



random biker roll
1-2 Biker1 3-4 biker2 5-6 biker3

random skater/player roll
1st roll 1-skater1 2-skater2 3-skater3 4-skater4 5-2nd roll 6-2nd roll
2nd roll 1-2 catcher1 3-4 catcher2 5-6 skater5/catcher3

Injury chart				
Dice Roll	star player	experienced player	rookie player	Dice Roll
2	if hit by a star player, player suffers career ending injury on die roll of 1 to 3. No injury if result is 4 to 6 or hit by a non-star.	Devastating hit. Roll die. If 1 to 4, career over. If 5 or 6, he overcomes injuries and becomes a STAR player.	tremendous hit. Roll die. If 1 to 4, career over. If 5 or 6, he overcomes injuries and becomes an experienced player.	2
3	star suffers severe gash to upper arm. Lots of blood loss. Out for the rest of the match.	player suffers broken bone in hand. Roll one die for number of games injured.	player disabled by devastating hit... Must retire.	3
4	if skater, player returns for next new ball. If biker, out for remainder of period.	player knocked out! He will not return this match.	tough rookie. Down but gets up on stays in play.	4
5	Hit momentarily shakes up player.	if skater, player returns for next new ball. If biker, out for remainder of period.	severe concussion. Out for remainder of the game.	5
6	You call that a hard hit!	player banged up but shows guts and stays in game.	if skater, player returns for next new ball. If biker, out for remainder of period.	6
7	Player must come out of match to clear his head.	Player out until next new ball.	player shaken. Out for the period.	7
8	Player badly bruized but out until next ball.	Tough vet. Must come out but may return at any time.	medical staff check.	8
9	Deep cuts stitched up by end of period.	medical staff check.	damaged shoulder. Out until next new ball.	9
10	medical staff check.	smashed knee. Player out for the remainder of the game	Player mangled...out for remainder of the match.	10
11	badly sprained ankle. Out for game.	Deep cuts stitched up by end of period.	player badly broken. Injured for number of games equal to result of two dice.	11
12	roll die. 1 or 2-out for season. 3 or 4-out for 2 games. 5 or 6-Age & injuries diminish skills. Player downgrade to experienced.	roll die. 1 or 2-player killed. 3 or 4-player out for season. 5 or 6-player misses next two matches.	roll die. 1 to 4-Player dies from injuries. 5 to 6-player recovers but is out for season.	12

note: unless other stated, if player is uninjured he retains possession of ball. If injured, the opposing player has control.

medical staff check

die roll	good staff	Average staff	poor staff	die roll
1	quick repairs. Player returns without delay	fast fixing. . . player returns without delay. Staff upgraded to good.	player recovers. Returns to play. Good job!!! Staff upgraded to Average.	1
2	same as result 1	same as result 1	player out until next ball.	2
3	same as result 1	Player out until next ball	Player out for rest of period.	3
4	player out until next ball.	Player out until next ball	Player out for rest of period.	4
5	Player out for rest of period.	Player out for rest of period.	player out for game.	5
6	player out for game. Roll die. If result is 1 or 2, staff battered on track attempting to get to player. Staff downgraded to Average! Otherwise staff ok.	player out for game. Roll die. If result is 1 or 4, staff hit by best biker attempting to get to player. Staff downgraded to poor! If 5 or 6, staff ok.	player out for game.	6

