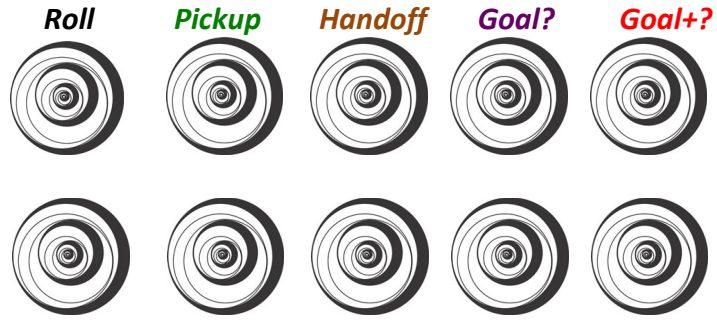












# ★ ROLLER MAUL ★



<p><i>Bikers 1 and 3</i></p> 	<p><i>Bikers 2 and 4</i></p> 	<p><i>Catchers 1 and 2</i></p> 	<p><i>Skaters 1 and 3</i></p> 	<p><i>Skaters 2 and 4</i></p> 
<p>1</p>	<p>2</p>	<p>3</p>	<p>4</p>	<p>5</p>
<p><i>Bikers 1 and 3</i></p> 	<p><i>Bikers 2 and 4</i></p> 	<p><i>Catchers 1 and 2</i></p> 	<p><i>Skaters 1 and 3</i></p> 	<p><i>Skaters 2 and 4</i></p> 

# ★ **ROLLER MAUL** ★

Mike Sagliano (novaria08)

## **OVERVIEW OF THE GAME OF ROLLER MAUL**

*In Roller Maul, as every fan knows, the players of two teams, composed of bikers, catchers, and skaters, move counter-clockwise around a banked track, battle each other using skill, violence and dirty tricks try to gain possession of a steel ball, and eventually reach their goal in order to attempt to score. Each time a metal ball is fired, a catcher of one team picks up the speeding ball, and he handoffs or passes the ball to a skater. Once the bikers lead and clear the way, the skater tries to throw or put the ball into his team's magnetic goal. There is a goal for each team to defend. If a ball is thrown or put into the goal, one goal is scored. Most goals, a team wins. Simple.*

Roller Maul teams score a goal each time one of their players throws or puts the ball into the opposing team's metal goal. Although JAM and POWER JAM points are referred to on the FAC in this game of Roller Maul, the players do not go on jams or power jams to score points. Instead, as you will see, those points are the principle factor in the chances of scoring a goal.

## **BASICS**

You will need Plaay.com's **Roller Rumble** to play Roller Maul, know the original rules fully before trying this variant, and follow them except where indicated below. Both 2d6 and 2d10 (or a random number generator) are needed for play.

### **LENGTH OF THE GAME**

*Each Roller Maul period is twenty minutes long, and each FAC represents approximately 30 seconds of game time.*

A Roller Maul game lasts three periods. Each period ends when all 36 cards in the FAC deck have been flipped, read, and applied results. If teams are still tied at the end of three periods, the first team to score a goal wins in overtime.

### **RENAMED JAM TRACK**

The five, renamed Jam Track spaces are **Roll**, **Pickup**, **Handoff**, **Goal?** and **Goal+?**.

### **TEAMS**

Starting teams on the new track playing board are composed of four bikers, two catchers, and four skaters. All Roller Maul teams have eighteen players: a total of seven bikers, four catchers, and seven skaters on its roster. There are eight players in reserve off the track playing board that can be used in the game to replace starters who are injured, ejected, etc. Each player only plays his own position in a game unless, in rare cases, there are no players remaining to fill all positions on the track due to numerous injuries, ejections, etc. In those cases, teams play short.

# PLAYING THE GAME

## SETTING UP PLAYER POSITIONS ON THE TRACK PLAYING BOARD

On the track playing board, bikers 1, 2, 3 and 4 replace the two blockers. Catchers 1 and 2 replace the pivot. Skaters 1, 2, 3 and 4 replace the two jammers; the “lead” skater is skater 1 or 3, the “trailing” skater is skater 2 or 4.

Put two players face up in each stack for each of the designated areas on the track playing board. Choose which player is on top and on the bottom for each stack.

