



Fast **Drive** **Football**

Commissioner Expansion Version 1.01



Be the Commissioner of your own Pro Football League!

➤ INTRODUCTION

The **Commissioner Expansion (CE)** for **Fast Drive Football (FDF)** has been designed to give you all the tools you need to run your own custom professional football league using either fictional or real teams. Think of it as a pro football sandbox limited only by your imagination. The expansion works great “out of the box” but it is also wide-open for personalization, tinkering, and your own customized rules, qualities, tables, and charts. There is no wrong way to use this expansion.

There is no impact to **FDF** season game-play when using this expansion, all activity happens in the off-season and training camp.

► Key Concepts

Team Management Attributes. To enable the off-season narrative, team ownership, the front office (CEO, GM, etc.), and head coach have been added. You can write this information right on your team cards, or keep separately.

Grades. Both the front office and head coach of a team will be given a grade to rate their effectiveness and performance. The grading system is a simplified 5-step scale: A, B, C, D, F. (There is no “E” grade)

Ownership Qualities. Owners are measured on two spectrums: 1) their loyalty to the city they represent (LOYAL/SELFISH) and 2) how they interact with the front office and football operations (SAVVY/MEDDLING).

LOYAL ownership will never look to re-locate their franchise, even when fan support may be waning. SELFISH ownership is the opposite, always open to possible deals to relocate for the good of the team’s financial portfolio. The lack of either quality represents the majority of owners who are in the middle of the two extremes.

SAVVY ownership will hire top-tier talent to run the team and then stay out of football decisions. MEDDLING owners, on the other hand, are a distraction and will often interfere in decisions better left to the GM or Head Coach.

Franchise Points (FP). Franchise Points abstract both the tangible (budget, stadium, practice facilities, etc.) and intangible (Football IQ, draft decisions, etc.) aspects that the Front Office and Head Coach contribute to the success of off-season events and team progression. Better Head Coach and Front Office Grades lead to more FP; more FP lead to the probability of better outcomes when rolling on various tables during the off-season and training camp.

Head Coach Hot Seat. If the Head Coach is on the “Hot Seat”, it means that Ownership and the Front Office are losing patience with the Head Coach’s performance and are more likely to dismiss them in the off-season.

Minimal Book Keeping. The expansion has been designed to require minimal book-keeping. To leverage the basic **CE** season-progression processes you will need to know the final standings from the previous season, as well as playoff and championship game results.

► Thank You's and Final Thoughts

Thanks to Harvey Couch for his critical eye, and for his help on the Ownership Impact, Special Results, and Instant Results tables.

Thanks to Bob Hansen for his help with the Franchise Location tables, the Ownership Impact table, for providing the league schedules, and for providing the East and West Quick-Start Leagues.

Thanks to Brien Martin and Ethan Musulin for their play-testing help.

Many great ideas for this expansion were brainstormed over the past year with my gaming friends. From fan interest and stadium age, to the impact of star players and off-field shenanigans. I encourage players of **FDF** and the **CE** to tinker with these ideas - and any others you may have - and share them with the community we have built on Facebook and Delphi.

Please send any comments or questions to me at alwilsond6@gmail.com.

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➤ Commissioner Expansion Overview

▶▶ Modes of Play

The different sections and tables in this document will enable you to create and evolve your football world. See below for a high level overview of some possible scenarios. Let me know if you create something different!

▶ Create a new league from scratch (page 4)

To create a new league from scratch, turn to the “Create a New League” section starting on page 4. We’ve even provided tables in the appendix to help selecting locations for your teams, as well as team nicknames and head coach names. Of course, you may use your own ideas or one of the many random name generators available on the Internet. We’ve even included an instant results table in Appendix Q if you want to build league history quickly.

▶ Progress a league from one season to the next (page 8)

You’ve completed a season and now it’s time to see how the teams are going to evolve, resulting in a brand new stack of team cards for the following season. There are two phases to this process, the off-season and training camp. This series of events starts on page 8.

▶ Begin with a pre-built fictional league

If you want to jump right in with a fictional league, visit www.fastdrivefootball.com to download one of the available quick-start leagues. You can then return to this expansion when you are ready to begin your second season.

▶ Begin with a pre-built historical league and add a new franchise

Do you want to add or replace a franchise with your own? Go ahead! Take any historical season and follow the instructions on page 8 for expansion.

▶ Take over an existing real or fictional franchise

This is often referred to as “Franchise Mode”. In the **CE**, this entails picking one of the teams in your league and acting in their best interest when playing their games, and when making off-season decisions. There are no special features in the expansion for franchise mode. Simply follow the instructions for league progression and start building your narrative.

▶ Take an existing real-life league into the future

This expansion is a great way to perform “what-if” experiments with failed spring leagues like the USFL and AAF. Of course, if you are a fan of the NFL, you can also start with the most recently completed season, or any previous season, and build a new future for the league! You can choose to assign ownership and coach grades to your teams for the full experience, but the process for league progression will still work fine if you choose to ignore these grades - it will just reduce the possible narrative that the grades introduce.

▶▶ Supplemental Materials

▶ Team Card Templates

The Commissioner Expansion requires you to create new team cards as your league progresses season after season. You can do this with a software tool, or by creating teams cards the old-fashioned way, with pencil and paper. Two different templates are available from www.fastdrivefootball.com.

1. **Affinity Publisher template.** Affinity Publisher is the software application used to publish Fast Drive Football, all official seasons, and this expansion. The Affinity Publisher template will allow you to create team cards that look identical to the official cards. Affinity Publisher works on both macOS and Windows, is easy to use, and is not very expensive. I highly recommend it. Fonts used by the template include **FatFrank Heavy** for the team and head coach information, **Helvetica Neue Condensed Bold** for the qualities and special teams ranges, and **Barbieri Regular** for the labels at the bottom of the card.
2. **PDF template.** For more of an old-school approach, download this template to print blank team cards that you can fill out with pencil.

▶ Quick Start Leagues

A few quick-start leagues are available to download from the Commissioner Expansion page on www.fastdrivefootball.com. If you want to jump right in with a fictional season, this might be a good place to start.

▶ League Schedules

One of the more difficult tasks when creating a league is establishing a league schedule. Appendix Z includes schedules for some of the more common league configurations for 8, 12 or 16 teams. If mirroring a pro-football configuration, another common method is to simply copy a schedule from an actual pro season.

▶ Quick Results Table

Appendix Q contains a Fast Drive Football quick results table that we used during play-testing to quickly complete test seasons. It is included in the Commissioner Expansion as a bonus for people that want a way to simulate their league games more quickly. You can also use it to quickly build up a league history.

Create A New League

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This section is for gamers that want to roll-up a brand new Fast Drive Football season from scratch. Tables are included in the appendices to help you name your teams and coaches, but this is your opportunity to let your imagination run wild! Create a regional league using towns in your area. Create a league that spans the globe, or even the universe!

Procedure for Creating a New League

1. League Size

There is no limit to the size of your league, or its configuration of conferences or divisions. However, the assignment of team qualities in FDF works best when you have at least 8 teams in your league.

2. Franchise Locations & Names

Award franchises to locations of your choosing, or let the game pick for you. See **Appendix B** for various Franchise Location Lookup Tables, and **Appendix C** for Team Name Lookup Tables. You will need 10-sided dice for some charts.

3. Franchise Ownership Style & Stability

The Ownership Style of a franchise has the potential to impact the inaugural draft and future off-season proceedings. Roll 1d6 on both tables below for each franchise and assign the Ownership Style & Loyalty quality as noted.

Roll	Ownership Style	Roll	Ownership Loyalty
1	MEDDLING	1	SELFISH
2 to 5	no quality	2 to 5	no quality
6	SAVVY	6	LOYAL

4. Front Office Grade

The Front Office Grade of a franchise will come into play during the selection of a Head Coach and the Inaugural Draft (via the assignment and use of Franchise Points). Roll 1d6 on the Front Office Grade table below and assign grades as noted. "F" is not a possible Front Office Grade during league creation.

Roll	Front Office Grade
1	D
2 or 3	C
4 or 5	B
6	A

5. Head Coach Name

You can create the name of each Franchise Head Coach yourself, or use the First and Last name tables in **Appendix D**. You could also use a website like <http://random-name-generator.info>.

6. Head Coach Grade

The grade of each Head Coach may be influenced by the ability of the Front Office to attract top-tier talent. Roll on **Table A - Head Coach Grade** in **Appendix A** to assign a grade to each Head Coach in your league. "F" is not a possible Head Coach Grade during league creation.

7. Franchise Points (FP)

FP are derived from the combination of Front Office and Head Coach Grades. These points will be used during the inaugural draft for the purpose of improving results. Cross reference each teams Front Office Grade and Head Coach Grade to determine the base Franchise Points they receive.

Front Office Grade	A	B	C	D	F
	0	0	0	0	0
	1	0	0	0	0
	2	1	0	0	0
	3	2	1	0	0
	4	3	2	1	0
Head Coach Grade					
A B C D F					

A team will have many opportunities use their available FP during the league creation process. Make sure to take into consideration future steps when deciding when to use the points. For example, multiple re-rolls on the offense profile chart will reduce the chance for re-rolls on the defense profile chart, or burn FP that could be used later to negate a bad quality assignment. When in doubt, ask a question in the form of a yes/no and let the dice decide!

➤ Create A New League

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Using Franchise Points During the League Creation Process

Teams may use Franchise Points to influence inaugural draft results to their advantage. Keep a note of available FP for each team as they use their points. Any FP not used during the League Creation Process are lost. Points may be used as detailed below.

These instructions include the callout **[FP!]** for any step where Franchise Points may be used.

Three (3) FP:

- Avoid being assigned a DULL/DULL• offense profile or INEPT/INEPT• defense profile; team card is discarded for the remainder of the numbered step. **

Two (2) FP:

- Avoid being assigned a DULL/DULL• offense profile or an INEPT/INEPT• defense profile; team card shuffled back into remaining team cards. **
- Avoid the assignment of two negative qualities as a result of the d, e, or f footnotes on **Table C - Offense Profile** or **Table D - Defense Profile**; team card is discarded for the remainder of the numbered step. **
- Avoid being assigned a FULL negative quality in Step 10 or 13; team card is discarded for the remainder of that particular quality assignment. **

One (1) FP:

- Re-roll on any of the **Table C - Offense Profile**, **Table D - Defense Profile** or **Table E - Special Teams** columns to obtain a better result. Use the best result from all rolls.
- Avoid the assignment of a negative quality as a result of the d, e, or f footnotes on **Table C - Offense Profile** or **Table D - Defense Profile**; team card is discarded for the remainder of the numbered step. **
- Avoid being assigned a SEMI (•) negative quality during Step 10 or 13; team card is discarded for the remainder of that particular quality assignment. A team cannot use 1 FP to turn the assignment of a FULL negative quality into a SEMI (•) version of that quality. **

*** Draw a new team to receive the profile or quality - if no teams remain to be drawn, then the step is complete with no further quality assignments.*

It is recommended you have physical team cards printed and cut for the remainder of the League Creation process. Templates can be downloaded from www.fastdrivefootball.com.

8. Determine League Quality Variable (QV) and Card Draw Value (CDV)

Use the table below to determine the QV and CDV values for your league. These values insure the proper distribution of FDF team qualities during league setup.

Teams	QV	CDV
8-18	2	1
19-31	4	2
32-43	6	3
44-56	8	4

9. Inaugural Draft - Offense Profile **[FP!]**

The inaugural draft will "kick-off" your league with a realistic balance of good, average, and poor teams via the assignment of "**profiles**".

Step A: Determine teams that will have a PROLIFIC offense profile.

Shuffle all team cards, place face down, and draw **CDV** cards at random. Roll on the **PROLIFIC** column of **Table C - Offense Profile** in **Appendix A** and record the qualities indicated by the roll. Put these teams aside for Step 10.

Step B: Determine teams that will have a PROLIFIC• offense profile.

Shuffle all remaining team cards, place face down, and draw **CDV** cards at random. Roll on the **PROLIFIC•** column of **Table C - Offense Profile** and record the qualities indicated by the roll. Put these teams aside for Step 10.

Step C: Determine teams that will have a DULL offense profile.

Shuffle all remaining team cards, place face down, and draw **CDV** cards at random. Roll on the **DULL** column of **Table C - Offense Profile** and record the qualities indicated by the roll. Put these teams aside for Step 10.

Step D: Determine teams that will have a DULL• offense profile.

Shuffle all remaining team cards, place face down, and draw **CDV** cards at random. Roll on the **DULL•** column of **Table C - Offense Profile** and record the qualities indicated by the roll. Put these teams aside for Step 10.

Note that the teams that do not receive an offense profile during this step are considered to have an average offense profile. **Bring all team cards together again and shuffle-up for step 10.**

Create A New League

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10. Inaugural Draft - Remaining Offense Qualities **[FP!]**

With the offense profiles in place, you will now assign the remainder of offense qualities to your teams. Repeat steps A through D for each pair of qualities.

