



Throw-in: lowest dice (choose swathe in range), Header: lowest dice, Free Kick: highest dice

1

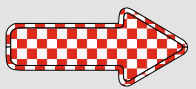
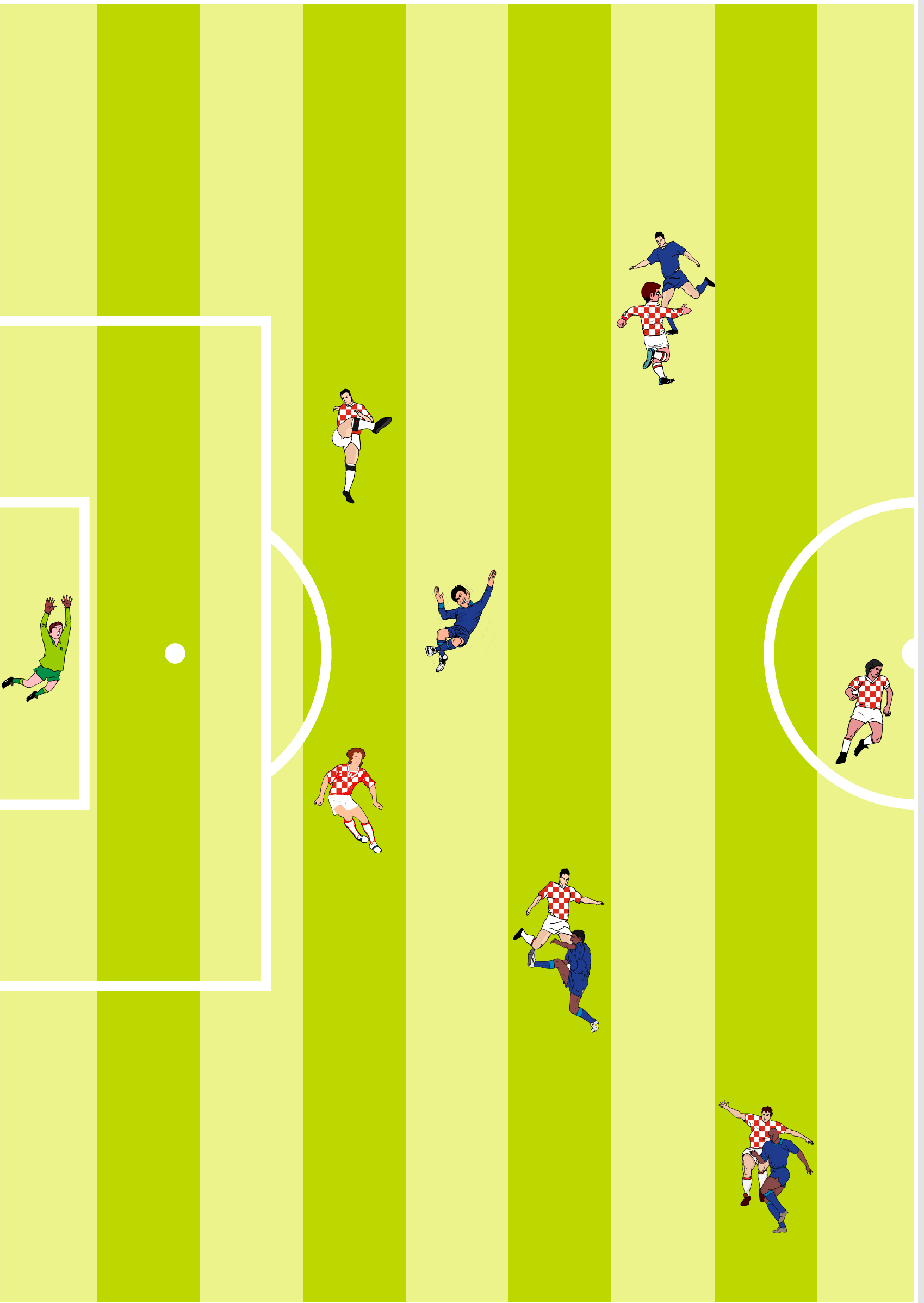
2

3

4

5

6



Goal Chances: Penalty 4, Woodwork 2, Corner 1. Goal Kick and Clear: roll dice twice