SHOT AT GOAL CHART

Dice Roll	star player	experienced player	rookie player	Dice Roll
2	hard hit by defender	HARD hit by number one biker	long shot deflects into goal!!! Lucky shot rook!!!	2
3	player dives over defenders and stuffs it home . . . GOAL!!!	hard hit by defender	shot wide. Rebounds to front of goal.	3
4	player punches opponent with ball...roll for injury... player maintains possession. Roll for new action.	Player drives through defenders and scores!!!	hard hit by defender	4
5	player loses control - loose ball	wild shot hits above goal. Check for rebound.	Shot blocked by player picks up ball. Roll for new action.	5
6	shot heading towards goal...just wide! Check for rebound.	Shot blocked by defender, who picks up ball.	Shot way wide of goal. Rebound to any defender.	6
7	shot missed. Opponent picks up ball.	shot missed. Opponent grabs ball and rides behind any biker.	weak shot blocked by defense	7
8	hard shot hits random defender in shoulder. Player out until next ball. Ball moves one zone and is picked up by any defender.	shot stopped but any player on offense picks up ball. The player may shoot.	Player hit before getting shot off. Ball to defender.	8
9	QUICK release fools defense score!!!!	player loses control - loose ball	player loses control - loose ball	9
10	Ball fumbled. . . Player recovers ball but must roll for new action.	Off balance shot goes wide. Rebound picked up by any defender.	HARD hit by number one biker	10
11	HARD hit by any star biker. Reroll shot-on-goal if no star biker.	player slides on one knee and rips off a shot. . . And scores!!!!	nice moves by rookie - he scores!!!	11
12	Using the biker as a screen. . . Star whips accurate shot into goal!!!	shot deflected into crowd injuring spectator.	player belted by defender - ball picked up by opposition - rookie shaken but remains in game	12

Dice Roll	rebounds	LOOSE BALL	shooting column for all catchers	Dice Roll
2	any star offensive player grabs ball and scores easily!!! (otherwise defender grabs ball)	Least experience biker on visiting team rides over ball and is thrown. Roll for injury. (*T*)	Roll one die. If result is one and if catcher taking shot is a star and he has a star biker teammate on track, The shot ends up in the biker lap, who throws a quick toss into the goal. SCORE!!!! Credit the star biker with the goal, the star catcher with the assist. Otherwise the ball rolls into the gutter.	2
3	ball rolls harmlessly to gutter (*T*)	any visiting player picks up ball and grabs onto any biker.	ball fumbled. Loose ball.	3
4	defender picks up ball	any visiting player picks up ball	Pass to any teammate if team is playing offensively or if opposition is playing short. Otherwise ball lost to opponent.	4
5	scramble for ball - roll for loose ball.	any home player picks up ball	ball bobbled and picked up by any opposing player	5
6	Original shooter picks up ball and attempts another shot (roll in player's shooting column) (*T*)	if team has advantage, any player grabs ball. Otherwise it rolls to gutter. (*T*)	flip ball to any teammate.	6
7	BALL PICKED UP BY any Defending PLAYER IN NEXT ZONE. (*T*)	ball rolls out of player's reach and into gutter. (*T*)	attack by opponent	7
8	ANY HOME TEAM PLAYER PICKS UP BALL. ROLL FOR NEW ACTION.	if team has advantage, any player grabs ball. Otherwise any home player picks up ball.	player decides not to shoot but to hand ball off to any skater.	8
9	BIG PILE UP FOR POSSESSION OF BALL. NO ONE COMES UP WITH IT. BALL ROLLS INTO GUTTER (*T*)	any home player picks up ball and grabs onto any biker.	loose ball	9
10	random offensive player scrambles to feet and takes shot (go directly to Shot at goal chart). (*T*)	any star player grabs ball (favor home team). Roll for shot. (if no star player, ball rolls into gutter) (*T*)	shot at goal only if third period, otherwise grab biker.	10
11	random offensive player picks up rebound but it hit by BEST biker. Loose ball. Roll for injury. (*T*)	mad scramble for ball. Roll die. If odd, any visitor grabs ball. If even, any home player has control. (*T*)	shot at goal	11
12	Any rookie on offensive team picks up ball from pile and scores goal from knees. Rookie automatically becomes experienced. If no rookie, ball rolls into gutter. (*T*)	incredible battle for ball. One player on each team is injured in the melee. Ball rolls into gutter. (*T*)	Shot at goal only if team is not playing defensively. Otherwise player holds ball.	12