	Positive	Negative
Pair #1	RELIABLE	SHAKY
Pair #2	SECURE	CLUMSY
Pair #3	DISCIPLINED	UNDISCIPLINED

Step A: Shuffle all team cards, place face down, and draw **CDV** cards at random. These teams receive the FULL POSITIVE quality. Set these teams aside as they cannot be chosen for steps B through D.

Step B: Draw another **CDV** cards at random. These teams receive the SEMI (•) POSITIVE quality. Set these teams aside as they cannot be chosen for steps C through D.

Step C: Draw another **CDV** cards at random. These teams receive the FULL NEGATIVE quality. Set these teams aside as they cannot be chosen for step D.

Step D: Draw another **CDV** cards at random. These teams receive the SEMI (•) NEGATIVE quality. Bring all teams back together before repeating steps A through D for the next pair of qualities.

When all three pairs of remaining offense qualities are distributed, bring all team cards together again and shuffle-up for step 11.

11. Inaugural Draft - EFFICIENT & INEFFICIENT qualities

There is a chance that the Head Coach Grade will impact the assignment of these qualities. **Franchise points may not be used for this step.**

Step A: Shuffle all team cards, place face down, and draw **2xQV** cards at random. (e.g. if your QV value is 2, draw 4 cards.)

Step B: Examine the remaining cards and select any with a Head Coach Grade of A and add them to the random cards you just pulled. Shuffle this stack and draw **QV** cards. These teams receive the EFFICIENT quality. Set these teams aside.

Step C: Draw another **QV** cards. These teams receive the EFFICIENT• quality. Set these teams aside. Return any undrawn cards back to the main pool of cards.

Step D: Shuffle the remaining team cards, place face down, and draw **2xQV** cards at random.

Step E: Examine the remaining cards and select any with a Head Coach Grade of D and add them to the random cards you just pulled. Shuffle this stack and draw **QV** cards. These teams receive the INEFFICIENT quality. Set these teams aside.

Step F: Draw another **QV** cards. These teams receive the INEFFICIENT• quality. **Bring all team cards together again and shuffle-up for step 12.**

12. Inaugural Draft - Defense Profile **[FP!]**

The continuation of the inaugural draft now focuses on the defense.

Step A: Determine teams that will have a STAUNCH defense profile.

Shuffle all team cards, place face down, and draw **CDV** cards at random. Roll on the **STAUNCH** column of **Table D - Defense Profile** in **Appendix A** and record the qualities indicated by the roll. Put these teams aside for Step 13.

Step B: Determine teams that will have a STAUNCH• defense profile.

Shuffle all remaining team cards, place face down, and draw **CDV** cards at random. Roll on the **STAUNCH•** column of **Table D - Defense Profile** and record the qualities indicated by the roll. Put these teams aside for Step 13.

Step C: Determine teams that will have an INEPT defense profile.

Shuffle all remaining team cards, place face down, and draw **CDV** cards at random. Roll on the **INEPT** column of **Table D - Defense Profile** and record the qualities indicated by the roll. Put these teams aside for Step 13.

Step D: Determine teams that will have an INEPT• defense profile.

Shuffle all remaining team cards, place face down, and draw **CDV** cards at random. Roll on the **INEPT•** column of **Table D - Defense Profile** and record the qualities indicated by the roll. Put these teams aside for Step 13.

Note that the teams that do not receive a defense profile during this step are considered to have an average defense profile. **Bring all team cards together again and shuffle-up for step 13.**

13. Inaugural Draft - Remaining Defense Qualities **[FP!]**

With the defense profiles in place, you will now assign the remainder of defense qualities to your teams. Repeat steps A through D for each pair of qualities.

	Positive	Negative
Pair #1	AGGRESSIVE	MEEK
Pair #2	ACTIVE	PASSIVE
Pair #3	DISCIPLINED	UNDISCIPLINED

Step A: Shuffle all team cards, place face down, and draw **CDV** cards at random. These teams receive the FULL POSITIVE quality. Set these teams aside as they cannot be chosen for steps B through D.

Step B: Draw another **CDV** cards at random. These teams receive the SEMI (●) POSITIVE quality. Set these teams aside as they cannot be chosen for steps C through D.

Step C: Draw another **CDV** cards at random. These teams receive the FULL NEGATIVE quality. Set these teams aside as they cannot be chosen for step D.

Step D: Draw another **CDV** cards at random. These teams receive the SEMI (●) NEGATIVE quality. Bring all teams back together before repeating steps A through D for the next pair of qualities.

When all three pairs of remaining defense qualities are distributed, bring all team cards together again and shuffle-up for step 14.

14. Inaugural Draft - Special Teams Qualities **[FP!]**

You will finish the inaugural draft by determining each team's return-team qualities, and the success ranges for their place kickers. For each team, roll on **Table E - Special Teams** in **Appendix A**. You will roll against both of the return tables, the FG Success table, and the XP Success table.

Placekicking ranges are modeled after 21st century averages. Additionally, a special XP success column is included in the event your league will place the ball at the 2 yard line for XP Kick attempts instead of the 15 yard line.

Update your team cards as you complete the rolls. When all teams have rolled on the charts, the inaugural draft is complete and **you are ready to begin your first season! Any unused FP are lost.** League schedules for 8, 12, and 16 team leagues are provided in Appendix Z.

➤ Season Progression: The Off-Season & Training Camp

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The impact of retirements, trades, training, player aging, the annual draft, and free agent signings are abstracted during the off-season phase.

- It is assumed that team cards are printed and cut for Season Progression.
- If you are only controlling one (or some) of the teams in a historical project (i.e. franchise mode), you won't be progressing the non-controlled teams, but all team cards should be included in the random draw process when you are performing steps 4-8 of Training Camp (pages 11-12).
- If you are building a new future for historical teams, then you will need to assign ownership styles, a front office grade, and a head coach grade to each team before proceeding.

► Procedure for The Off-Season

1. League Expansion or Contraction

If the league is expanding, create as many new team cards as are needed following steps 2 through 8 in **Creating a New League**. Expansion teams have no qualities when they enter the league and will join the rest of the league for the Season Progression process. There is no special expansion draft mechanism, it is abstracted into the results of the Off Season. If the league is contracting, simply remove the team cards from the league.

2. Head Coach Grade Adjustment

A Head Coach's Grade may change during this phase based on the outcome of the previous season.

Previous Season Outcome	Grade Change
League Champion	2-grade increase (max A)
Winning Record or Playoff appearance	1-grade increase (max B)
Losing Record	1-grade decrease (min F)

For example, if the Milwaukee franchise won the league championship, and the Head Coach previously had a C grade, they would improve to an A. Additionally, if the San Diego franchise made the playoffs, and their Head Coach was already a B, they would remain a B.

If a Head Coach was in the Hot Seat the previous season and posted a winning record, immediately remove this designation. Otherwise, it remains.

Make this adjustment for all Head Coaches before proceeding to the Coaching Carousel. Write the new Head Coach Grade on the Team Card, it will be needed for future steps.

3. Coaching Carousel

The teams that must roll on **Table F- Coaching Carousel** in **Appendix A** are those that have a coach that meets one of the following 2 conditions:

- Is still in the **Hot Seat** from the previous season
- Now has a grade of **D or F**

Teams that need a new head coach after this phase should immediately name a new Head Coach and use **Table A- Head Coach Grade** in **Appendix A** to determine their grade.

4. Franchise Points (FP)

FP are derived from the combination of Front Office and Head Coach Grades. These points will be used during the annual draft & free agency for the purpose of improving results. Cross reference each teams Front Office Grade and Head Coach Grade to determine the base FP they receive.

Front Office Grade	A	B	C	D	F
	0	0	0	0	0
	1	0	0	0	0
	2	1	0	0	0
	3	2	1	0	0
	4	3	2	1	0
	A	B	C	D	F
Head Coach Grade					

A team will have many opportunities use their available FP during the off-season and training camp. Make sure to take into consideration future steps when deciding when to use the points.

5. High Draft Picks for Bonus FP

Teams that finished at the bottom of the league standings the previous season are assumed to have a high draft pick and will receive *additional* FP.

Team Record	Bonus FP
Worst record in the league (ties are possible)	+3
Remaining bottom 15% of league	+2

6. Ownership Impact on the Off-Season

Ownership may impact the FP distributed above, or something else interesting may happen. Each franchise must roll on **Table B- Ownership Impact** in **Appendix A** to determine any possible ownership-driven activity.

➤ Season Progression: The Off-Season & Training Camp

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Using Franchise Points During the Off-Season

Teams may use Franchise Points to influence off-season and training camp results to their advantage. Keep a note of available FP for each team as they use their points. Points may be used as detailed below.

These instructions include the callout **[FP!]** for any step where Franchise Points may be used.

Two (2) FP:

- Avoid the assignment of two negative qualities as a result of the d, e, or f footnotes on **Table K - Offense PROLIFIC and DULL Profile** or **Table M - Defense STAUNCH and INEPT Profile**. In this scenario, a replacement team will be drawn - if no teams remain to be drawn, then the step is complete with no further quality assignments.

One (1) FP:

- Re-roll on the following tables to obtain a better result. Use the best result from all rolls.

- **Table J - Annual Draft & Free Agency - OFFENSE**
- **Table K - Offense PROLIFIC and DULL Profile**
- **Table L - Annual Draft & Free Agency - DEFENSE**
- **Table M - Defense STAUNCH and INEPT Profile**

- Avoid the assignment of a negative quality as a result of the d, e, or f footnotes on **Table K - Offense PROLIFIC and DULL Profile** or **Table M - Defense STAUNCH and INEPT Profile**. In this scenario, a replacement team will be drawn- if no teams remain to be drawn, then the step is complete with no further quality assignments.

7. Annual Draft & Free Agency - Determining New Offense Profiles **[FP!]**

Step A: Erase all offense qualities from all team cards with the exception of **PROLIFIC, PROLIFIC•, DULL, or DULL•**. Do not erase defense or Special Teams qualities at this time.

Step B: To determine each team's new offense profile, roll on **Table J - Annual Draft & Free Agency - OFFENSE** in **Appendix A**. Use the column that matches the team's current offense strength quality. The absence of PROLIFIC, PROLIFIC•, DULL, or DULL• means they are average on offense. Complete this step for all teams before moving on to Step C. Create a separate pile for each of the 5 categories

to keep the teams organized as you determine their individual profiles.

Important: Make sure to keep a note of each team's **previous** offense profile (**PROLIFIC, PROLIFIC•, DULL, or DULL•**) as you will need it in a later step.

Step C: If a team remains or has become PROLIFIC, PROLIFIC•, DULL, or DULL•, they must now roll on **Table K - Offense PROLIFIC and DULL Profile** in **Appendix A**. Average teams will not roll on this table, but still may receive qualities as a result of the chart footnotes. Write the new qualities on each team card.

8. Annual Draft & Free Agency - Determining New Defense Profiles **[FP!]**

Step A: Erase all defense qualities from all team cards with the exception of **STAUNCH, STAUNCH•, INEPT, or INEPT•**. Do not erase Special Teams qualities at this time.

Step B: To determine each team's new defense profile, roll on **Table L - Annual Draft & Free Agency - DEFENSE** in **Appendix A**. Use the column that matches the team's current offense strength quality. The absence of STAUNCH, STAUNCH•, INEPT, or INEPT• means they are average on defense. Complete this step for all teams before moving on to Step C. Create a separate pile for each of the 5 categories to keep them organized.

Important: Make sure to keep a note of each team's **previous** defense profile as you will need it in a later step.

Step C: If a team remains or has become STAUNCH, STAUNCH•, INEPT, or INEPT•, they must now roll on **Table M - Defense STAUNCH and INEPT Profile** in **Appendix A**. Average teams will not roll on this table, but still may receive qualities as a result of the chart footnotes. Write the new qualities on each team card.

Season Progression will continue with Training Camp where the remainder of team qualities will be distributed. Any left-over FP from the off-season are kept for the training camp phase.

➤ Season Progression: The Off-Season & Training Camp

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The Training Camp phase includes adjustment of Front Office Grades, the assignment of additional Franchise Points, Training Camp, and finalization of team cards.

► Procedure for Training Camp

1. Front Office Grade Adjustment

A franchise's Front Office (FO) Grade may change during this phase based on the outcome of the Annual Draft and Free Agency (from the off-season steps). Changes listed below are cumulative. (i.e. if a team improves from DULL to PROLIFIC on offense, but also drops from STAUNCH to INEPT on defense the changes cancel each other out and there is no net-change to their grade.)

Note that the mention of any quality on this chart includes BOTH the FULL and SEMI version of that quality.