### Roller Maul players (designated area on track playing board)

Bikers 1 and 3	(1)
Bikers 2 and 4	(2)
Catchers 1 and 2	(3)
Skaters 1 and 3	(4)
Skaters 2 and 4	(5)

## PLAYERS INDICATED BY THE FAC

*The top players in a stack are those that are currently involved in the main action on the track in the most important plays at certain times in the game. When bottom players move to the top, then the action shifts to them, and they become the principle players in the game.*

Only the top player in each stack on the track playing board is affected by the FAC readings) or can use his qualities (including special qualities) during the game. Of course, the bottom players are in the game, but they only become affected by the FACs or use any qualities when they are indicated on the FAC to change positions in a stack(s) by SUBSTITUTE or a “switch,” or if freely moved before the start of the second and third periods. See **SUBSTITUTE**, **SWITCH**, and **PLAYERS IN STACKS**.

## CATCHING THE METAL BALL

*Having a team token on the second space (or Pickup space) on the jam track represents the firing of the ball, and a catcher picking it up, and holding onto to it until he can pass it to one of his team’s skaters.*

The teams (and their tokens) start on the **Roll** space of the Jam Track. When the first FAC is flipped, the metal ball is fired and catchers of both teams attempt to pick up the high speeding ball. The first team to gain a space on the jam track has picked up the ball by its catcher. Move the team token down to the **Pickup** space on the jam track to reflect this.

## POSSESSION OF THE BALL

Once the ball is caught, one team’s catcher is in possession of the ball and that team has moved its token down the jam track to the **Pickup** space.

When the team in possession of the ball moves into the **Handoff** space, the lead **skater** in area 4 has been handed the ball by the catcher. When the team in

possession of the ball moves into the **Goal?** space, the JAM space in RR, the “lead” skater at the top of area 4 can attempt to score a goal in **Goal?** or move to and try to score in the **Goal+?** space, the POWER JAM space in RR, that usually has an increased range of scoring success.

If the non-ball possessing team’s token moves into the **Goal?** space before the team that up to this point had possessed the ball, it is assumed the ball was taken from that team by force, by trickery, or by a mistake, and the other team now possesses the ball in its current space and its lead skater in area 4 can try to score in the **Goal?** space, or the team can wait to move into the **Goal+?** space to try for a goal.

It is important to recognize which player has possession of the ball at all times, so you should indicate the top player who currently has it with one’s own counter.

### **“LEAD” SKATER and “TRAILING” SKATER**

*As in RR, the two teams battle for track advantage on the jam track by moving down the spaces until one team’s “lead” skater reaches the GOAL (JAM) or GOAL+ (POWER JAM) space. In Roller Maul, players score a single goal, not JAM or POWER JAM points for passing skaters in RR.*

Only the “lead” skater in area 4 at the top of the stack can attempt a goal on the **Goal?** space. If the “trailing” skater in area 5 at the top of the stack possesses the ball during play, he becomes the “lead” skater and immediately switches positions.

But, either a “lead” skater in area 4 or the “trailing” skater in area 5 at the top of their respective stacks in either team can score in the **Goal+?** space.

A catcher cannot score. A biker can never hold the ball or score. Whenever a FAC indicates a catcher (pivot) or biker (blocker) is on a “jam” or the lead skater, ignore and assign/switch a team’s skater [choice] to be in possession of the ball in area 4.

### **GUTTERBALLS**

When no team has possession of the ball after it is fired **and** there is no skater, catcher, or biker card with the indicated quality on the FAC and/or Highlight Reel CLIPS result, the ball falls into the gutter and another ball is fired.

A ball can also fall into the gutter due to a player falling prone or being thrown or forced from the track. (See **BALL CARRIERS: DROPPING THE BALL AND POSSIBLE INJURY.**)

### **KILL CLOCK MODE and PLAYING SAFE**

*There is a limit how many times a Roller Maul team can circle the track with a ball in its possession. There is no evidence that Roller Maul teams used these Roller Derby practices.*

There is no “kill the clock” and no “playing safe” in Roller Maul.