(*T*) - Advance the clock one time segment for these rolls

Dice Roll	The ball fires...	Random catching event (*T*)	BOBBLED-LOOSE (*T*)	Dice Roll
2	Random Catching event	any non-catcher on home team grabs ball just before it rolls into gutter.	SLIGHT FLUB...BUT CATCHER GAINS CONTROL.	2
3	If team is employing a third catcher, he automatically picks up the ball. If both teams have third catcher (or neither), roll die. If Even, home has control. if odd, visitor has control.	Any home star skater picks up ball. Otherwise it rolls into gutter.	any catcher on team with advantage takes control. Otherwise, original catcher scoops it up.	3
4	any catcher on team with advantage, may attempt catch. If no advantage, home second line catcher may attempt to pick up ball (see note1).	ball hits random bike...spilling driver...bike damaged beyond repair. (see note2)	any catcher on opposition picks it up.	4
5	Home Second line catcher attempts to pick up ball. (see note1)	Rookie Catcher grabs for ball too quickly. . . Roll for injury. Star or Experienced catcher pick up ball without incident. (see note2)	if opposing team has third catcher, he has control. Otherwise catcher takes advantage of second chance and takes control.	5
6	Visiting first line catcher attempts to control ball.	Any catcher on home team picks up ball and immediate grabs any biker.	opposing catcher quickly grabs ball.	6
7	Home first line catcher beats opponent to ball and attempts catch.	Ball rolls harmlessly into gutter.	CATCHER RECOVERS AND CONTROL BALL.	7
8	Visiting first line catcher pushes through crowd and attempts catch.	Any catcher on visiting team picks up ball and immediate rides behind any biker.	GOOD BACK UP! Any other catcher on team picks up ball.	8
9	Home first line catcher moves quickly to the ball and attempts catch.	Ball grabbed by random catcher but suffers slight injury. He hands the ball off to any teammate. Catcher out for rest of period. (Coach chooses catcher injured) (see note2)	if home team has third catcher, he grabs ball. Otherwise any visiting catcher has it.	9
10	Visiting Second line catcher attempts to pick up ball. (see note1)	ball hits random player. . . roll for injury. (see note2)	any catcher on home team takes control of ball.	10
11	Any star catcher automatically grabs ball. Priority to home team. If no Star catcher, the ball skips into the gutter. (*T*)	Any Visiting star skater picks up ball. Otherwise any home catcher picks up ball.	confusion as ball rolls into gutter.	11
12	Random Catching event	Ball hits fallen bike causing a fiery explosion...1 biker and 1 skater on each team caught up in the chaos. Randomly select players and roll for injuries. (see note2)	JUGGLED...BUT HELD ON. WAY TO KEEP WITH IT!!!	12

NOTE1: If a team is employing only one catcher on track or if the catcher misses his attempt, the opposition catcher control the ball.

note2: Roll die to identify team.
Even-Home. Odd-Visiting.

(*T*) - Advance the clock one time segment for these rolls

skater/catcher hard hit

Dice Roll	star player defending	experienced player defending	rookie player defending	Dice Roll
2	random attack chart	random attack chart	Uppercut surprises player. Player drops ball and must leave game but may return anytime.	2
3	Right cross to face ko's player... Roll for injury.	Shoulder charge to chest jars ball loose. Ball to any defender.	surprise attack catches player off guard. Roll for injury.	3
4	if attacker is a catcher, he belts player with his big glove... injuring player (Otherwise player just knocked down). Ball to any defender.	ball stolen...grab onto any bike.	Punch to back of player's head causes player to drop ball. Any defender recovers.	4
5	Player swopes down and drop kicks opponent jarring ball loose. Loose ball.	Player viciously thrown headfirst into boards. Roll for injury. If he has ball, he drops it. Any defender recovers.	body block knocks ball out of players hand. Loose ball.	5
6	ball stolen...grab onto any bike.	elbow to face. Player loses ball. Defender picks it up.	Player ducks down and rookie attacker goes flies over him. Player moves 1 section as rookie dusts himself off.	6
7	Shoulder smash to chest knocks ball loose. Ball to any defender.	Gash to arm. . . Player out until next ball.	defender only knocks ball loose if opponent is a rookie...otherwise missed hit	7
8	Player grabs ball handler in headlock and smashes him with spiked glove. Roll for injury. Ball rolls into gutter.	player close lined. Ball picked up by any defender.	Hit damages players equipment. Player out to receive quick replairs. May return at any time.	8
9	Slash attack with glove, bloodies player. Out but may return at new ball after getting stitched up.	player pushed down from behind. Loose ball.	If player attack is a star. . . Rookie attacker is knocked down by forearm smash. Player moves one section. Otherwise player is knocked down...ball to any defender.	9
10	Star player dodges attack. Roll for new action.	Kick to face. Player injured.	ball stolen...grab onto any bike.	10
11	player driven into boards. Star picks up ball and breaks away toward goal. . . Take shot!!!	Quick sidestep by player. Attacker stumbles pass him, Player moves one section.	kick to back of players leg causes damage. Roll for injury.	11
12	random attack chart	random attack chart	random attack chart	12

