic crew	GOOD

new york

ROLLERBALL coach's card

Yoshino itokama
(*JAPANESE*)

STAR COACH

NOTES:

medical staff	AVERAGE
mechanic crew	GOOD

TOKYO

ROLLERBALL coach's card

bransby willson
(*British*)

EXPERIENCED COACH

NOTES:

medical staff	average
mechanic crew	average

london

ROLLERBALL coach's card

bernardo galligoti
(*italian*)

EXPERIENCED COACH

NOTES:

medical staff	poor
mechanic crew	GOOD

rome

coach's strategy chart

Dice Roll	star coach	experienced coach	rookie coach	Dice Roll
2	Coach clotheslines random opposing player skating too close to infield. Player knocked out for remainder of the match. (*T*)	Good Strategy! If team has a man advantage, any player may immediate attempt a shot (go directly to the Shot at goal Chart).	Coach can't handle pressure. Ignore any Coach's strategy roll for the remainder of the period.	2
3	Coach has the ear of the referee. The referee calls a three minute penalty against a random opposing player. (*T*)	"Let's get the rooks some experience." If team is losing, place as many ROOKIES in the lineup as possible. This will last until the end of the period (or another coach's strategy player change).	coach yells are referee. The ref just laughs.	3
4	"Let's get some scorers out there!" Replace 2nd (and 3rd, if applicable) catchers with skaters.	Coach has the ear of the referee. Ignore next penalty.	"Let's get the young guys some experience." If team is losing, place as many ROOKIES in the lineup as possible. This will last until the end of the period (or another coach's strategy player change).	4
5	Good Strategy! If team has a man advantage, any player may immediate attempt a shot (go directly to the Shot at goal Chart).	"Let's get some scorers out there!" Replace 2nd (and 3rd, if applicable) catchers with skaters.	"Let's play it straight." Switch to Normal strategy.	5
6	"We gotta score some quick ones!" Switch to Offensive strategy until the end of the period.	"Let's play it straight." Switch to Normal strategy.	Defensive shell. If team is winning, go to defensive strategy until next goal. (*T*)	6
7	Roll die. IF result is 1 or 2, Quick switch is deemed to be too many men on track. 3 minute penalty. Otherwise ball rolls into gutter. (*T*)	Roll die. IF result is 1 to 4, Referee catches team with too many men on track. 3 minute penalty. Otherwise ball rolls into gutter. (*T*)	Referee catches team with too many men on track. 3 minute penalty. (*T*)	7
8	"Let's play it straight." Switch to Normal strategy.	"We gotta score some quick ones!" Switch to Offensive strategy until the end of the period.	Coach gives instruction to players...they ignore him.	8
9	Great Defensive Strategy! Ignore next Shoot attempt by opponent. He must pass the scoring zone and skate around the track again before attempting next shot. (*T*)	Defensive shell. If team is winning, go to defensive strategy until next goal. (*T*)	Let's open it up men!!! Immediate switch to Offensive Strategy	9
10	Defensive shell. If team is winning, go to defensive strategy until next goal. (*T*)	Coach yells instructions to players...no one listens.	"Let's control the ball." Immediately replace the 5th skater with a third catcher (if available).	10
11	"Let's control the ball." Immediately replace the 5th skater with a third catcher (if available).	"Let's control the ball." Immediately replace the 5th skater with a third catcher (if available).	Poor Defensive schema! Any opponent grabs ball and attempts shot (go directly to Shot at goal Chart)	11
12	random coaching event	random coaching event	random coaching event	12

(*T*) - Advance the clock one time segment all rolls on this table.

mechanic check

die roll	good crew	Average crew	poor crew	die roll
1	bike checks ok	bike checks ok	bike checks ok	1
2	bike checks ok	bike checks ok	bike checks ok	2
3	bike checks ok	bike checks ok	minor repairs. Bike out until next turn.	3
4	bike checks ok	fast fixing. . . Biker only misses one turn.	"where's my toolbox". Biker out for the remainder of the period.	4
5	this crew is good...biker will only miss one turn.	bike out for rest of period.	major snafu. Biker out for the remainder of the game	5
6	Crew evaluation. Roll one die. If result is 1, mechanic crew downgraded to average. If result is 2 to 5, Crew still good. If result is 6, crew quits at end of match and is hired by opposing team*.	Mechanic crew evaluation. Roll one die. If result is 1, mechanic crew moves up to good. If result is 2 to 5, No change. If result is 6, lazy crew is downgraded to poor.	Mechanic evaluation. Roll one die. If result is 1 or 2, mechanic crew moves up to average. If result is 3 to 5, No improvement. If result is 6, crew is fired at end of match*.	6

* roll one die to hire new mechanic crew. If result is 1, a GOOD crew is hired. If 2 or 3, an AVERAGE crew is hired. If 4 to 6, another poor crew is hired.

random coaching event

Dice Roll	all coaches (*T*)	Dice Roll
2	Coach has major blowout with the Corporation. Roll one die. If result is odd, coach is fired. If even, the coach wins that battle. If coach is fired, a ROOKIE coach is hired.	2
3	If team has losing record and loses this match, coach is fired. He is replaced by a ROOKIE coach.	3
4	brawl breaks out on track. Coach sends players out to join fracas. Roll one die. The result represents the number of players ejected for leaving bench area. (choose players but favour those with high penalties numbers in attack column) All players are suspended one game.	4
5	If STAR coach has losing record, he becomes EXPERIENCED until his team regains a .500 record.	5
6	Players on bench are upset at bad call. Coach can't control players. Roll die, the result is the number of players ejected by the referee. Choose players to be ejected.	6
7	unsportsmanlike conduct on bench. Any player on track must serve three minute penalty .	7
8	If EXPERIENCED coach has a .750 winning percentage, he becomes a STAR coach after this match.	8
9	If ROOKIE coach has a winning record, he becomes EXPERIENCED after this match.	9
10	"I had enough of these cheap shots!!!" yells the coach, as he attacks the opposing coach. Both are ejected. Both teams must play NORMAL strategy for the remainder of the game. Also ignore any Coach's strategy rolls for the remainder of the match.	10
11	Coach is disgusted with teams play. If team loses match. Roll one die. The result is the number of players that must be cut. Choose players to be cut and replace them with new ROOKIE recruits.	11
12	Coach physically abuses the referee. Roll one die. The result represents the number of matches he is suspended. He is replaced by a ROOKIE assistant coach for the duration of the suspension.	12

(*T*) - Advance the clock one time segment for these rolls on this table.