# INJURIES

## OVERVIEW: WAYS TO BECOME INJURED

*Roller Maul is a violent sport and players frequently risk injury and even death. The injury rules are very important to understand and apply as injuries are an important factor in winning or losing at Roller Maul and extreme acts of violence clearly distinguish this sport from Roller Derby.*

Ball carriers and non-ball carriers can be injured by being struck by a fired metal ball, by being “injured” or “disabled” according to a FAC reading, by being injured on an INJURY reading on the HIGHLIGHT REEL or FAC, by being prone or off the track as a result of the HIGHLIGHT REEL/FAC reading, or by being hurt by a player using a special quality.

**IMPORTANT:** Ignore types and lengths of injuries on the FAC/HIGHLIGHT REEL.

As mentioned, there are various situations in which injuries can occur. Most of them require a 1d6 roll on the **INJURED? CHART** (except when using certain special qualities and being hit by the metal ball). See **INJURED? CHART**.

**IMPORTANT:** Anytime the potentially injured player is the ball carrier, roll on the **DROPPED BALL CHART** too. See **DROPPED BALL CHART**.

## PLAYERS BECOMING PRONE

*Whenever a Roller Mauler falls and is prone on the track, he definitely risks a serious injury or death due to motorcycles whizzing by, metal balls being fired and speeding dangerously long the track, and opposing skaters and catchers deliberately seeking out opposing players to harm. This isn't Roller Derby.*

When a FAC reading occurs in which a player falls and becomes prone on the floor of the track or forced into the crowd or infield, he may be injured. There are many different readings on the FAC that meet these criteria, such as “knocked off balance,” “knocked to the ground” (being “leveled,” “bowled over,” “tripped,” etc.), or forced into the crowd, into the infield, or over (not “into”) the rail, the ball is dropped AND the player may be injured. Use your discretion and be consistent in your interpretation of other FAC readings to determine if players would become prone.

## UNAMED PRONE PLAYERS

On some FAC readings, it is unclear who fell. In that case, throw 1d6, and the player on the top of the stack in that area falls (1 = area 1, 2= area 2, 3=area 3, 4=area 4, 5=area 5, and 6=choice). If area is vacant, roll again.

## INJURIES BEFORE THE BALL IS PICKED UP

If any player from either team suffers an injury before any space is gained on the jam track, a random player on one of the teams has been hit by the fired metal ball and may be injured. Flip the next FAC card to determine the player. Skip **INJURED? CHART**. Instead roll directly on Roll 2d10 on **TYPE OF INJURY CHART**.

## **“INJURY” ON THE HIGHLIGHT REEL AND FAC**

When an INJURY reading appears on the HIGHLIGHT REEL or FAC, flip a FAC to determine the player who may be injured. Roll 1d6 on the **INJURED? CHART**.

### **NON-BALL CARRIERS: INJURIES ON FAC**

Any FAC result that results in one or more players not in possession of the ball falling to and laying on the track, into infield area, or into the crowd is subject to possible injury (and not just the fallen player(s). When an injury occurs, flip the next FAC to determine which random player on the track is injured Roll 1d6 on the **INJURED? CHART**.

### **“INJURED” OR “DISABLED” ON THE FAC OR HIGHLIGHT REEL (but not an INJURY reading)**

When the FAC indicates a player is “disabled” or “injured,” roll 1d6 on the **INJURED? CHART**.

### **INJURIES FROM PLAYERS USING SPECIAL QUALITIES (EXCEPTION)**

Injuries can result from players using their special qualities. Use the rules that apply for each special quality because the **INJURED? CHART** may be bypassed in certain cases.

### **BALL CARRIERS: DROPPING THE BALL AND POSSIBLE INJURY**

When a FAC reading occurs in which a **ball carrier** may become injured, roll a 1d6 and a 2d10 at the same time.

First, the roll 2d10 on the **DROPPED BALL CHART** determines what happened to the dropped ball.

Second, the roll of 1d6 on the **INJURED? CHART** determines if the former ball carrier who is prone is injured.

#### **DROPPED BALL CHART**

If the 2d10 result is 1-50, the **ball** rolls into the gutter and return players of both teams to the **Roll** spaces. Fire a new ball.

If the 2d10 result is 51-66, the **ball** is picked up by another catcher or skater [choice] of the same team, and the team retains possession. Continue the game as normal.

If the 2d10 result is 67-100, the **ball** is picked up by the opposing team, and then, that team’s lead skater in area 4 has possession in its current jam track space. Return the other team’s token to the **Roll** space.