note: unless other stated, if player is uninjured he retains possession of ball. If injured, the opposing player has control.

skater/catcher penalty chart

Dice Roll	star player penalized	experienced player penalized	rookie player penalized	Dice Roll
2	player throws ball at opponent's medical staff, killing head trainer. Downgrade opponent's staff to poor. Star ejected.	cheap shot missed by referee...player spews profanity at referee and is ejected.	missed call. Rookie charged with penalty by team mate. three minute penalty.	2
3	blatent kick to groin...player out until next new ball...3 minutes in sinbin.	player throws opponent into player bench. Three minute roughing penalty.	Rookie argues over missed call and is ejected by referee.	3
4	hard hit separates ball from player. Loose ball. No call on hit.	Punishing hit from behind. Roll for injury. Three minutes in box.	ref apathetic...no penalty.	4
5	Player swopes down and drop kicks the leased experience biker...roll for injury...three minute penalty.	heavy check. No harm, no foul.	rookie trips opponent, who crashes into infield wall. Roll for injury. Six minutes penalty.	5
6	No penalty.	ball knocked out. Loose ball. No penalty on the play.	Rookie does not hold ball in plain sight... Three minute penalty.	6
7	Star seeing referee looking in a different direction, fouls random opponent...roll for injury.	player penalized for hitting opponent in face with spikes. Player out for rest of period to get stiched up. Three minute penalty.	defender only knocks ball loose if opponent is a rookie...otherwise missed hit	7
8	obvious trip not called.	hard elbow smash...he got away with one there!	three minutes for kicking!	8
9	light hit does no damage.	clean hit. no penalty called.	ball swiped out of hand and rolls into gutter.	9
10	star player fouls player. Opponent fouls star player. Referee on sees retaliation and Calls 3 minutes on the star's opponent.	player clotheslines least experienced biker. Roll for injury. 3 minute penalty.	obnoxious rookie called for unsportsmanlike conduct. Three minute penalty.	10
11	star throws ball at least experienced biker. Bike damaged for remained of period. Three minutes for dirty trick.	Ball not held in open site. Three minutes in box.	weak attempt. no penalty is called.	11
12	Ball not held in open site. Three minute Penal ty.	fight breaks out among players. Player and any opponent out for six minutes.	rookie loses all control and commits numerous violations. Nine minutes of penalties are assessed.	12

