

Sponsor Reference Sheet

SPONSORSHIP DEALS

Back in the days of the NAF, team sponsorship was a fairly rare event. Companies were generally happy to back everything from events to stadiums, but teams receiving money from corporations was wholly frowned upon. When the NAF broke up, however, everything changed. Some of the first teams to cotton on to the idea were High Elves, who were used to the kind of lavish lifestyle that the Association had funded. They realised that by plastering their kit with advertising slogans, they could actually make just as much gold, and in some cases even more than they previously had. Though it didn't take teams long to realise that sponsorship was a twoway street, but in the modern game it has become a fairly standard way for teams to gain funding.

GAINING A SPONSOR

Teams can attempt to find a Sponsor during the Post-match sequence at the end of Phase 3: Record Fortune and Fame. If the coach wishes to seek a Sponsor, they roll a D16, then add their Fan Factor and any of the following modifiers that apply:

+2 if the team owns a stadium

+2 if they won the game, or +3 if they scored at least two more touchdowns than their opponent.

+2 if the other team suffered at least three casualties (however they were inflicted) or

+3 if they suffered at least five casualties.

+3 if the game was part of the play-offs, or

+5 if it was the final.

If the result is 20 or more, the coach can accept either a One time Sponsorship or an Ongoing Sponsorship. If the result is 25 or more, they can instead accept a Major Sponsorship.

ONE-TIME SPONSORSHIPS

The team receives D6 x 10,000 gold pieces. Then, roll a second D6. If the result is a 1, a random player on the team must miss the next match.

ONGOING SPONSORSHIPS

In the Post-match sequence of each game, when calculating the team's winnings at Phase 3: Record Fortune and Fame, a team with an Ongoing Sponsor gains an additional D3 x 10,000 gold pieces. Then roll a D6. On a roll of 1, pick a random player on the team to miss the next match.

Teams can have any number of Ongoing Sponsorships – however, the roll to see whether the Sponsors are happy must be made for each one.

MAJOR SPONSORSHIPS

A team can only have one Major Sponsor at a time, but a Major Sponsor can sponsor more than one team at a time.

MCMURTY'S BURGER EMPORIUM

At the start of each half, roll a D6. On a result of 5 or more, the team gains a team re-roll.

Players on the team cannot improve their MA or AG characteristics while sponsored by McMurty's.

STAR INSURANCE GUILD

When a player on a team that is sponsored by Star Insurance Guild dies, the team receives a payout equal to half of that player's current value (rounding up). Once all dead players have been removed, roll a D6. If the result is equal to or lower than the number of players that were removed, the Guild's agents collect their due! The team must pay 2D6 x 10 kgp. If they cannot afford to, their treasury is emptied and their deal with S.I.G. comes to an end. D3 random players must miss the next game and your team cannot be sponsored by them ever again.

FARBLAST & SONS ORDNANCE SOLUTIONS

A team that is sponsored by Farblast & Sons can outfit one 'standard' player' with Detonating Spheres. The player gains the Bombardier, Loner and Secret Weapon skills.

The team's winnings after each match are reduced by 20 kgp. Dark Elf, Elven Union, High Elf and Wood Elf teams cannot accept this sponsorship.

STEELHELM'S SPORTING EMPORIUM

When rolling on the Improvement table for a player on a team that is sponsored by Steelhelm's Sporting Emporium, the coach can choose to roll three dice instead of two, then discard one of their choice. However, if they do so and two or more of the dice roll the same number (including the discarded one), the player must miss the next match. If two or more dice roll a 1, they also gain a Niggling Injury.

Random Sponsor Table

For each ongoing sponsorship earned you may roll a D30 on the following table.

1. Block & Dodger	11. Hutz	21. Nurgle King
2. Bloodweiser	12. Ikillya	22. Orca Cola
3. Cannon	13. Jordell	23. Orcidas
4. Chanelf	14. Khaineken	24. Pit Rat
5. Coroner	15. Knuckleduster	25. Reeborc
6. Dead Bull	16. Lucky Spike	26. Regenerate
7. Dodge	17. Mighty Blow	27. Spikey
8. Estrella Dwarf	18. Mummy Dew	28. Starbox Coffins
9. Faceblock	19. Necrosoft	29. Tuborc
10. Hard Block Cafe	20. Nesquig	30. Zombway