

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 ≤ 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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