## INJURY PROCEDURE

**Step 1:** A 1d6 roll is made on the **INJURED? CHART** to determine if an injury occurred. There are cases in the rules in which this chart is bypassed.

### INJURED? CHART

If the 1d6 is a 1-3, the **player** is not injured.

If the 1d6 is 4-6, the **player** suffers an injury.

Whenever an injury is suffered, go to the **TYPE OF INJURY CHART** and then on the **LENGTH of the INJURY CHART** to find out if it is a minor or major injury and the length of the injury.

**Step 2:** Roll 2d10 on the **TYPE OF INJURY CHART** to determine if the player has a minor or major injury.

### TYPE OF INJURY CHART: 1-66 MINOR INJURY / 67-100 MAJOR INJURY

Roll 2d10 on the **LENGTH of the INJURY Chart** and refer to either MAJOR or MINOR injury. Read the result and follow instructions.

The 2d10 roll gets a base number and is modified by the rank of qualities the perpetrator and the victim of the injury have. If he is not injured by an opposing player (such as, being hit by the ball or injuring oneself), don't modify the initial roll; in that case, just use the base number,

Who the aggressor or perpetrator of the injury is and who the victim is can affect the gravity of the injury. First, add a certain number of lines to the base number the perpetrator causing an injury has **based on the highest rank of qualities he has** in the hierarchy below. Second, subtract a certain number of lines to the base number the injured player or victim has based on one rank of qualities in the hierarchy below.

**Step 3:** On the **LENGTH of the INJURY CHART**, modify the base number by adding and then subtracting lines from the base number. Check the modified result on **LENGTH IF MINOR** or **LENGTH IF MAJOR**.

<b>LENGTH of the INJURY CHART</b>			
<b>Aggressor and Victim Modifiers</b>			
<b>Aggressor Rank</b>			
3 QUALITIES* or STAR*	+15	2 QUALITIES* or STAR	+10
1 QUALITY*	+5	Only non-starred QUALITIES	N/A
<b>Victim Rank</b>			
3 QUALITIES* or STAR*	-15	2 QUALITIES* or STAR	-10
1 QUALITY*	-5	Only non-starred QUALITIES	N/A --
-----			
<b>LENGTH IF MINOR</b>			
<b>1-50</b> Player is injured for rest of period. / <b>51-100</b> Player is injured for rest of game.			
<b>LENGTH IF MAJOR</b>			
1-20: 2G			
21-40: 3G			
41- 60: 4G			
61-80: Reroll: (1-16) 5G / (17-32) 6G / (33-48) 7G / (49-64) 8G / (65-80) 9G			
/ (81-96) 10G /97-100) Rest of Season			
81-100: DEAD			

**EXAMPLE:**

A player is injured on a 2d10 roll of 54 on the **INJURED? CHART**.

He rolls a 2d10 for the type of injury on the **TYPE OF INJURY CHART**. He rolls a 70, a major injury.

Next he rolls 2d10 on the **LENGTH of the INJURY CHART**, a 76 on **IF MAJOR**. The 76 is the base number, but it will be modified. The aggressor of the injury is a STAR, the highest rank of his qualities, and adds 10 lines to the base number. The modified roll is now a 86 which would have resulted in his death. However, the victim subtracts 5 lines from the base number because he has a starred quality, an AGILE.\* The modified number is now a 81 on the **IF MAJOR** table. Since it's a 81, he must roll again. The injured player rolls a 31 which results in a 6-game injury; it's still better than **dying!**

**REDUCTION OF INJURY LENGTHS**

The special qualities, **GRIT**, **SHIELD**, and **TOUGH**, may reduce the length of time a player will be injured. See **SPECIAL QUALITIES** for details.



# SCORING

## SCORING GOALS

Skaters (only) attempt to score a goal by scoring within the range of the JAM or POWER JAM points on the FAC modified by the player's goal scoring accuracy number and special qualities by players on either or both teams.

