

Post Game Sequence

Player Improvements
Update Team Sheet
Grow Fan Factor
Spiraling Expenses

Update Team Sheet

Update player values
Winnings = (D6+FaD) * 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)

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

League Balancing Options

Hard TV cap **1,700,00 (1,000,000)**
Skill Tax (10,000 for every after first)
Forced Reset (6-8 games)
Injury Escalation (after 3 skills reroll on injury and take highest)
(7's) 1D6 for each level above Veteran. 1 means you get player value and they leave.

Improvements

2D6	Improvement	Value
2-9	New Skill	20,000
10	New Skill or +1 MA or TV	30,000
11	New Skill or +1 AG	40,000
12	New Skill or +1 ST	50,000

- Choosing New Skill is always (20,000)
- Rolling doubles lets you choose from any skill table (30,000)

Grow Fan Factor

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 (75,000)** above **1,750,000 (1,000,000)** you subtract **10,000 (5,000)** 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

Skill Balancing Options

(MVP replace) 1 SPP to 3 players who didn't earn SPP
MVP goes to lowest SPP player
Limit to 1 TD SPP per player per game
Skills are randomly chosen
Skill limit lowered (Emerging Star or Star for 7's)
(7's) 1 player gets random skill after game



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Page 1 of 1.

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