Improved?	FO Grade Change	Diminished?	FO Grade Change
DULL to PROLIFIC	2-grade increase	PROLIFIC to DULL	2-grade decrease
AVG to PROLIFIC	1-grade increase	PROLIFIC to avg	1-grade decrease
DULL to avg	1-grade increase	avg to DULL	1-grade decrease
INEPT to STAUNCH	2-grade increase	STAUNCH to INEPT	2-grade decrease
AVG to STAUNCH	1-grade increase	STAUNCH to avg	1-grade decrease
INEPT to avg	1-grade increase	avg to INEPT	1-grade decrease

Note the new Front Office (FO) Grade on the Team Card.

2. Determine League Quality Variable (QV) and Card Draw Value (CDV)

Use the table below to determine the QV and CDV values for your league. These values insure the proper distribution of FDF team qualities during training camp.

Teams	QV	CDV
8-18	2	1
19-31	4	2
32-43	6	3
44-56	8	4

3. Franchise Points (FP)

Cross reference each team's Front Office Grade and Head Coach Grade to determine the FP they receive for Training Camp. This will be in addition to any FP left over from the off-season.

Front Office Grade	F	D	C	B	A
	0	0	0	0	0
	1	0	0	0	0
	2	1	0	0	0
	3	2	1	0	0
	4	3	2	1	0
	A	B	C	D	F
Head Coach Grade					

A team will have many opportunities use their available FP during the off-season and training camp. Make sure to take into consideration future steps when deciding when to use the points.

Using Franchise Points During Training Camp

Teams may use Franchise Points to influence the results to their advantage. Keep a note of available FP for each team as they use their points. Points may be used as detailed below.

These instructions include the callout **[FP!]** for any step where Franchise Points may be used.

Two (2) FP:

- Avoid being assigned a FULL negative quality; team card is discarded for the remainder of that quality assignment.

One (1) FP:

- Avoid being assigned a SEMI (•) negative quality; team card is discarded for the remainder of that quality assignment. A team cannot use 1 FP to turn the assignment of a FULL negative quality into a SEMI (•) version of that quality.
- Re-roll on **Table E-Special Teams** to obtain a better result. Use the best result from all rolls.
- Avoid rolling on **Table U - Unexpected Events**.

Reminder: If you are only controlling one (or some) of the teams in a historical project (e.g. franchise mode), you won't be progressing the non-controlled teams, but all team cards should be included in the random draw process when you are performing steps 4-8 of Training Camp (pages 11-12).

➤ Season Progression: The Off-Season & Training Camp

4 of 5

4. Training Camp - Offense Qualities **[FP!]**

Training Camp will now assign the remainder of offense qualities to the teams. Repeat steps A through D for each pair of qualities.

	Positive	Negative
Pair #1	RELIABLE	SHAKY
Pair #2	SECURE	CLUMSY
Pair #3	DISCIPLINED	UNDISCIPLINED

Step A: Shuffle all team cards, place face down, and draw **CDV** cards at random. These teams receive the FULL POSITIVE quality. Set these teams aside.

Step B: Draw another **CDV** cards at random. These teams receive the SEMI (•) POSITIVE quality. Set these teams aside.

Step C: Draw another **CDV** cards at random. These teams receive the FULL NEGATIVE quality. Set these teams aside.

Step D: Draw another **CDV** cards at random. These teams receive the SEMI (•) NEGATIVE quality.

When all three sets of remaining offense qualities are distributed, bring all team cards together again and shuffle-up for step 5.

5. Training Camp - Offense EFFICIENT & INEFFICIENT Qualities:

There is a chance that the Head Coach Grade will impact the assignment of these qualities.

Step A: Shuffle all team cards, place face down, and draw **2xQV** cards at random.

Step B: Examine the remaining cards and select any with a Head Coach Grade of A and add them to the random cards you just pulled. Shuffle this stack and draw **QV** cards. These teams receive the EFFICIENT quality. Set these teams aside.

Step C: Draw another **QV** cards. These teams receive the EFFICIENT• quality. Set these teams aside. Return any undrawn cards back to the main pool of cards.

Step D: Shuffle the remaining team cards, place face down, and draw **2xQV** cards at random.

Step E: Examine the remaining cards and select any with a Head Coach Grade of D or F and add them to the random cards you just pulled. Shuffle this stack and draw **QV** cards. These teams receive the INEFFICIENT quality. Set these teams aside.

Step F: Draw another **QV** cards. These teams receive the INEFFICIENT• quality. **Bring all team cards together again and shuffle-up for step 6.**

6. Training Camp - Defense Qualities **[FP!]**

Training Camp continues with the assignment of defense qualities to the teams. Repeat steps A through D for each pair of qualities.

	Positive	Negative
Pair #1	AGGRESSIVE	MEEK
Pair #2	ACTIVE	PASSIVE
Pair #3	DISCIPLINED	UNDISCIPLINED

Step A: Shuffle all team cards, place face down, and draw **CDV** cards at random. These teams receive the FULL POSITIVE quality. Set these teams aside.

Step B: Draw another **CDV** cards at random. These teams receive the SEMI (•) POSITIVE quality. Set these teams aside.

Step C: Draw another **CDV** cards at random. These teams receive the FULL NEGATIVE quality. Set these teams aside.

Step D: Draw another **CDV** cards at random. These teams receive the SEMI (•) NEGATIVE quality.

When all three sets of remaining offense qualities are distributed, bring all team cards together again and shuffle-up for step 7.

7. Training Camp Quality Assignments - Special Teams *[FP! See note]*

You will finish the quality assignment phase of Training Camp by determining each team's return-team qualities, and the success ranges for their place kickers.

Note that for all steps in the special teams phase, if a team is chosen to keep their current quality, they may NOT use FP to force a re-roll.

Step A: KR quality:

- Shuffle all team cards, place face down, and keep drawing team cards until you draw **CDV** team cards with an ELECTRIC or ELECTRIC• quality for KR. These teams keep their KR quality heading into the next season; set these teams aside.
- For all other teams, roll on the Kick Returns column of **Table E-Special Teams** in **Appendix A** to determine their KR quality. **Bring all team cards together again and shuffle-up for the next quality assignment.**

Step B: PR quality:

- Shuffle all team cards, place face down, and keep drawing team cards until you draw **CDV** team cards with an ELECTRIC or ELECTRIC• quality for PR. These teams keep their PR quality heading into the next season; set these teams aside.
- For all other teams, roll on the Punt Returns Column of **Table E-Special Teams** to determine their PR quality. **Bring all team cards together again and shuffle-up for the next quality assignment.**

Step C: FG Success Range:

- Shuffle all team cards, place face down, and draw half of the team cards. (Round up for all steps in the special teams phase if there is an odd number of teams in the league.) These teams keep the same FG Success Range heading into next season; set these teams aside.
- Shuffle remaining team cards, place face down and draw half of the team cards. These teams have an opportunity to improve their FG Success Range. For these teams, roll on the FG Success column of **Table E-Special Teams**. If they fail to improve their success range, they keep their existing success range. When complete, set these teams aside.
- For the remaining teams, roll on the FG Success column of **Table E-Special Teams** for a brand new FG Success Range. **Bring all team cards together again and shuffle-up for the next quality assignment.**

Step D: XP Success Range:

- Shuffle all team cards, place face down, and draw half of the team cards. These teams keep the same XP Success Range heading into next season; set these teams aside.
- Shuffle remaining team cards, place face down and draw half of the team cards. These teams have an opportunity to improve their XP Success Range. For these teams, roll on the XP Success column of **Table E-Special Teams**. If they fail to improve their success range, they keep their existing success range. When complete, set these teams aside.
- For the remaining teams, roll on the XP Success column of **Table E-Special Teams** for a brand new FG Success Range.

Placekicking ranges are modeled after 21st century averages, and a special XP success column is included in the event your league will place the ball at the 2 yard line for XP Kick attempts.

8. Unexpected Events *[FP! See note]*

Table U-Unexpected Events in **Appendix A** represents the unexpected events that could have an impact on the upcoming season. Randomly select 25% of the teams from the league and roll on this table for each. **Note** that teams may spend one (1) FP to avoid rolling on this chart, but they may not use a FP to re-roll.

9. Franchise Movement or Sale

There is a small chance each season that **SELFISH** ownership may decide to sell the franchise, or move the franchise to new location. Roll 2d6 for each franchise with SELFISH ownership. Any roll other than an 11 or 66 is a non-event.

- 11 Ownership is selling the team immediately!
- 66 Ownership announces move to new location after the upcoming season!

FP cannot be used to re-roll, but either of these results may be "denied" by the commissioner - it's your game after all!

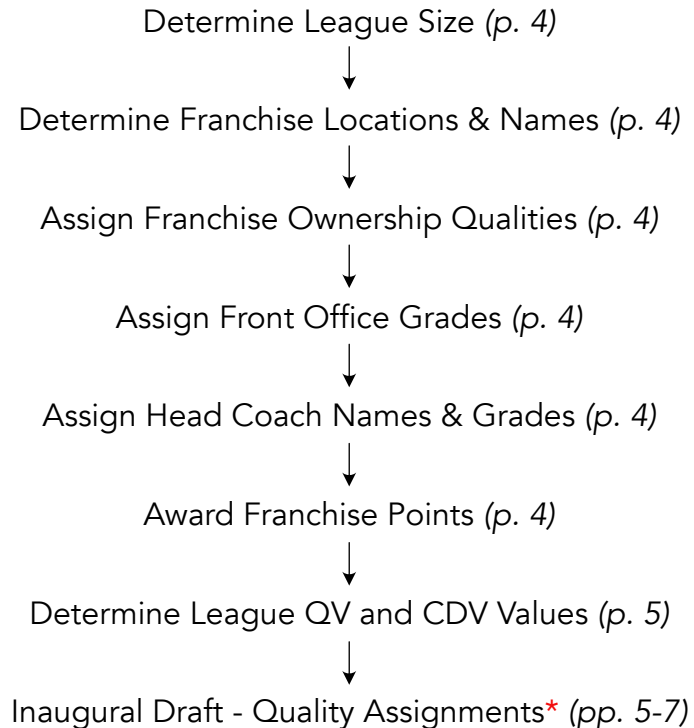
If ownership is selling the team, follow step 3 in **Creating a New League** to determine the new ownership's style and stability qualities.

If ownership has announced a re-location, make a note for next season and start the speculation! Use the charts included in the game or create your own short-list of possible locations.

Once this step is complete, Training Camp is over and the next Season begins. Any remaining FP are lost.

➤ COMMISSIONER EXPANSION QUICK REFERENCE

League Creation Process Flow



* Franchise Points (FP) can be used to influence results during this step. See instructions for details.

Season Progression Process Flow



OFF-SEASON

TRAINING CAMP

APPENDIX A

League Creation & Season Progression Tables

Table A - Head Coach Grade (roll 2d6 and read in ascending order)

- 1-1** SAVVY Ownership? Coach with Grade B is hired; otherwise Grade D is hired.
- 1-2** Front Office Grade A? Head Coach with Grade C is hired; otherwise Grade D is hired.
- 1-3** Front Office Grade B or better? Head Coach with Grade C is hired; otherwise Grade D is hired.
- 1-4** SAVVY Ownership? Coach with Grade A is hired; otherwise Grade C is hired.
- 1-5** Head Coach with Grade C is hired.
- 1-6** Front Office Grade C or lower? Head Coach with Grade D is hired; otherwise Grade C is hired.

- 2-2** Head Coach with Grade C is hired
- 2-3** Front Office Grade A? Head Coach with Grade B is hired; otherwise Grade C is hired.
- 2-4** Front Office Grade D? Head Coach with Grade D is hired; otherwise Grade C is hired.
- 2-5** Front Office Grade B or better? Head Coach with Grade B is hired; otherwise Grade C is hired.
- 2-6** MEDDLING Ownership? Head Coach with Grade D is hired; otherwise Grade B is hired.

- 3-3** Head Coach with Grade B is hired.
- 3-4** Front Office Grade A? Head Coach with Grade A is hired; otherwise Grade B is hired.
- 3-5** Front Office Grade D? Head Coach with Grade C is hired; otherwise Grade B is hired.
- 3-6** Head Coach with Grade B is hired.

- 4-4** MEDDLING Ownership? Head Coach with Grade C is hired; otherwise Grade A is hired.
- 4-5** Head Coach with Grade B is hired.
- 4-6** Front Office Grade C or lower? Head Coach with Grade C is hired; otherwise Grade B is hired.

- 5-5** Head Coach with Grade A is hired.
- 5-6** Front Office Grade D? Head Coach with Grade B is hired; otherwise Grade A is hired.

- 6-6** Head Coach with Grade A is hired.