The number of JAM or POWER JAM points on the FAC is the scoring range and indicates the player's base chances of scoring a goal on a 1d6 throw. The higher the jam points, the easier the goal attempt. First, flip a FAC and refer to JAM (or POWER JAM if applicable) points. See below for details and an explanation of the **JAM/POWER JAM points on the FAC.**

## JAM/POWER JAM POINTS ON THE FAC

*The JAM and POWER JAM points are used to randomize the type and difficulty of the shot. Difficulty results from the interaction of the defense and offense, the angle and closeness to the goal, etc. Shots on goal can be "0" very difficult, "1" difficult, "2" and "3" medium, "4" easy, and "5" very easy.*

0, 1, 2, 3, or 4 points - A player adds his goal scoring accuracy number and any special ability modifications by players of one or both teams.

"Laps pack" "5 points" or similar readings - The range becomes a 5; no modification can be done, and a "6" is still a miss.

Anytime "JAMs again" occurs, a goal is automatically scored and flip the next card for the JAM or POWER JAM as indicated. Another ball is fired, and a player from either team tries to score a goal on the JAM.

## MODIFICATIONS TO SCORING

*Difficulty is modified by the goal scoring accuracy of the attacker and the support of players on both sides.*

However, modify the roll on the goal attempt with the players' goal scoring accuracy number and both team's players' applicable special qualities (-1 **GUARD**; -1 **DO-OR-DIE**, +1 **BOOST**; +1 **HEROIC**) if any). See Rule #4 in **SPECIAL QUALITIES**.

The modified scoring range can be no lower than 0 and cannot be greater than a 5. A **"6" roll is always a miss.**

All players have HIGH (+2), MID (+1) or LOW (0) goal scoring accuracy qualities on the player cards. See **CREATING ROLLER MAULERS**.

**EXAMPLE:** The JAM on the FAC is for 1 point. The skater has a MID goal scoring accuracy which means a +1 is added to the range to make the range 2. The defense has one player with GUARD, a -1. The modified scoring range is now 1 again. To

score a goal, the skater must roll a 1. A 2 to 6 is a miss. The team rolls a 2 and it's a miss. If there were no opposing player with GUARD, it would have been a goal.

## THE PARENTHESES IN FAC JAMS

*In Roller Maul, the parenthesis on the FAC result represents either the aftermath of a successful or unsuccessful goal attempt.*

*If one team scores, there is the firing of another ball on the track immediately after the goal was scored. The ball is fired before teams can completely re-organize themselves after a goal. Any skater on either team at the top of the stack is available to make this new goal scoring attempt.*

*On the other hand, if the ball misses the goal, any team's skater picks up the "rebound," goes around the track once, and attempts to score again in his own team's goal.*

*There are two goals in the film, but there are no "rebounds" as in Roller Maul.*

The points in the parentheses in a JAM result refer to a goal-scoring opportunity by any top-of-the-stack skater (lead or trailing) **by either team** that has the required quality. Usually the points in the parenthesis are higher than the JAM points that precede it.

## POWER JAM

*Moving to the Goal+? space represents the attacking team initially refraining from making a difficult goal scoring attempt on the Goal space for various reasons (heavily defended, for example) and moving around the track again for one more try at the Goal+? space to get into better position before attempting the goal. This prevents the other team from getting a chance to score on the Power Jam play.*

The decision by a ball-carrying team to try to move into the **Goal+?** (POWER JAM) space is done because it can result in higher points and a greater range for scoring goals, and the other team cannot attempt any goal. However, as in RR, if the opposing team gets into the **Goal?** (JAM) space before the other team gets into the **Goal+?** (POWER JAM) space, the other team is assumed to have gained possession of the ball and attempts to score instead.

**Remember** that the JAM and POWER JAM FAC is not flipped until the team decides to attempt to move into the **Goal?** and try to score, or attempt to enter the **Goal+?** space instead.

# **OTHER FAC READINGS**

There are differences, some major, in FAC readings between Roller Maul and Roller Rumble.

## **SKATE**

Use “SKATE” for skaters, catchers, and bikers, but for bikers, it means “RIDE.”

## **PENALTY**

A player getting a penalty is immediately removed from the stack and put in the penalty box for 6 FAC but play continues. A penalized ball carrier can handoff the ball before he leaves the track to another skater [choice] who then moves to area 4. Do not return the token of the penalized team to the **Roll** space as in RR. Note: the bottom player remains at the bottom of the stack during a PENALTY and the penalized top player’s space is unoccupied.

## **SUBSTITUTE,**

If a “SUBSTITUTE” occurs, replace the top cards of the leading team (or home team if tied) in all five stacks with the bottom cards.

