

Players							
Title	Cost	MA	ST	AG	TV	Skills	Norm
Linemen	50,000	6	3	3	8	None	G
Catchers	70,000	8	2	3	7	Catch, Dodge	GA
Throwers	70,000	6	3	3	8	Sure Hands, Pass	GP
Blitzers	90,000	7	3	3	8	Block	GS

Improvements	
2D6	Improvement
2-9	New Skill
10	New Skill or +1 MA or TV
11	New Skill or +1 AG
12	New Skill or +1 ST
- Rolling doubles lets you choose from any skill table	

Building a Team

- Start with **1,000,000** (**600,000** for Sevens)
- At least **11 (7)**, no more than **16 (11)**
- Re-rolls \leq **8** at **50,000 (100,000)** each
- Ast. Coaches **10,000** each
- Advertisements - **10,000** each
- On pitch Medical Team **50,000** (Roll again on injury table)

Post Game Sequence

- Player Improvements
- Update Team Sheet
- Grow FAME
- Spiraling Expenses

SPP Level Up

0-5	Rookie
6-15	Experienced
16-30	Veteran
31-50	Emerging Star
51-75	Star
76-175	Super Star
176+	Legend

Update Team Sheet

- Remove dead and update player values
- Winnings = $(D6 + FAME) * 10,000$ (Winner +10,000 and can re-roll)
- Purchases (Re-rolls cost double)
- Fire or Hire Journeymen by paying rookie cost, loses Loner
- If team is under min get free Journeymen with Loner skill
- Team value (everything but treasury and players out next match)

Grow FAME

- tied or lost roll 2D6, winner roll 3D6
- if tied or won and higher than Fan Factor, gain 1
- if lost and less, lose 1

Spiraling Expenses

- Every **150,000** above **1,750,000** you subtract **10,000** after each game

Conceding Match

- Other team gets winnings and MVP points
- Lost 1 Fan Factor
- Any player with 51+ SPP's leaves on a D6 roll of 3 or less



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