Table B - Ownership Impact (roll 2d6 and read in ascending order)

- 1-1** Team signs overpriced, aging free-agent. FP reduced by 2. Ignore if SAVVY ownership.
- 1-2** MEDDLING or SELFISH ownership refuses to increase budget for player signings. FP reduced by 2.
- 1-3** MEDDLING ownership frustrates Front Office by re-ordering draft-board. FP reduced by 1.
- 1-4** SELFISH ownership refuses to sign star free-agent who once insulted him in the media. FP reduced by 1.
- 1-5** MEDDLING ownership brings in consultant to help with draft preparations. FP reduced by 1.
- 1-6** MEDDLING ownership interferes in off-season negotiations with star player. FP reduced by 1.

- 2-2** MEDDLING ownership growing more and more unhappy with city leaders. Ownership now SELFISH.
- 2-3** MEDDLING or SELFISH ownership refuses to meet the demands of star-holdout. FP reduced by 1.
- 2-4** Ownership invests in all-new training facilities. FP increased by 1.
- 2-5** MEDDLING ownership forces GM to make an unbalanced trade for overrated veteran. FP reduced by 1.
- 2-6** SAVVY ownership increases budget to keep talented coordinator on the coaching staff. FP increased by 1.

- 3-3** SELFISH ownership fires GM just days before the draft! Front Office Grade now D. FP reduced by 2.
- 3-4** SAVVY ownership works with GM to pull off trade for an extra first round pick. FP increased by 1.
- 3-5** LOYAL ownership brings back star player & Ivy League Alumnus to run the Front Office. FP increased by 1.
- 3-6** SAVVY ownership funds state-of-the-art analytics department. FP increased by 1.

- 4-4** SAVVY ownership restructures star-QB contract, freeing up cap-room. FP increased by 2.
- 4-5** SAVVY ownership helps Front Office negotiate new deal with star-holdout. FP increased by 1.
- 4-6** SAVVY ownership announces training facility upgrades, FP increased by 1.

- 5-5** SAVVY ownership makes long-term commitment to city. Ownership now LOYAL.
- 5-6** SAVVY or LOYAL Ownership agrees to expand budget for player signings. FP increased by 2.

- 6-6** Team signs young superstar looking for a second chance. FP increased by 2. Ignore if SELFISH Ownership.

Table C - Offense Profile Tables (roll 2d6 and read in ascending order)

PROLIFIC PROFILE

1-1 PROLIFIC ^a
1-2 PROLIFIC ^a
1-3 PROLIFIC ^a
1-4 PROLIFIC ^a
1-5 PROLIFIC, SOLID ^b
1-6 PROLIFIC, SOLID ^b
2-2 PROLIFIC, DYNAMIC ^c
2-3 PROLIFIC, DYNAMIC ^c
2-4 PROLIFIC, DYNAMIC ^c
2-5 PROLIFIC, DYNAMIC ^c
2-6 PROLIFIC, DYNAMIC ^c
3-3 PROLIFIC, DYNAMIC ^c
3-4 PROLIFIC, DYNAMIC ^c
3-5 PROLIFIC, DYNAMIC, SOLID
3-6 PROLIFIC, DYNAMIC, SOLID
4-4 PROLIFIC, DYNAMIC, SOLID
4-5 PROLIFIC, DYNAMIC, SOLID
4-6 PROLIFIC, DYNAMIC, SOLID
5-5 PROLIFIC, SOLID ^b
5-6 PROLIFIC, DYNAMIC, SOLID
6-6 PROLIFIC, DYNAMIC, SOLID

PROLIFIC• PROFILE

1-1 PROLIFIC•, POROUS ^a
1-2 PROLIFIC• ^a
1-3 PROLIFIC• ^a
1-4 PROLIFIC• ^a
1-5 PROLIFIC• ^a
1-6 PROLIFIC• ^a
2-2 PROLIFIC•, SOLID ^b
2-3 PROLIFIC•, SOLID ^b
2-4 PROLIFIC•, DYNAMIC ^c
2-5 PROLIFIC•, DYNAMIC ^c
2-6 PROLIFIC•, DYNAMIC ^c
3-3 PROLIFIC•, DYNAMIC ^c
3-4 PROLIFIC•, DYNAMIC ^c
3-5 PROLIFIC•, DYNAMIC ^c
3-6 PROLIFIC•, SOLID ^b
4-4 PROLIFIC•, DYNAMIC, SOLID
4-5 PROLIFIC•, DYNAMIC, SOLID
4-6 PROLIFIC•, DYNAMIC, SOLID
5-5 PROLIFIC•, DYNAMIC, SOLID
5-6 PROLIFIC•, DYNAMIC, SOLID
6-6 PROLIFIC•, DYNAMIC, SOLID

DULL PROFILE

1-1 DULL ^d
1-2 DULL ^d
1-3 DULL ^d
1-4 DULL ^d
1-5 DULL, POROUS ^e
1-6 DULL, POROUS ^e
2-2 DULL, ERRATIC ^f
2-3 DULL, ERRATIC ^f
2-4 DULL, ERRATIC ^f
2-5 DULL, ERRATIC ^f
2-6 DULL, ERRATIC ^f
3-3 DULL, ERRATIC ^f
3-4 DULL, ERRATIC ^f
3-5 DULL, ERRATIC, POROUS
3-6 DULL, ERRATIC, POROUS
4-4 DULL, ERRATIC, POROUS
4-5 DULL, ERRATIC, POROUS
4-6 DULL, ERRATIC, POROUS
5-5 DULL, POROUS ^e
5-6 DULL, ERRATIC, POROUS
6-6 DULL, SOLID ^d

DULL• PROFILE

1-1 DULL• ^d
1-2 DULL• ^d
1-3 DULL• ^d
1-4 DULL• ^d
1-5 DULL• ^d
1-6 DULL• ^d
2-2 DULL•, POROUS ^e
2-3 DULL•, POROUS ^e
2-4 DULL•, ERRATIC ^f
2-5 DULL•, ERRATIC ^f
2-6 DULL•, ERRATIC ^f
3-3 DULL•, ERRATIC ^f
3-4 DULL•, ERRATIC ^f
3-5 DULL•, ERRATIC ^f
3-6 DULL•, POROUS ^e
4-4 DULL•, DYNAMIC ^d
4-5 DULL•, ERRATIC, POROUS
4-6 DULL•, ERRATIC, POROUS
5-5 DULL•, ERRATIC, SOLID ^f
5-6 DULL•, SOLID ^d
6-6 DULL•, SOLID ^d

^a Draw a random team not rolling on this chart. They receive DYNAMIC•, SOLID• qualities. Set them aside so they do not participate in any other Offense Profile rolls.

^b Draw a random team not rolling on this chart. They receive DYNAMIC• quality. Set them aside so they do not participate in any other Offense Profile rolls.

^c Draw a random team not rolling on this chart. They receive SOLID• quality. Set them aside so they do not participate in any other Offense Profile rolls.

^d Draw a random team not rolling on this chart. They receive ERRATIC•, POROUS• qualities. Set them aside so they do not participate in any other Offense Profile rolls.

^e Draw a random team not rolling on this chart. They receive ERRATIC• quality. Set them aside so they do not participate in any other Offense Profile rolls.

^f Draw a random team not rolling on this chart. They receive POROUS• quality. Set them aside so they do not participate in any other Offense Profile rolls.

Table D - Defense Profile (roll 2d6 and read in ascending order)

STAUNCH PROFILE

1-1 STAUNCH ^a
1-2 STAUNCH ^a
1-3 STAUNCH ^a
1-4 STAUNCH ^a
1-5 STAUNCH, STIFF ^c
1-6 STAUNCH, STIFF ^c
2-2 STAUNCH, STIFF ^c
2-3 STAUNCH, STIFF ^c
2-4 STAUNCH, STIFF ^c
2-5 STAUNCH, STIFF ^c
2-6 STAUNCH, PUNISHING ^b
3-3 STAUNCH, PUNISHING ^b
3-4 STAUNCH, PUNISHING ^b
3-5 STAUNCH, PUNISHING ^b
3-6 STAUNCH, STIFF, PUNISHING ^c
4-4 STAUNCH, STIFF ^c , PUNISHING ^c
4-5 STAUNCH, STIFF ^c , PUNISHING ^c
4-6 STAUNCH, STIFF, PUNISHING
5-5 STAUNCH, STIFF, PUNISHING ^c
5-6 STAUNCH, STIFF, PUNISHING
6-6 STAUNCH, STIFF, PUNISHING

STAUNCH• PROFILE

1-1 STAUNCH•, MILD ^a
1-2 STAUNCH• ^a
1-3 STAUNCH• ^a
1-4 STAUNCH• ^a
1-5 STAUNCH• ^a
1-6 STAUNCH• ^a
2-2 STAUNCH• ^a
2-3 STAUNCH• ^a
2-4 STAUNCH• ^a
2-5 STAUNCH•, STIFF ^c
2-6 STAUNCH•, STIFF ^c
3-3 STAUNCH•, STIFF ^c
3-4 STAUNCH•, STIFF ^c
3-5 STAUNCH•, STIFF ^c
3-6 STAUNCH•, PUNISHING ^b
4-4 STAUNCH•, STIFF, PUNISHING ^c
4-5 STAUNCH•, PUNISHING ^b
4-6 STAUNCH•, STIFF ^c , PUNISHING ^c
5-5 STAUNCH•, STIFF ^c , PUNISHING ^c
5-6 STAUNCH•, STIFF ^c , PUNISHING ^c
6-6 STAUNCH•, STIFF, PUNISHING

INEPT PROFILE

1-1 INEPT ^d
1-2 INEPT ^d
1-3 INEPT, SOFT ^f
1-4 INEPT, SOFT ^f
1-5 INEPT, SOFT ^f
1-6 INEPT, SOFT ^f
2-2 INEPT, SOFT ^f
2-3 INEPT, SOFT ^f
2-4 INEPT, SOFT ^f
2-5 INEPT, MILD ^e
2-6 INEPT, MILD ^e
3-3 INEPT, SOFT, MILD•
3-4 INEPT, SOFT•, MILD•
3-5 INEPT, SOFT•, MILD•
3-6 INEPT, SOFT•, MILD
4-4 INEPT, SOFT, MILD•
4-5 INEPT, SOFT, MILD
4-6 INEPT, SOFT, MILD
5-5 INEPT, SOFT, MILD
5-6 INEPT, SOFT, MILD
6-6 INEPT, SOFT, MILD

INEPT• PROFILE

1-1 INEPT• ^d
1-2 INEPT• ^d
1-3 INEPT• ^d
1-4 INEPT• ^d
1-5 INEPT• ^d
1-6 INEPT• ^d
2-2 INEPT• ^d
2-3 INEPT• ^d
2-4 INEPT•, SOFT ^f
2-5 INEPT•, SOFT ^f
2-6 INEPT•, SOFT ^f
3-3 INEPT•, MILD ^e
3-4 INEPT•, SOFT ^f
3-5 INEPT•, SOFT ^f
3-6 INEPT•, SOFT ^f
4-4 INEPT•, MILD ^e
4-5 INEPT•, SOFT•, MILD•
4-6 INEPT•, SOFT, MILD•
5-5 INEPT•, MILD ^e
5-6 INEPT•, SOFT•, MILD
6-6 INEPT•, SOFT, MILD

^a Draw a random team not rolling on this chart. They receive STIFF•, PUNISHING• qualities. Set them aside so they do not participate in any other Defense Profile rolls.

^b Draw a random team not rolling on this chart. They receive STIFF• quality. Set them aside so they do not participate in any other Defense Profile rolls.

^c Draw a random team not rolling on this chart. They receive PUNISHING• quality. Set them aside so they do not participate in any other Defense Profile rolls.

^d Draw a random team not rolling on this chart. They receive SOFT•, MILD• qualities. Set them aside so they do not participate in any other Defense Profile rolls.

^e Draw a random team not rolling on this chart. They receive SOFT• quality. Set them aside so they do not participate in any other Defense Profile rolls.

^f Draw a random team not rolling on this chart. They receive MILD• quality. Set them aside so they do not participate in any other Defense Profile rolls.

Franchise Points may be used when rolling this table. Refer to page 4 for instructions.