## **SWITCH**

If a “switch” occurs, top and bottom players can switch position in the same stack (or another stack if bikers or skaters). Skater and bikers have two stacks, so they can switch between stacks of their own type of player. Catchers have only one stack, so they switch top and bottom catchers.

## **PLAYERS IN STACKS**

Before the second and third periods begin, the bikers and skaters can be moved freely among their two stacks; the catcher on the top of its only stack can be moved to the bottom; reserve players may replace starters and vice versa.

In addition, reserves (non-starters) or benched starters of the same type can immediately replace players who are injured, ejected, or involuntarily removed for other reasons (not for penalties) during the game.

## **HIGHLIGHT REEL**

Use only the A, B, and C Highlight Reel charts.

## **TV RATING**

The TV Rating is called the **Multivision Rating (MV)** in this Roller Maul game.

# ***SPECIAL QUALITIES***

## **GOLDEN RULES FOR USING SPECIAL QUALITIES**

*Roller Maulers can be better defined and have a more varied impact in the game, typical of the film, by using these advanced rules for special qualities..*

Each Roller Mauler has basic qualities and special qualities. Using special qualities adds more abilities (and personality) to individual players, but it also increases complexity and time for Roller Maul game play and should be used once you are completely familiar playing the basic rules. During game play, the FAC and Highlight Reel Clips point out a quality check, but players' special qualities must be monitored, recognized, and utilized at the proper time; otherwise, missed opportunities will result. Follow these five golden rules for using special qualities:

### **Rule #1**

There are specific conditions, such as being on the top of a stack or winning a quality battle, that must be met for players to use special qualities, and often only certain types of players (skaters, bikers, or catchers) may use some special qualities.

Depending on the special quality used, it can modify or change a FAC result or even follow up a FAC result with another "event" or result of its own, so it is important to understand how each special quality operates.

### **Rule #2**

Only one player from one team can use the same special quality on the same play. If two players have the same quality and want to use it at the same time, roll 1d6, for example, to see who is the only player to use it; 1-3 first player does, 4-6 the second player does.

### **Rule #3**

A total of only two players, one from each team, can ever use his different special quality on the same play in succession. On the same play, roll 1d6; 1-3 visitor team uses first, the home second, 4-6 home team uses first, the visitor second. Apply the effects of the special quality for the first player first and then the effect of the special quality for the second player. However, both effects will occur in succession.

### **Rule #4**

In any goal scoring attempt by either team, use special qualities from both teams simultaneously to modify the goal attempt.

### **Rule #5**

When playing outside his normal position, a Roller Mauler never uses his special qualities.

## SPECIFIC CONDITIONS AND EFFECTS WHEN USING SPECIAL QUALITIES

### Modifies Goal Scoring Attempts

**BOOST:** (catcher or skater) if on top in a stack, +1 for own team's goal scoring attempt; a player can't use his own quality to support his own goal scoring attempt.

**HEROIC:** (skater only) +1 to his own goal scoring attempt if own team is behind or tied and if on top in a stack.

**GUARD:** (catcher or skater) if on top in a stack, -1 against opponent's goal scoring attempt

**DO-OR-DIE:** -1 against opponent's goal scoring attempt if own team is ahead or tied and if on top in a stack.

### Causes Injuries

**BASH:** (catcher) if ball-carrier, after winning a called quality, can attempt hit with gloved ball on **any** opposing player, roll one die: 1-2 missed / 3-5 smashed player rolls on **INJURED? CHART** 6 basher spotted by referee who calls a PENALTY on him.

**BRUTAL:** On any called quality won by this player **and** the opposing player falls, the opponent is automatically injured; apply +8 to the **TYPE OF INJURY**.

**FISTS:** In any fight he's involved in, he inflicts injury on opponent who rolls on the **TYPE OF INJURY CHART**.

**HATCHET:** can try to incapacitate **any** opposing player regardless of area **once per game** when he wins a called quality; roll one die: 1-3 attacked player gets Major Injury and rolls on **LENGTH IF MAJOR** / 4 attacker PENALTY / 5-6 attacker ejected from game.

