

ZLURPEE*BOWL

Kickoff Table

2. Chuck a Zlurpee-A fan has finished another refreshing Zlurpee and rather than dispose of the cup properly has decided to drop a rock in it and throw it at a player on the other team. Each coach rolls a D6 and adds their FAME to the roll. The fans of the team that rolls higher are the fans that have thrown the cup. In the case of a tie both teams have a rock thrown at a player. Decide randomly which player in the other team was hit (only players on the pitch are eligible) and roll for the effects of injury straight away. No armor roll is required.

3. Corner Blitz-One player on the kicking team has a Zlurpee Buzz; he takes off as the ball is kicked. The kicking team may choose one player to take a blitz action.

4. Get that Ref a Zlurpee!!!-Rather than continues to slander the Ref's mother, they have decided it may be better to bribe him. With an ice cold Zlurpee in hand, they go to make their deal. Both teams gain a bribe to be used at anytime during this game.

5. Out of Zlurpees ?!?!-The game is held up by a Zlurpee Riot. Move the turn counter ahead one space, as the game is held up by the Zlurpee starved fans.

6. Line Shift-The kicking team has been practicing a new play in hopes of catching the receiving team flat-footed. Any players on the kicking team that are on the Line of Scrimmage may be repositioned, but must remain on the Line of scrimmage.

7. Brilliant Coaching-Coaches roll D3+FAME+Assistant Coaches. The team with the highest total gets an extra Reroll for the half thanks to their coaching staff being BRILLIANT! In case of a tie both teams gain a reroll as they are both BRILLIANT!

8. Roaring Fans-The Fans have gone crazy, attempting to fire up there team. Coaches roll D3+Fame+Cheerleaders. Highest score gains a reroll for the half. A tie gives each team a reroll.

9. Heckling Fans-The Boo Birds are out in force, and are letting their team hear it. Coaches roll D3+FAME+Cheerleaders. The lowest score loses a Reroll for the half.

10. Rain Maker-The Ball is kicked incredibly high, allowing a player on the receiving team time to run under the ball. Any one player on the receiving team who is not in an opposing tackle zone may be moved into the square where the ball will land no matter what their MA may be, as long as the square is unoccupied, and in the receiving half.

11.Zlurpee Time Out-One side's sideline staff has decided their team could use a pick me up and goes off to get some Zlurpees for the injured boys. Coaches roll D6+FAME+Coaches+Cheerleaders. The team with the highest total immediately places all players currently in their KO box into their Reserves box. Reroll any ties.

12. Piss Poor Coaching-Though they are paid well, the coaches on one side may not deserve their pay checks. Coaches roll D3+FAME+Coaches. Low score loses a reroll for the half. In the case of a tie, both teams lose a reroll.

13. Jump the Snap-The Receiving team jumps the snap count and catches the kicking team off guard. All the players on the Receiving team are allowed to move one square. This may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the pitch.

14. The Green Zlurpees?-Someone has slipped one of the players a Green Zlurpee between drives. Each coach rolls D6 + Fame. Low roll is the targeted team. Randomly choose a player from that team that is currently on the pitch. The Player isn't thinking about playing bloodbowl right now, and runs off to pursue other activities. Place the player in the reserves box as he will be missing until the next kickoff.

15.Blitz!!!-The kicking team start their drive early hoping to get the upper hand. 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. They are free, though, to talk trash to the opponent. The kicking team may use team rerolls during a Blitz. If any player suffers a turnover, then the bonus turn ends immediately.

16. Turf Toe-The player closest to the spot of the ball falls prey to the legendary turf monster while trying to get under the kick. Knock the player stunned immediately. (If multiple players are equidistant, the kicking coach chooses.)

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