Table E - Special Teams (roll 2d6 and read in ascending order)

KICKOFF RETURNS

1-1 No quality
1-2 No quality
1-3 No quality
1-4 No quality
1-5 No quality
1-6 No quality

2-2 No quality
2-3 No quality
2-4 No quality
2-5 No quality
2-6 No quality

3-3 No quality
3-4 No quality
3-5 No quality
3-6 No quality

4-4 No quality
4-5 ELECTRIC
4-6 ELECTRIC

5-5 ELECTRIC
5-6 ELECTRIC

6-6 ELECTRIC

PUNT RETURNS

1-1 No quality
1-2 No quality
1-3 No quality
1-4 No quality
1-5 No quality
1-6 No quality

2-2 No quality
2-3 No quality
2-4 No quality
2-5 No quality
2-6 No quality

3-3 No quality
3-4 No quality
3-5 No quality
3-6 ELECTRIC

4-4 ELECTRIC
4-5 ELECTRIC
4-6 ELECTRIC

5-5 ELECTRIC
5-6 ELECTRIC

6-6 ELECTRIC

FG SUCCESS

1-1 11-45
1-2 11-46
1-3 11-51
1-4 11-52
1-5 11-53
1-6 11-53

2-2 11-54
2-3 11-53
2-4 11-54
2-5 11-54
2-6 11-55

3-3 11-55
3-4 11-56
3-5 11-56
3-6 11-61

4-4 11-61
4-5 11-62
4-6 11-63

5-5 11-65
5-6 11-64

6-6 11-65

XP Success

1-1 11-56
1-2 11-56
1-3 11-61
1-4 11-61
1-5 11-62
1-6 11-62

2-2 11-63
2-3 11-62
2-4 11-63
2-5 11-63
2-6 11-64

3-3 11-64
3-4 11-64
3-5 11-64
3-6 11-64

4-4 11-65
4-5 11-65
4-6 11-65

5-5 11-66
5-6 11-65

6-6 11-66

XP Success (From 2-yard line)

1-1 11-63
1-2 11-64
1-3 11-64
1-4 11-65
1-5 11-65
1-6 11-65

2-2 11-66
2-3 11-66
2-4 11-66
2-5 11-66
2-6 11-66

3-3 11-66
3-4 11-66
3-5 11-66
3-6 11-66

4-4 11-66
4-5 11-66
4-6 11-66

5-5 11-66
5-6 11-66

6-6 11-66

Table F - Coaching Carousel (roll 1d6)

- 1 Head Coach on the Hot Seat? He's Fired! Otherwise, if their grade is D or F, they are now on the Hot Seat.
- 2 Head Coach on the Hot Seat? He's Fired! Otherwise, if their grade is D or F, they are now on the Hot Seat
- 3 Head Coach on the Hot Seat? He's Fired! Otherwise, if their grade is F, they are now on the Hot Seat
- 4 Head Coach grade is D or F? They are now on the Hot Seat.
- 5 Head Coach grade is D or F? They are now on the Hot Seat.
- 6 Head Coach grade is F? They are now on the Hot Seat.

Table G - Season Progression Special Result Tables (roll 1d6)

Only roll on these tables if directed to by **Table J** or **L**. Add result to team card.

PROLIFIC OFFENSE

- 1 Roll 1-2-3 is automatic **TD PASS**
- 2 Roll 1-2-3 is automatic **TD PASS**
- 3 Roll 1-2-3 is automatic **TD PASS**
- 4 Roll 1-2-3 is automatic **TD PASS**
- 5 Rolls 1-2-3 & 1-2-5 are automatic **TD PASS**
- 6 Rolls 1-2-3, 1-2-5, & 3-4-5 are automatic **TD PASS**

DULL OFFENSE

- 1 Rolls 3-6-6, 4-4-6, & 5-5-6 are automatic **PUNT**
- 2 Rolls 3-6-6, 4-4-6, & 5-5-6 are automatic **PUNT**
- 3 Rolls 4-4-6 & 5-5-6 are automatic **PUNT**
- 4 Rolls 4-4-6 & 5-5-6 are automatic **PUNT**
- 5 Rolls 4-4-6 & 5-5-6 are automatic **PUNT**
- 6 Rolls 4-4-6 & 5-5-6 are automatic **PUNT**

STAUNCH DEFENSE

- 1 Rolls 4-4-6 & 5-5-6 are automatic **PUNT**
- 2 Rolls 4-4-6 & 5-5-6 are automatic **PUNT**
- 3 Rolls 4-4-6 & 5-5-6 are automatic **PUNT**
- 4 Rolls 4-4-6 & 5-5-6 are automatic **PUNT**
- 5 Rolls 3-6-6, 4-4-6, & 5-5-6 are automatic **PUNT**
- 6 Rolls 3-6-6, 4-4-6, & 5-5-6 are automatic **PUNT**

INEPT DEFENSE

- 1 Rolls 1-2-3, 1-2-5, & 3-4-5 are automatic **TD PASS**
- 2 Rolls 1-2-3 & 1-2-5 are automatic **TD PASS**
- 3 Roll 1-2-3 is automatic **TD PASS**
- 4 Roll 1-2-3 is automatic **TD PASS**
- 5 Roll 1-2-3 is automatic **TD PASS**
- 6 Roll 1-2-3 is automatic **TD PASS**

Table J - Annual Draft & Free Agency - OFFENSE (roll 2d6 and read in ascending order)

PROLIFIC OFFENSE

1-1 Offense reduced to **DULL** †
1-2 Offense reduced to average †
1-3 Offense reduced to average †
1-4 Offense reduced to average †
1-5 Offense reduced to average †
1-6 Offense reduced to average †

2-2 Offense reduced to **DULL** †
2-3 Offense reduced to average †
2-4 Offense reduced to average †
2-5 Offense reduced to **PROLIFIC**•
2-6 Offense reduced to **PROLIFIC**•

3-3 Offense reduced to **PROLIFIC**•
3-4 Offense reduced to **PROLIFIC**•
3-5 Offense reduced to **PROLIFIC**•
3-6 Offense remains **PROLIFIC**

4-4 Offense reduced to average †
4-5 Offense remains **PROLIFIC**
4-6 Offense remains **PROLIFIC**

5-5 Offense reduced to average †
5-6 Offense remains **PROLIFIC**

6-6 Offense remains **PROLIFIC** (*)

PROLIFIC• OFFENSE

1-1 Offense reduced to **DULL** †
1-2 Offense reduced to average †
1-3 Offense reduced to average †
1-4 Offense reduced to average †
1-5 Offense reduced to average †
1-6 Offense reduced to average †

2-2 Offense reduced to **DULL** †
2-3 Offense reduced to average †
2-4 Offense reduced to average †
2-5 Offense remains **PROLIFIC**•
2-6 Offense remains **PROLIFIC**•

3-3 Offense remains **PROLIFIC**•
3-4 Offense remains **PROLIFIC**•
3-5 Offense remains **PROLIFIC**•
3-6 Offense increases to **PROLIFIC**

4-4 Offense reduced to **DULL** †
4-5 Offense increases to **PROLIFIC**
4-6 Offense increases to **PROLIFIC**

5-5 Offense reduced to average
5-6 Offense increases to **PROLIFIC**

6-6 Offense increases to **PROLIFIC**

Average OFFENSE

1-1 Offense reduced to **DULL**
1-2 Offense remains average
1-3 Offense reduced to **DULL**•
1-4 Offense remains average
1-5 Offense remains average
1-6 Offense remains average

2-2 Offense reduced to **DULL**•
2-3 Offense remains average
2-4 Offense remains average
2-5 Offense remains average
2-6 Offense remains average

3-3 Offense remains average
3-4 Offense remains average
3-5 Offense remains average
3-6 Offense remains average

4-4 Offense remains average
4-5 Offense remains average
4-6 Offense remains average

5-5 Offense increases to **PROLIFIC**•
5-6 Offense increases to **PROLIFIC**•

6-6 Offense increases to **PROLIFIC**

DULL• OFFENSE

1-1 Offense remains **DULL**•
1-2 Offense remains **DULL**•
1-3 Offense reduced to **DULL**
1-4 Offense remains **DULL**•
1-5 Offense remains **DULL**•
1-6 Offense remains **DULL**•

2-2 Offense remains **DULL**•
2-3 Offense remains **DULL**•
2-4 Offense increases to average †
2-5 Offense increases to average †
2-6 Offense increases to average †

3-3 Offense increases to average †
3-4 Offense increases to average †
3-5 Offense increases to average †
3-6 Offense increases to average †

4-4 Offense increases to average †
4-5 Offense increases to average †
4-6 Offense increases to average †

5-5 Offense increases to average †
5-6 Offense increases to **PROLIFIC**• ‡

6-6 Offense increases to **PROLIFIC** ‡

DULL OFFENSE

1-1 Offense increases to **DULL**•
1-2 Offense remains **DULL**
1-3 Offense remains **DULL** (**)
1-4 Offense increases to **DULL**•
1-5 Offense increases to **DULL**•
1-6 Offense increases to **DULL**•

2-2 Offense increases to average †
2-3 Offense increases to **DULL**•
2-4 Offense increases to **DULL**•
2-5 Offense increases to **DULL**•
2-6 Offense increases to **DULL**•

3-3 Offense increases to average †
3-4 Offense increases to **DULL**•
3-5 Offense increases to average †
3-6 Offense increases to average †

4-4 Offense increases to average †
4-5 Offense increases to average †
4-6 Offense increases to average †

5-5 Offense increases to **PROLIFIC**• ‡
5-6 Offense increases to average †

6-6 Offense increases to **PROLIFIC** ‡

(*) - Roll on the **Table G - PROLIFIC OFFENSE Season Progression Special Result Table**

(**) - Roll on the **Table G - DULL OFFENSE Season Progression Special Result Table**

† Remove the PROLIFIC or PROLIFIC• quality from the team card.

‡ Remove the DULL or DULL• quality from the team card.

Table K - Offense PROLIFIC and DULL Profile (roll 2d6 and read in ascending order)

<u>PROLIFIC PROFILE</u>	<u>PROLIFIC• PROFILE</u>	<u>DULL PROFILE</u>	<u>DULL• PROFILE</u>
1-1 PROLIFIC ^a	1-1 PROLIFIC•, POROUS ^a	1-1 DULL ^d	1-1 DULL• ^d
1-2 PROLIFIC ^a	1-2 PROLIFIC• ^a	1-2 DULL ^d	1-2 DULL• ^d
1-3 PROLIFIC ^a	1-3 PROLIFIC• ^a	1-3 DULL ^d	1-3 DULL• ^d
1-4 PROLIFIC ^a	1-4 PROLIFIC• ^a	1-4 DULL ^d	1-4 DULL• ^d
1-5 PROLIFIC, SOLID• ^b	1-5 PROLIFIC• ^a	1-5 DULL, POROUS• ^e	1-5 DULL• ^d
1-6 PROLIFIC, SOLID• ^b	1-6 PROLIFIC• ^a	1-6 DULL, POROUS• ^e	1-6 DULL• ^d
2-2 PROLIFIC, DYNAMIC• ^c	2-2 PROLIFIC•, SOLID• ^b	2-2 DULL, ERRATIC• ^f	2-2 DULL•, POROUS• ^e
2-3 PROLIFIC, DYNAMIC• ^c	2-3 PROLIFIC•, SOLID• ^b	2-3 DULL, ERRATIC• ^f	2-3 DULL•, POROUS• ^e
2-4 PROLIFIC, DYNAMIC• ^c	2-4 PROLIFIC•, DYNAMIC• ^c	2-4 DULL, ERRATIC• ^f	2-4 DULL•, ERRATIC• ^f
2-5 PROLIFIC, DYNAMIC• ^c	2-5 PROLIFIC•, DYNAMIC• ^c	2-5 DULL, ERRATIC• ^f	2-5 DULL•, ERRATIC• ^f
2-6 PROLIFIC, DYNAMIC• ^c	2-6 PROLIFIC•, DYNAMIC• ^c	2-6 DULL, ERRATIC• ^f	2-6 DULL•, ERRATIC• ^f
3-3 PROLIFIC, DYNAMIC• ^c	3-3 PROLIFIC•, DYNAMIC• ^c	3-3 DULL, ERRATIC• ^f	3-3 DULL•, ERRATIC• ^f
3-4 PROLIFIC, DYNAMIC• ^c	3-4 PROLIFIC•, DYNAMIC• ^c	3-4 DULL, ERRATIC• ^f	3-4 DULL•, ERRATIC• ^f
3-5 PROLIFIC, DYNAMIC•, SOLID	3-5 PROLIFIC•, DYNAMIC• ^c	3-5 DULL, ERRATIC•, POROUS	3-5 DULL•, ERRATIC• ^f
3-6 PROLIFIC, DYNAMIC•, SOLID	3-6 PROLIFIC•, SOLID ^b	3-6 DULL, ERRATIC•, POROUS	3-6 DULL•, POROUS• ^e
4-4 PROLIFIC, DYNAMIC•, SOLID	4-4 PROLIFIC•, DYNAMIC, SOLID	4-4 DULL, ERRATIC•, POROUS	4-4 DULL•, DYNAMIC• ^d
4-5 PROLIFIC, DYNAMIC, SOLID•	4-5 PROLIFIC•, DYNAMIC, SOLID	4-5 DULL, ERRATIC, POROUS•	4-5 DULL•, ERRATIC, POROUS•
4-6 PROLIFIC, DYNAMIC, SOLID•	4-6 PROLIFIC•, DYNAMIC•, SOLID•	4-6 DULL, ERRATIC, POROUS•	4-6 DULL•, ERRATIC•, POROUS•
5-5 PROLIFIC, SOLID ^b	5-5 PROLIFIC•, DYNAMIC•, SOLID	5-5 DULL, POROUS• ^e	5-5 DULL•, ERRATIC, SOLID ^f
5-6 PROLIFIC, DYNAMIC, SOLID	5-6 PROLIFIC•, DYNAMIC•, SOLID•	5-6 DULL, ERRATIC, POROUS	5-6 DULL•, SOLID ^d
6-6 PROLIFIC, DYNAMIC•, SOLID•	6-6 PROLIFIC•, DYNAMIC, SOLID•	6-6 DULL, SOLID• ^d	6-6 DULL•, SOLID• ^d

^a Draw an average team not rolling on this chart. They receive DYNAMIC•, SOLID• qualities. Set them aside so they do not participate in any other Offense Profile rolls.