**RAM:** (biker only) If opponents have the ball and he wins a called quality, he can deliberately ram the ball carrier trying to make him drop the ball; 1-3 ball carrier avoids ram / 4-6 ball carrier rolls on **INJURED? CHART** and **DROPPED BALL CHART**. Biker gets immediate PENALTY no matter what the result is.

### Lessens Injuries

**ALERT:** If there is a "pile up" (defined as two or more fallen players on track) and this player is selected on a FAC as the one injured, throw one die; 1-3 opposing player in area is injured instead / 4-6 player is still injured.

**GRIT:** "rest of game" injury becomes "rest of period" injury

**SHIELD:** (biker only) If injured rest of period or game, roll to see if his bike mostly protects himself from injury by using his bike (1-4 biker shaken up but returns after only 6 FAC if period rolled, or next period if game/ 5- 6 still injured rest of period or game as initially rolled.

**TOUGH**: player with major injury rolls roll one die before each game: 1-2 Major Injury reduced by two games; 3-5 no change in length of injury; 6 miraculous recovery and injury reduced to 1 game.

### Affects Handling the Ball

**GRIP**: (catcher or skater) -1 on any **DROPPED BALL CHART** roll

**HUSTLE**: (catcher only) when opposing catcher attempts to pick up ball, first roll one die: 1-4 opposing player picks up ball/5-6 "hustler" picks up ball instead. If both have this quality, ignore.

**TENACIOUS**: (skater) if he wins a called quality and opposing skater in same area is the ball carrier, he may force a dropped ball. Roll one die; 1-2 ball held /3 PENALTY on attacker / 4 gutter ball (restart all players on **Roll** and fire next ball) / 5 picked up by attacker's team {choice}.

### Affects Movement on Track

**BLAZE**: (biker only) if team's skater has ball, any called quality won by the biker results in the team token being moved down the track two spaces instead of one space.

**BLOCK**: (biker only) slows down opponent's ball carrier only if he wins the called quality; the opposing team moves back one space on the jam track but never into the **Roll** space.

**DARING**: if own team has the ball, and on any called quality won by this player, roll one die: 1-3 results in an immediate team token move by the ball carrier to the **Goal?** space / 4-6 injured; roll 1d6 again on **this modified TYPE OF INJURY CHART: 1-50 MINOR INJURY / 51-100 MAJOR INJURY** and not on the usual one.

### Affects Substitution

**JACK**: can sub in any position when no other player remains to play that position without any of his starred qualities being lost.

### Affects Multivision (TV) Grade Battle

**SHOWOFF**: +1 on TV Grade letter battle **if** involved and own team tied or behind in game.

### Causes Reroll

**VET**: can reroll **any** die roll affecting him **once per game**.

# CREATING ROLLER MAULERS

## CREATING ROLLER MAULERS

For each eighteen-player Roller Mauler team, create seven skaters, seven bikers, and four catchers by rolling 2d10 on each of the charts below. Each team always has the same make-up of players and positions.

### *Creating Roller Mauler Players: Qualities*

Roll 2d10 to determine how many qualities each Roller Mayhem player will have.

Number of Qualities Table	1	2	3	4	5
Range	1-9	10-40	41-78	79-95	96-100

Roll as often as needed on the Quality by Position Table to determine which qualities the Roller Mayhem player has according to his positions. Ignore the same quality rolled repeatedly.

Quality by Position Table	Agile	Fast	Smart	Big	Powerful	Star	Cheat	Mean
Biker	1-10	11-49	50-57	58-73	74-88	89-90	91-94	95-100
Catcher	1-20	21-40	41-61	62-72	73-83	84-93	94-96	97-100
Skater	1-25	26-50	51-61	62-67	68-69	70-86	87-88	89-100

### *Creating Roller Mauler Players: Starred Qualities\**

Determine how many starred qualities\* the player has on the Number of \* Table. If the player rolls more \* than qualities that he/she actually has, ignore them.

Note: Roll again on the Quality by Position Table to determine *which QUALITY* is starred\*.

Number of * Table	0	1	2	3
Range	1-14	15-79	80-97	98-100

### *Creating Roller Mauler Players: Goal Scoring Accuracy Ratings*

Roll on the Goal Scoring Accuracy Rating Table to determine the skater's goal scoring accuracy quality and rating. See **SCORING**.

