

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)

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)

Post Game Sequence
Player Improvements
Update Team Sheet
Grow FAME
Spiraling Expenses

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

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

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



By mekaerwin

Not published yet.
Last updated 6th December, 2024.
Page 1 of 1.

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