^b Draw an average team not rolling on this chart. They receive DYNAMIC• quality. Set them aside so they do not participate in any other Offense Profile rolls.

^c Draw an average team not rolling on this chart. They receive SOLID• quality. Set them aside so they do not participate in any other Offense Profile rolls.

^d Draw an average team not rolling on this chart. They receive ERRATIC•, POROUS• qualities. Set them aside so they do not participate in any other Offense Profile rolls.

^e Draw an average team not rolling on this chart. They receive ERRATIC• quality. Set them aside so they do not participate in any other Offense Profile rolls.

^f Draw an average team not rolling on this chart. They receive POROUS• quality. Set them aside so they do not participate in any other Offense Profile rolls.

Franchise Points may be used when rolling this table. Refer to page 9 for instructions.

Table L - Annual Draft & Free Agency - DEFENSE (roll 2d6 and read in ascending order)

STAUNCH DEFENSE

STAUNCH• DEFENSE

Average DEFENSE

INEPT• DEFENSE

INEPT DEFENSE

1-1 Defense reduced to INEPT[†]
1-2 Defense reduced to average[†]
1-3 Defense reduced to average[†]
1-4 Defense reduced to average[†]
1-5 Defense reduced to average[†]
1-6 Defense reduced to average[†]

1-1 Defense reduced to INEPT[†]
1-2 Defense reduced to average[†]
1-3 Defense reduced to average[†]
1-4 Defense reduced to average[†]
1-5 Defense reduced to average[†]
1-6 Defense reduced to average[†]

1-1 Defense remains average
1-2 Defense reduced to INEPT•
1-3 Defense reduced to INEPT
1-4 Defense remains average
1-5 Defense remains average
1-6 Defense remains average

1-1 Defense remains INEPT•
1-2 Defense remains INEPT•
1-3 Defense reduced to INEPT
1-4 Defense remains INEPT•
1-5 Defense remains INEPT•
1-6 Defense remains INEPT•

1-1 Defense increases to INEPT•
1-2 Defense remains INEPT
1-3 Defense remains INEPT (**)
1-4 Defense increases to INEPT•
1-5 Defense increases to INEPT•
1-6 Defense increases to INEPT•

2-2 Defense reduced to INEPT•[†]
2-3 Defense reduced to average[†]
2-4 Defense reduced to average[†]
2-5 Defense reduced to STAUNCH•
2-6 Defense reduced to STAUNCH•

2-2 Defense reduced to INEPT•[†]
2-3 Defense reduced to average[†]
2-4 Defense reduced to average[†]
2-5 Defense remains STAUNCH•
2-6 Defense remains STAUNCH•

2-2 Defense remains average
2-3 Defense remains average
2-4 Defense remains average
2-5 Defense remains average
2-6 Defense remains average

2-2 Defense remains INEPT•
2-3 Defense remains INEPT•
2-4 Defense increases to average[‡]
2-5 Defense increases to average[‡]
2-6 Defense increases to average[‡]

2-2 Defense increases to average[‡]
2-3 Defense increases to INEPT•
2-4 Defense increases to INEPT•
2-5 Defense increases to INEPT•
2-6 Defense increases to INEPT•

3-3 Defense reduced to STAUNCH•
3-4 Defense reduced to STAUNCH•
3-5 Defense reduced to STAUNCH•
3-6 Defense remains STAUNCH

3-3 Defense remains STAUNCH•
3-4 Defense remains STAUNCH•
3-5 Defense remains STAUNCH•
3-6 Defense increases to STAUNCH

3-3 Defense remains average
3-4 Defense remains average
3-5 Defense remains average
3-6 Defense remains average

3-3 Defense increases to average[‡]
3-4 Defense increases to average[‡]
3-5 Defense increases to average[‡]
3-6 Defense increases to average[‡]

3-3 Defense increases to average[‡]
3-4 Defense increases to INEPT•
3-5 Defense increases to average[‡]
3-6 Defense increases to average[‡]

4-4 Defense reduced to average[†]
4-5 Defense remains STAUNCH
4-6 Defense remains STAUNCH

4-4 Defense reduced to INEPT•[†]
4-5 Defense increases to STAUNCH
4-6 Defense increases to STAUNCH

4-4 Defense remains average
4-5 Defense remains average
4-6 Defense increases to STAUNCH•

4-4 Defense increases to average[‡]
4-5 Defense increases to average[‡]
4-6 Defense increases to average[‡]

4-4 Defense increases to average[‡]
4-5 Defense increases to average[‡]
4-6 Defense increases to average[‡]

5-5 Defense reduced to average[†]
5-6 Defense remains STAUNCH

5-5 Defense reduced to average[†]
5-6 Defense increases to STAUNCH

5-5 Defense remains average
5-6 Defense increases to STAUNCH

5-5 Defense increases to average[‡]
5-6 Defense increases to STAUNCH•[‡]

5-5 Defense increases to STAUNCH•[‡]
5-6 Defense increases to average[‡]

6-6 Defense remains STAUNCH (*)

6-6 Defense increases to STAUNCH

6-6 Defense remains average

6-6 Defense increases to STAUNCH[‡]

6-6 Defense increases to STAUNCH[‡]

(*) - Roll on the **Table G - STAUNCH DEFENSE Season Progression Special Result Table**

(**) - Roll on the **Table G - INEPT OFFENSE Season Progression Special Result Table**

[†] Remove the STAUNCH, or STAUNCH• quality from the team card.

[‡] Remove the INEPT, or INEPT• quality from the team card.

Table M - Defense STAUNCH and INEPT Profile (roll 2d6 and read in ascending order)

<u>STAUNCH PROFILE</u>	<u>STAUNCH• PROFILE</u>	<u>INEPT PROFILE</u>	<u>INEPT• PROFILE</u>
1-1 STAUNCH ^a	1-1 STAUNCH•, MILD• ^a	1-1 INEPT ^d	1-1 INEPT• ^d
1-2 STAUNCH ^a	1-2 STAUNCH• ^a	1-2 INEPT ^d	1-2 INEPT• ^d
1-3 STAUNCH ^a	1-3 STAUNCH• ^a	1-3 INEPT, SOFT ^f	1-3 INEPT• ^d
1-4 STAUNCH ^a	1-4 STAUNCH• ^a	1-4 INEPT, SOFT ^f	1-4 INEPT• ^d
1-5 STAUNCH, STIFF• ^c	1-5 STAUNCH• ^a	1-5 INEPT, SOFT ^f	1-5 INEPT• ^d
1-6 STAUNCH, STIFF• ^c	1-6 STAUNCH• ^a	1-6 INEPT, SOFT ^f	1-6 INEPT• ^d
2-2 STAUNCH, STIFF ^c	2-2 STAUNCH• ^a	2-2 INEPT, SOFT ^f	2-2 INEPT• ^d
2-3 STAUNCH, STIFF ^c	2-3 STAUNCH• ^a	2-3 INEPT, SOFT• ^f	2-3 INEPT• ^d
2-4 STAUNCH, STIFF ^c	2-4 STAUNCH• ^a	2-4 INEPT, SOFT• ^f	2-4 INEPT•, SOFT• ^f
2-5 STAUNCH, STIFF ^c	2-5 STAUNCH•, STIFF• ^c	2-5 INEPT, MILD ^e	2-5 INEPT•, SOFT• ^f
2-6 STAUNCH, PUNISHING• ^b	2-6 STAUNCH•, STIFF• ^c	2-6 INEPT, MILD• ^e	2-6 INEPT•, SOFT• ^f
3-3 STAUNCH, PUNISHING• ^b	3-3 STAUNCH•, STIFF• ^c	3-3 INEPT, SOFT, MILD•	3-3 INEPT•, MILD• ^e
3-4 STAUNCH, PUNISHING ^b	3-4 STAUNCH•, STIFF ^c	3-4 INEPT, SOFT•, MILD•	3-4 INEPT•, SOFT ^f
3-5 STAUNCH, PUNISHING ^b	3-5 STAUNCH•, STIFF ^c	3-5 INEPT, SOFT•, MILD•	3-5 INEPT•, SOFT ^f
3-6 STAUNCH, STIFF, PUNISHING•	3-6 STAUNCH•, PUNISHING• ^b	3-6 INEPT, SOFT•, MILD	3-6 INEPT•, SOFT ^f
4-4 STAUNCH, STIFF•, PUNISHING•	4-4 STAUNCH•, STIFF, PUNISHING•	4-4 INEPT, SOFT, MILD•	4-4 INEPT•, MILD ^e
4-5 STAUNCH, STIFF•, PUNISHING•	4-5 STAUNCH•, PUNISHING ^b	4-5 INEPT, SOFT, MILD	4-5 INEPT•, SOFT•, MILD•
4-6 STAUNCH, STIFF, PUNISHING	4-6 STAUNCH•, STIFF•, PUNISHING•	4-6 INEPT, SOFT, MILD	4-6 INEPT•, SOFT, MILD•
5-5 STAUNCH, STIFF, PUNISHING•	5-5 STAUNCH•, STIFF•, PUNISHING	5-5 INEPT, SOFT, MILD	5-5 INEPT•, MILD ^e
5-6 STAUNCH, STIFF, PUNISHING	5-6 STAUNCH•, STIFF•, PUNISHING•	5-6 INEPT, SOFT, MILD	5-6 INEPT•, SOFT•, MILD
6-6 STAUNCH, STIFF, PUNISHING	6-6 STAUNCH•, STIFF, PUNISHING	6-6 INEPT, SOFT, MILD	6-6 INEPT•, SOFT, MILD

^a Draw an average team not rolling on this chart. They receive STIFF•, PUNISHING• qualities. Set them aside so they do not participate in any other Defense Profile rolls.

^b Draw an average team not rolling on this chart. They receive STIFF• quality. Set them aside so they do not participate in any other Defense Profile rolls.

^c Draw an average team not rolling on this chart. They receive PUNISHING• quality. Set them aside so they do not participate in any other Defense Profile rolls.

^d Draw an average team not rolling on this chart. They receive SOFT•, MILD• qualities. Set them aside so they do not participate in any other Defense Profile rolls.

^e Draw an average team not rolling on this chart. They receive SOFT• quality. Set them aside so they do not participate in any other Defense Profile rolls.

^f Draw an average team not rolling on this chart. They receive MILD• quality. Set them aside so they do not participate in any other Defense Profile rolls.

Franchise Points may be used when rolling this table. Refer to page 9 for instructions.

Table U - Unexpected Events (roll 2d6, designating one die as the tens die and the other as the ones die.)