Goal Scoring Accuracy Table			
All STAR Skaters are rated HIGH, +2.			
Roll 2d10 for ratings of all non-Star Skaters.			
	LOW 0	MID +1	HIGH +2
Range	1-33	34-67	68-100

### Creating Roller Mauler Players: TV (MV or Multivision) Ratings

Roll on the Multivision (TV) Rating Table to determine the Roller Mayhem player's Multivision rating; this depends on the number of qualities the player has.

Multivision (TV) Rating Table	AA	A	B	C	D
# of qualities					
1				1-11	12-100
2		1-3	4-10	11-77	78-100
3		1-20	21-78	79-100	
4	1-12	13-81	82-100		
5	1-60	61-100			

### Creating Roller Mauler Players: Special Qualities

A Star or Star\* always gets three special qualities; roll directly on *Creating Special Qualities Table*.

All others must roll 1d6 three times to see how many special qualities he gets or not: for each of the three rolls, (1-3) None (4-6) Special Quality. Then, roll 2d10 on the *Special Qualities Table* to determine the nature of each of the player's special qualities. Each player has a maximum of three special qualities.

<i>Special Qualities Table</i>	<i>Special Quality</i>
1-6	BRUTAL
7-12	GRIT
13-18	TOUGH
19-24	VET
25-30	JACK
31-36	FISTS
37-42	SHOWOFF
43-48	BOOST
49-54	DO-OR-DIE
55-60	ALERT
61-66	HATCHET
67-72	DARING
73-79	GRIP (catcher or skater) SHIELD (biker)
80-86	HEROIC (skater) HUSTLE (catcher) BLAZE (biker)
87-94	TENACIOUS (skater) BASH (catcher) RAM (biker)
95-100	GUARD (catcher or skater) BLOCK (biker)



# **CHEAT SHEET**

**DROPPED BALL CHART:** If 2d10 (1-50), gutter ball (51-66), ball picked up by same team (67-100), ball picked up by opposing team; area 4 top skater has in current space. Return other team's token to **Roll** space.

## **INJURY PROCEDURE:**

- 1. INJURED? CHART:** If 1d6 (1-3), the **player** is not injured. If 1d6 (4-6), the **player** suffers an injury.
- 2. TYPE OF INJURY CHART:** If 2d10 (1-66), **MINOR INJURY**. If 2d10 (67-100), **MAJOR INJURY**.
- 3. LENGTH of the INJURY CHART:** Roll 2d10 but add & subtract Modifiers on **MINOR** or **MAJOR** length.

### **Aggressor and Victim Modifiers**

#### **Aggressor Rank**

3 QUALITIES* or STAR*	+15	2 QUALITIES* or STAR	+10
1 QUALITY*	+5		
Only non-starred QUALITIES	N/A		

#### **Victim Rank**

3 QUALITIES* or STAR*	-15	2 QUALITIES* or STAR	-10
1 QUALITY*	-5		
Only non-starred QUALITIES	N/A		

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#### **LENGTH IF MINOR**

**1-50** Player is injured for rest of period. / **51-100** Player is injured for rest of game.

#### **LENGTH IF MAJOR**

- 1-20:** 2G
- 21-40:** 3G
- 41- 60:** 4G
- 61-80:** Reroll: (1-16) 5G / (17-32) 6G / (33-48) 7G / (49-64) 8G / (65-80) 9G / (81-96) 10G  
(97-100) Rest of Season
- 81-100:** DEAD

**SCORING:** If 1d6 roll modified by the player's goal scoring accuracy number & any special qualities by other players is within JAM/POWER JAM points range, a goal has been scored. A "6" roll is always a **miss**.

<b>JAM/POWER JAM points</b>	
"0 points"	Player can still score if within goal scoring accuracy number.
"1, 2, 3, or 4 points"	chances and range for scoring a goal
"Laps pack" "5 points" or similar	Range becomes a 5; <u>no modification</u> is done
"JAMs again"	A goal is <u>automatically scored</u> ; flip FAC as another ball is fired, and a player from either tries to score a goal on the JAM or POWER JAM as indicated.

**SUBSTITUTE:** Replace one team's top cards with all its bottom cards.

**PENALTY:** Remove player. Don't stop play. Game continues.

**SWITCH:** Top & bottom players switch positions in the same stack (or another stack if bikers or skaters).