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Biker hard hit table

Dice Roll	star biker defending	experienced biker defending	rookie biker defending	Dice Roll
2	Player takes out skater and another random teammate. Roll for injuries to both.	player gets too close to hot engine. Drops ball. Any defender recovers.	Hard hit forces fumble. Ball picked up by any defender who grabs on to bike.	2
3	hard hit takes out player and biker he's riding behind... roll for injuries.	Hard hit knocks ball loose. Ball picked up by any defender who grabs on to bike.	Slight nudge knocks over player. Ball to any defender.	3
4	Hard hit from behind jars ball loose. Ball picked up by any defender who grabs on to bike.	Hard biking breaks players skates. It takes until the next new ball for skates to be readied. Ball to any defender.	Biker clips player... loose ball.	4
5	Hard biking damages players skates. He misses the remainder of the period while new skates are found.	Heavy belt throws player and ball into gutter. Player shaken but returns.	Player flattened by biker. Any defender picks up ball. Roll for injury.	5
6	Hard hit knocks ball into gutter.	Hard biking floors player. Ball to any defender. Roll for injury.	Hard biking damages players equipment. He must leave while repairs are made. May return at next new ball.	6
7	Hard biking injures player. Ball to any defender. Roll for injury.	Biker sideswipes player. Player drops ball. Any defender picks it up.	Hit knocks ball loose, but ball is picked up by any of the attacked player's team mates	7
8	Bike fender cuts back of player's leg. Player out until next ball.	Player hit by biker at slow speed. Loose ball.	Any non-rookie dodges attempted biking.	8
9	Player tripped by attacking team. Biker rides over fallen player. Loose ball. Roll for injury.	biker rides player into infield wall. Dead ball. Roll for injury.	bang!!! Loose ball. Player who recovers ball grab ahold any bike.	9
10	Player cornered by biker. Player is then attacked by any skater. Roll for skater's attack.	Player cornered by biker. Player is then attacked by any skater. Roll for skater's attack.	Rookie biker riding high. Hard punch removes biker. Roll for injury.	10
11	Player ridden heavily into wire. Ball picked up by any defender. Roll for injury,	Attempted biking fails. Players lets go with a hard backhand knocking biker off. Roll for injury.	Hard hit separates player from ball. Roll for injury.	11
12	random attack chart	random attack chart	random attack chart	12

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random attack chart

Dice Roll	any player defending (*T*)	Dice Roll
2	fan riot spills onto track. Referee stops match. Roll die. If result is 1 or 2, home team must forfeit match for not controlling crowd; 3 or 4 visiting must forfeit for inciting riot; 5 or 6, match awarded to team that is winning.	2
3	The least experienced biker on each team collide, causing an fiery explosion. Both bikers badly burnt, thus ending their rollerball careers.	3
4	Hard Hitting. Random player on home team moves up one experience level (i.e. experienced becomes star) if he can roll a six on a die roll! No additional action for any other result.	4
5	fan jumps on track and attacks any experienced visiting skater. Player cripples fan and is suspended by league after the match for one game.	5
6	Players on attacking team gang up on any non-star player. Player battered. Roll for injury.	6
7	Hard hit knocks player out of game. Any star player on injured player's team attacks the hitter. Roll for attack.	7
8	star player on home team is attacked by opponent. Star sees player coming and dodges attack. Star player has chance to belt player but decides not to (for some unknown reason).	8
9	home players triple team any visiting team non-star. Attacked player knocked unconscious. . . Out for remained of game.	9
10	any rookie on visiting is crippled by freak accident. Roll two dice. Result of die roll represents games missed.	10
11	Roll one die. If result is one to five, No action. If result is six. Random visiting non-star is knocked out (and suffers career ending injury). Any visiting star player is seeks revenge. Make three consecutive shot-at-goal rolls. Complete each play before going onto next shot.	11
12	The least experienced biker (use visitor if tied) hits obstacle on track, goes airbourne and crashes into crowd. Numerous fans injured. Driver also injured.	12

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

biker penalty chart

Dice Roll	all types of bikers	Dice Roll
2	biker cuts off least experience biker, who crashing into wall. Three minute penalty and opponent is out for remainder of game.	2
3	if biker is a member of the visiting team, he runs over fan who jumped onto track. Six minute penalty for blatant disregard for human life. No penalty if home team.	3
4	player hits throttle to run over opponent but stalls. He quickly restarts but it's too late to do any damage.	4
5	if biker is a non-star, light hit but referee has it in for biker. Three minutes . Star biker not penalized.	5
6	biker runs over player with ball. Roll for injury . Three minute penalty for biking .	6
7	biker breaks suddenly before hitting player as referee keeps close eye on biker.	7
8	biker hits random opponent riding behind biker on his team. Three minute penalty . Make medical staff check roll to determine player's injuries.	8
9	biker shakes up random opponent. Player misses rest of period. Biker penalized three minutes .	9
10	Biker's hit knocks ball handler into air...roll for loose ball. Roll for injury . No penalty.	10
11	biker sideswipes opponent biker, who retaliates. Both received three minutes penalties .	11
12	biker runs over medical staff of opponent, killing staff. Biker ejected and suspended one match . Downgrade opponent staff to poor.	12