- 1-1** Star defensive lineman suffers season ending injury in training camp! Team loses any PUNISHING quality and gains MILD• quality (reduce to MILD if already MILD•). Ignore if already MILD.
 - 1-2** Late free agent signing of veteran wide-receiver is an immediate boost to the offense. Team's offensive strength is increased one half quality. (e.g. DULL• to average, PROLIFIC• to PROLIFIC, etc.). Ignore if already PROLIFIC.
 - 1-3** Starting quarterback suffers season ending injury in pre-season game! Team's offense strength reduced to DULL• (reduce to DULL if already DULL•). Ignore if already DULL.
 - 1-4** Free Agent signing of popular defensive-end improves team's pass rush. Team loses any MILD quality and gains PUNISHING• (increase to PUNISHING if already PUNISHING•). Ignore if already PUNISHING.
 - 1-5** Unexpected skill shown by late-round offensive lineman. Team loses any POROUS quality and gains SOLID• (increase to SOLID if already SOLID•). Ignore if already SOLID.
 - 1-6** If Head Coach rating is B or better, team loses any UNDISCIPLINED qualities and gains DISCIPLINED for both offense and defense. Otherwise, team loses any DISCIPLINED qualities and gains UNDISCIPLINED for both offense and defense.
-
- 2-1** New special teams coach improves place-kicker's mechanics. Increase kickers success range for both extra points and field goals by 2 steps. (e.g. 11-56 would increase to 11-62)
 - 2-2** Renewed focus on forcing turnovers during training camp. Team loses any MEEK quality and gains AGGRESSIVE• quality (increase to AGGRESSIVE if already AGGRESSIVE•). Ignore if already AGGRESSIVE.
 - 2-3** Star linebacker suffers season ending injury in pre-season game! Team loses any STIFF quality and gains SOFT• quality (reduce to SOFT if already SOFT•). Ignore if already SOFT.
 - 2-4** Experiment to try new defensive-back as a punt returner pays off! Team gains ELECTRIC quality for Punt Return. Ignore if already ELECTRIC.
 - 2-5** Front Office Grade B or higher? Changes to Player Personnel Management help Head Coach build the roster suited to his strategy, increase Head Coach Grade by one grade. Otherwise, no change to Head Coach Grade.
 - 2-6** Leading tackler and fumble-creator at odds with coaching staff and is traded during training camp. Team loses any ACTIVE quality and gains PASSIVE• (reduce to PASSIVE if already PASSIVE•). Ignore if already PASSIVE.
-
- 3-1** Star Running Back suffers season ending injury in pre-season game! Team's offense strength reduced to average if possible. Team loses any DYNAMIC quality and gains ERRATIC• quality (reduce to ERRATIC if already ERRATIC•).
 - 3-2** Last years first-round linebacker draft pick is finally healthy after being out all last season. Team's defensive strength is increased one half quality (e.g. INEPT• to average, STAUNCH• to STAUNCH). Ignore if already STAUNCH.
 - 3-3** Veteran quarterback is cut in favor of high profile rookie! Team's offense strength increased to PROLIFIC• if possible. Team gains SHAKY quality; ignore if already SHAKY.
 - 3-4** SELFISH or MEDDLING ownership? Ownership reduces perks for players and staff in an effort to save costs. Front Office Grade reduced by one grade. Otherwise, no change to Front Office Grade.
 - 3-5** Free Agent signing of veteran running back improves ball control. Team loses any CLUMSY quality and gains SECURE• (increase to SECURE if already SECURE•). Ignore if already SECURE.
 - 3-6** Front Office Grade C or lower? Contract negotiations with the Head Coach break down, Head Coach very unhappy; lower Head Coach Grade by 2 grades (max D). Otherwise, no change to Head Coach Grade.

See next page for results 4-1 through 6-6

Table U - Unexpected Events Table

4-1 Running back is extremely distracted by off-field issues in his personal life. Team loses any SECURE quality and gains CLUMSY• (reduce to CLUMSY if already CLUMSY•). Ignore if already CLUMSY.

4-2 New franchise CEO is hired and immediately improves organizational effectiveness. Front Office grade increased by one grade.

4-3 Star defensive back suffers season ending injury in training camp! Team loses any AGGRESSIVE quality and gains MEEK• quality (reduce to MEEK if already MEEK•).

4-4 Free Agent signing of young linebacker adds “pop” to the defense. Team loses any PASSIVE quality and gains ACTIVE• (increase to ACTIVE if already ACTIVE•). Ignore if already ACTIVE.

4-5 Sports-network series on team’s training camp is a critical success, shining a good light on the Head Coach. Head Coach Grade increased by one grade. (max B)

4-6 Patriarch of ownership family passes away. His son assumes the owner role, and ownership is now SELFISH. Ignore if ownership already SELFISH.

5-1 Head Coach is reported in the media as unhappy with team ownership and team ownership is not happy about the comments. Head Coach is on the Hot Seat!

5-2 Off-season LASIK surgery improves quarterback’s vision. Team loses any SHAKY quality and gains RELIABLE• (increase to RELIABLE if already RELIABLE•). Ignore if already RELIABLE.

5-3 Star Receiver suffers season ending injury in pre-season game! Team’s offense strength reduced to average if possible. Team loses any DYNAMIC quality and gains ERRATIC• quality (reduce to ERRATIC if already ERRATIC•).

5-4 LOYAL or SAVVY ownership? Ownership decides to invest in state-of-the-art training facilities. Front Office Grade increased by one grade. Otherwise, no change to Front Office Grade.

5-5 Mid-round running back makes a splash in training camp! Team’s offensive strength is increased one full quality. (e.g. DULL to average, average to PROLIFIC, etc.). Ignore if already PROLIFIC.

5-6 Health issues plague the head coach, making it difficult to concentrate on football. Team loses any EFFICIENT or EFFICIENT• quality.

6-1 Place-kicker breaks leg in non-football related accident! Free agent replacement has an XP success range of 11-55 and a FG success rating of 11-44.

6-2 Free Agent signing of veteran Tight End provides much needed target for the quarterback. Team loses any SHAKY quality and gains RELIABLE• (increase to RELIABLE if already RELIABLE•). Ignore if already RELIABLE.

6-3 New defensive scheme has the defense playing at a new level. Team loses any SOFT quality and gains STIFF• quality (increase to STIFF if already STIFF•). Ignore if already STIFF.

6-4 He was a track star, but now he’s returning kicks! Team gains the ELECTRIC quality for both Kick Returns and Punt Returns. Ignore if already ELECTRIC.

6-5 Rebuilt offensive line is not gelling as a unit. Team loses any SOLID quality and gains POROUS• quality (reduce to POROUS if already POROUS•). Ignore if already POROUS.

6-6 Heavy emphasis on the five-minute offense in training camp pays dividends. Team loses any INEFFICIENT quality and gains EFFICIENT• (increase to EFFICIENT if already EFFICIENT•). Ignore if already EFFICIENT.

APPENDIX B

Franchise Location Lookup Tables

Historical Pro Football Cities & Regions (roll 2d10, designating one die as the tens die and the other as the ones die.)

Locations that have hosted real pro outdoor and indoor football teams over the past 100+ years.

01 Akron, OH	26 Dallas, TX	51 Lexington, KY	76 Pittsburgh, PA
02 Albany, NY	27 Dayton, OH	52 London, England	77 Portland, OR
03 Amsterdam, Netherlands	28 Decatur, IL	53 Los Angeles, CA	78 Pottsville, PA
04 Anaheim, CA	29 Denver, CO	54 Las Vegas, NV	79 Portsmouth, OH
05 Arizona	30 Detroit, MI	55 Massillon, OH	80 Raleigh-Durham, NC
06 Atlanta, GA	31 Duluth, MN	56 Memphis, TN	81 Rhein, Germany
07 Austin, TX	32 Edinburg, Scotland	57 Miami, FL	82 Rochester, NY
08 Baltimore, MD	33 Florida	58 Milwaukee, WI	83 Rock Island, IL
09 Barcelona, Spain	34 Fort Wayne, IN	59 Minnesota	84 Sacramento, CA
10 Berlin, Germany	35 Fort Worth, TX	60 Montreal, Canada	85 Salt Lake City, UT
11 Birmingham, AL	36 Frankfurt, Germany	61 Muncie, IN	86 San Antonio, TX
12 Boise, ID	37 Glasgow, Scotland	62 Nashville, TN	87 San Diego, CA
13 Boston, MA	38 Grand Rapids, MI	63 Newark, NJ	88 San Francisco, CA
14 Brooklyn, NY	39 Green Bay, WI	64 New England	89 San Jose, CA
15 Buffalo, NY	40 Hamburg, Germany	65 New Orleans, LA	90 Seattle, WA
16 California	41 Hammond, IN	66 New York, NY	91 Shreveport, LA
17 Canton, OH	42 Hartford, CT	67 New York - New Jersey	92 Southern California
18 Carolina	43 Hershey, PA	68 Oakland, CA	93 St. Louis, MO
19 Charlotte, NC	44 Honolulu, HI	69 Ohio	94 Tampa Bay, FL
20 Chicago, IL	45 Houston, TX	70 Oklahoma City, OK	95 Tennessee
21 Cincinnati, OH	46 Hudson Valley, NY	71 Omaha, NE	96 Toledo, OH
22 Cleveland, OH	47 Indianapolis, IN	72 Orange, NJ	97 Toronto, Canada
23 Cologne, Germany	48 Jacksonville, FL	73 Orlando, FL	98 Tulsa, OK
24 Colorado	49 Kansas City, MO	74 Philadelphia, PA	99 Virginia
25 Columbus, OH	50 Kenosha, WI	75 Phoenix, AZ	00 Washington, D.C.

Top 50 Metropolitan Areas in the USA (roll 3d10, designating one die as the hundreds die, the second as the tens die, and the third as the ones die.)

0-113 New York, NY	763-775 Sacramento, CA
114-190 Los Angeles, CA	776-789 Pittsburgh, PA
191-247 Chicago, IL	790-799 Austin, TX
248-285 Dallas, TX	800-811 Las Vegas, NV
286-321 Houston, TX	812-824 Cincinnati, OH
322-355 Washington, DC	825-836 Kansas City, MO
356-391 Philadelphia, PA	837-847 Columbus, OH
392-424 Miami, FL	848-858 Indianapolis, IN
425-456 Atlanta, GA	859-870 Cleveland, OH
457-483 Boston, MA	871-881 San Jose, CA
484-508 Phoenix, AZ	882-891 Nashville, TN
509-534 San Francisco, CA	892-901 Virginia Beach, VA
535-559 Riverside, CA	902-911 Providence, RI
560-585 Detroit, MI	912-919 Jacksonville, FL
586-606 Seattle, WA	920-928 Milwaukee, WI
607-626 Minneapolis, MN	929-936 Oklahoma City, OK
627-645 San Diego, CA	937-943 Raleigh, NC
646-662 Tampa, FL	944-951 Memphis, TN
663-677 Denver, CO	952-958 Richmond, VA
678-693 Baltimore, MD	959-965 Louisville, KY
694-710 Saint Louis, MO	966-972 New Orleans, LA
711-723 Orlando, FL	973-979 Salt Lake City, UT
724-736 Charlotte, NC	980-986 Hartford, CT
737-749 San Antonio, TX	987-993 Buffalo, NY
750-762 Portland, OR	994-999 Birmingham, AL

Top 100 Metropolitan Areas in the USA (roll 3d10, designating one die as the hundreds die, the second as the tens die, and the third as the ones die.)

0-92 New York, NY	624-634 Sacramento, CA	820-824 Rochester, NY	925-928 Greensboro, NC
93-155 Los Angeles, CA	635-646 Pittsburgh, PA	825-829 Grand Rapids, MI	929-931 Boise, ID
156-202 Chicago, IL	647-654 Austin, TX	830-834 Tucson, AZ	932-934 Fort Myers, FL
203-233 Dallas, TX	655-664 Las Vegas, NV	835-839 Honolulu, HI	935-937 Colorado Springs, CO
234-262 Houston, TX	665-675 Cincinnati, OH	840-844 Tulsa, OK	938-940 Little Rock, AR
263-290 Washington, DC	676-685 Kansas City, MO	845-849 Fresno, CA	941-943 Lakeland, FL
291-319 Philadelphia, PA	686-694 Columbus, OH	850-854 Worcester, MA	944-946 Des Moines, IA
320-346 Miami, FL	695-703 Indianapolis, IN	855-858 Omaha, NE	947-949 Akron, OH
347-372 Atlanta, GA	704-713 Cleveland, OH	859-863 Bridgeport, CT	950-952 Springfield, MA
373-394 Boston, MA	714-722 San Jose, CA	864-867 Greenville, SC	953-955 Poughkeepsie, NY
395-415 Phoenix, AZ	723-730 Nashville, TN	868-871 Albuquerque, NM	956-958 Ogden, UT
416-436 San Francisco, CA	731-738 Virginia Beach, VA	872-875 Bakersfield, CA	959-961 Madison, WI
437-457 Riverside, CA	739-746 Providence, RI	876-879 Albany, NY	962-964 Winston-Salem, NC
458-478 Detroit, MI	747-753 Jacksonville, FL	880-883 Knoxville, TN	965-967 Provo, UT
479-495 Seattle, WA	754-761 Milwaukee, WI	884-887 Mission, TX	968-970 Daytona, FL
496-511 Minneapolis, MN	762-767 Oklahoma City, OK	888-891 Baton Rouge, LA	971-973 Syracuse, NY
512-526 San Diego, CA	768-773 Raleigh, NC	892-895 El Paso, TX	974-976 Durham, NC
527-540 Tampa, FL	774-779 Memphis, TN	896-899 New Haven, CT	977-979 Wichita, KS
541-553 Denver, CO	780-785 Richmond, VA	900-903 Allentown, PA	980-982 Toledo, OH
554-566 Baltimore, MD	786-791 Louisville, KY	904-907 Oxnard, CA	983-985 Augusta, GA
567-580 Saint Louis, MO	792-797 New Orleans, LA	908-910 Sarasota, FL	986-988 Cape Canaveral, FL
581-590 Orlando, FL	798-802 Salt Lake City, UT	911-914 Columbia, SC	989-991 Jackson, MS
591-601 Charlotte, NC	803-808 Hartford, CT	915-918 Dayton, OH	992-994 Harrisburg, PA
602-612 San Antonio, TX	809-814 Buffalo, NY	919-921 Charleston, SC	995-997 Spokane, WA
613-623 Portland, OR	815-819 Birmingham, AL	922-924 Stockton, CA	998-999 Scranton, PA

Top Metropolitan Areas in Europe (roll 3d10, designating one die as the hundreds die, the second as the tens die, and the third as the ones die.)

