

Players								Improvements		
Title	Cost	MA	ST	AG	TV	Skills	Norm	2D6	Improvement	Value
Linemen	50,000	6	3	3	8	None	G	2-9	New Skill	20,000
Catchers	70,000	8	2	3	7	Catch, Dodge	GA	10	New Skill or +1 MA or TV	30,000
Throwers	70,000	6	3	3	8	Sure H, Pass	GP	11	New Skill or +1 AG	40,000
Blitzers	90,000	7	3	3	8	Block	GS	12	New Skill or +1 ST	50,000

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 (3 at 100,000) each
- Ast. Coaches 10,000 each
- Advertisements - 10,000 each
- On pitch Medical Team 50,000 (Roll again on injury table)
- Extra Training (+1 Reroll for match) 50,000

Post Game Sequence
Player Improvements
Update Team Sheet
Grow Fan Factor
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

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



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