0-14	Amsterdam, Netherlands	589-689	Moscow, Russia
15-34	Athens, Greece	690-702	Munich, Germany
35-64	Barcelona, Spain	703-726	Naples, Italy
65-73	Belgrade, Serbia	727-733	Oslo, Norway
74-100	Berlin, Germany	734-799	Paris, France
101-118	Birmingham, United Kingdom	800-807	Prague, Czech Republic
119-134	Brussels, Belgium	808-836	Cologne, Germany
135-147	Bucharest, Romania	837-842	Riga, Latvia
148-162	Budapest, Hungary	843-863	Rome, Italy
163-172	Copenhagen, Denmark	864-882	Rotterdam, Netherlands
173-181	Dublin, Ireland	883-915	Saint Petersburg, Russia
182-200	Frankfurt, Germany	916-923	Sofia, Bulgaria
201-210	Glasgow, United Kingdom	924-936	Stockholm, Sweden
211-229	The Hague, Netherlands	937-950	Stuttgart, Germany
230-246	Hamburg, Germany	951-963	Vienna, Austria
247-255	Helsinki, Finland	964-971	Volgograd, Russia
256-348	Istanbul, Turkey	972-985	Warsaw, Poland
349-368	Kiev, Ukraine	986-991	Zagreb, Croatia
369-381	Yorkshire, United Kingdom	992-999	Zurich, Switzerland
382-396	Lisbon, Portugal		
397-482	London, United Kingdom		
483-520	Madrid, Spain		
521-540	Manchester, United Kingdom		
541-576	Milan, Italy		
577-588	Minsk, Belarus		

Top 100 World Cities (roll 3d10, designating one die as the hundreds die, the second as the tens die, and the third as the ones die.)

0-10	Amsterdam, Netherlands	231-241	Denver, United States	468-475	Manchester, England	717-726	St. Louis, United States
11-17	Athens, Greece	242-253	Detroit, United States	476-486	Manila, Philippines	727-737	Saint Petersburg, Russia
18-30	Atlanta, United States	254-261	Dubai, United Arab Emirates	487-498	Melbourne, Australia	738-749	San Diego, United States
31-36	Auckland, New Zealand	262-270	Dublin, Ireland	499-510	Mexico City, Mexico	750-760	San Francisco, United States
37-46	Bangkok, Thailand	271-281	Frankfurt, Germany	511-522	Miami, United States	761-772	San Jose, United States
47-57	Barcelona, Spain	282-286	Glasgow, Scotland	523-534	Milan, Italy	773-782	Santiago, Chile
58-70	Beijing, China	287-298	Guangzhou, China	535-546	Minneapolis, United States	783-795	São Paulo, Brazil
71	Belgrade, Serbia	299-305	Helsinki, Finland	547	Minsk, Belarus	796-808	Seattle, United States
72-81	Berlin, Germany	306-312	Ho Chi Minh City, Vietnam	548-550	Montevideo, Uruguay	809-821	Seoul, South Korea
82-91	Bogota, Columbia	313-324	Hong Kong, China	551-560	Montreal, Canada	822-834	Shanghai, China
92-104	Boston, United States	325-337	Houston, United States	561-573	Moscow, Russia	835-847	Shenzhen, China
105-112	Brussels, Belgium	338-349	Istanbul, Turkey	574-585	Mumbai, India	848-860	Singapore, Singapore
113-117	Bucharest, Romania	350-360	Jakarta, Indonesia	586-596	Munich, Germany	861-870	Stockholm, Sweden
118-121	Budapest, Hungary	361-366	Johannesburg, South Africa	597-609	Nagoya, Japan	871-881	Stuttgart, Germany
122-133	Buenos Aires, Argentina	367-376	Karachi, Pakistan	610	Nairobi, Kenya	882-892	Suzhou, China
134-145	Busan, South Korea	377-386	Kolkata, India	611-623	New York, United States	893-904	Sydney, Australia
146-153	Cairo, Egypt	387-390	Kuala Lumpur, Malaysia	624-636	Osaka, Japan	905-916	Taipei, Taiwan
154-159	Caracas, Venezuela	391-400	Kuwait City, Kuwait	637-642	Oslo, Norway	917-926	Tel Aviv, Israel
160	Casablanca, Morocco	401-406	Lagos, Nigeria	643-655	Paris, France	927-940	Tokyo, Japan
161-171	Chengdu, China	407-417	Lima, Peru	656-668	Philadelphia, United States	941-952	Toronto, Canada
172-184	Chicago, United States	418-423	Lisbon, Portugal	669-680	Phoenix, United States	953-960	Vienna, Austria
185-197	Chongqing, China	424-436	London, England	681-685	Prague, Czech Republic	961-968	Warsaw, Poland
198-206	Copenhagen, Denmark	437-449	Los Angeles, United States	686-696	Rio de Janeiro, Brazil	969-981	Washington, D.C., United States
207-219	Dallas, United States	450-455	Luxembourg City, Luxembourg	697-706	Riyadh, Saudi Arabia	982-992	Wuhan, China
220-230	Delhi, India	456-467	Madrid, Spain	707-716	Rome, Italy	993-999	Zürich, Switzerland

APPENDIX C

Franchise Name Lookup Tables

Historical Pro Football Team Nicknames (roll 2d10, designating one die as the tens die and the other as the ones die.)

01 49ers	26 Colts	51 Gunslingers	76 Rangers
02 All-Americans	27 Commanders	52 Hornets	77 Ravens
03 All-Stars	28 Cowboys	53 Hotshots	78 Reds
04 Americans	29 Crimson Giants	54 Independents	79 Red Wolves
05 Apollos	30 Defenders	55 Invaders	80 Renegades
06 Arrows	31 Demons	56 Iron	81 Roughnecks
07 Badgers	32 Destroyers	57 Jaguars	82 Saints
08 Battlehawks	33 Dodgers	58 Jets	83 Seahawks
09 Bears	34 Dolphins	59 Legends	84 Showboats
10 Bengals	35 Dragons	60 Legion	85 Spartans
11 Bills	36 Eagles	61 Lions	86 Stallions
12 Bisons	37 Enforcers	62 Marines	87 Stars
13 Blitz	38 Eskimos	63 Maroons	88 Steelers
14 Blues	39 Express	64 Maulers	89 Storm
15 Braves	40 Falcons	65 Mustangs	90 Texans
16 Breakers	41 Federals	66 Nighthawks	91 Thunderbolts
17 Broncos	42 Fire	67 Oilers	92 Tigers
18 Browns	43 Fleet	68 Outlaws	93 Titans
19 Buccaneers	44 Football Team	69 Packers	94 Tornadoes
20 Bulldogs	45 Gamblers	70 Panthers	95 Triangles
21 Bulls	46 Generals	71 Patriots	96 Vikings
22 Cardinals	47 Giants	72 Pros	97 Vipers
23 Chargers	48 Gold	73 Rage	98 Wildcats
24 Chiefs	49 Guardians	74 Raiders	99 Wolverines
25 Colonels	50 Gunners	75 Rams	00 Wranglers

More Team Nicknames (roll 2d10, designating one die as the tens die and the other as the ones die.)

01 Aces	26 Elite	51 Machine	76 Screaming Eagles
02 Admirals	27 Empire	52 Mammoths	77 Sea Dogs
03 Attack	28 Explorers	53 Maniacs	78 Seals
04 Avengers	29 Explosion	54 Marauders	79 Shakedown
05 Aviators	30 Fire	55 Mavericks	80 Sharks
06 Badgers	31 Firebirds	56 Mean Green	81 Skyhawks
07 Bats	32 Flames	57 Monarchs	82 Skykings
08 Beavers	33 Flashes	58 Mountaineers	83 Snakes
09 Black Knights	34 Force	59 Ninjas	84 Sparrows
10 Blazers	35 Fury	60 Orcas	85 Spartans
11 Bolts	36 Gators	61 Owls	86 Stallions
12 Brawlers	37 Generals	62 Pelicans	87 Stampeder
13 Bruisers	38 Gladiators	63 Pirates	88 Steeldogs
14 Buffaloes	39 Glory	64 Power	89 Stingers
15 Bullets	40 Golden Bears	65 Predators	90 Striders
16 Chill	41 Grizzlies	66 Pythons	91 Sun Devils
17 Cobras	42 Hammers	67 Racers	92 Surge
18 Commandos	43 Heroes	68 Rage	93 Thunder
19 Commodores	44 Honey Badgers	69 Rampage	94 Trojans
20 Cougars	45 Horned Frogs	70 Raptors	95 Valkyrie
21 Crows	46 Hounds	71 Rattlers	96 Vandals
22 Crush	47 Huskies	72 Revolution	97 Vultures
23 Crushers	48 Inferno	73 Rhinos	98 Warhawks
24 Cyclones	49 Lightning	74 Royals	99 Wasps
25 Drillers	50 Lizards	75 Scorpions	00 Yellow Jackets

Even More Team Nicknames (roll 2d10, designating one die as the tens die and the other as the ones die.)

01 Academics	26 Feeders	51 Lockhorns	76 Revs
02 Banana Slugs	27 Fighting Koalas	52 Loggers	77 Rowzers
03 Beasts	28 Finches	53 Logmen	78 Royal Beasts
04 Beewolves	29 Freebooters	54 Machos	79 Sand Gnats
05 Berzerkers	30 Freedom	55 Miners	80 Sawteeth
06 Blowfish	31 Frontrunners	56 Moonstars	81 Scampers
07 Blurs	32 Goldbacks	57 Moose	82 Scarlets
08 Bobwhites	33 Grapplers	58 Nemesis	83 Serpents
09 Bombers	34 Greys	59 Night Bats	84 Soultakers
10 Bowmen	35 Grimcats	60 Nomads	85 Spectres
11 Brutes	36 Hares	61 Norsemen	86 Spiders
12 Burners	37 Hunters	62 Onslaught	87 Spiderbears
13 Buzzards	38 Hellions	63 Overchargers	88 Spinners
14 Buzzwings	39 Herbisaurs	64 Overdogs	89 Spoilers
15 Caseys	40 Hooligans	65 Pandas	90 Syrupmakers
16 Cavalry	41 Hunters	66 Papermakers	91 Tappers
17 Chaparrals	42 Ice Birds	67 Platypi	92 Toucans
18 Charging Wildcats	43 Iron Pigs	68 Poets	93 Trampers
19 Criminals	44 Juggernauts	69 Pounders	94 Trappers
20 Crocodons	45 Justice	70 Protectors	95 Venom
21 Cutters	46 Kilties	71 Prowl	96 Wampus Cats
22 Dawgs	47 Nightmare	72 Pumas	97 Warbeasts
23 Dusters	48 Lancers	73 Quail	98 Warriors
24 Elephants	49 Leather Wings	74 Razors	99 Waxbills
25 Fantastics	50 Legends	75 Razzles	00 Wild Pigs

APPENDIX D

Head Coach Name Lookup Tables

Head Coach First Names (roll 2d10, designating one die as the tens die and the other as the ones die.)

01 Adam	26 Dan	51 Jim	76 Pete
02 Al	27 Dave	52 Jimmy	77 Peter
03 Allie	28 David	53 Joe	78 Ralph
04 Andrew	29 Dennis	54 John	79 Ray
05 Andy	30 Dick	55 Johnny	80 Raymond
06 Anthony	31 Dom	56 Jon	81 Red
07 Art	32 Don	57 Jonathan	82 Richard
08 Barry	33 Donald	58 Joseph	83 Ron
09 Bart	34 Doug	59 Ken	84 Sam
10 Bill	35 Earl	60 Kyle	85 Sean
11 Blanton	36 Elgie	61 Leeman	86 Sid
12 Bob	37 Forrest	62 Lou	87 Steve
13 Bobby	38 Frank	63 Lovie	88 Steven
14 Brad	39 Gary	64 Luke	89 Ted
15 Brian	40 George	65 Marty	90 Thomas
16 Bruce	41 Greasy	66 Marv	91 Tom
17 Buck	42 Guy	67 Marvin	92 Tony
18 Bud	43 Hank	68 Matt	93 Travis
19 Buddy	44 Harvey	69 Michael	94 Vince
20 Bum	45 Herm	70 Mike	95 Vincent
21 Chan	46 Hunk	71 Monte	96 Wade
22 Charles	47 Jack	72 Nick	97 Wally
23 Chuck	48 Jason	73 Norman	98 Walt
24 Cooper	49 Jeff	74 Norv	99 Wayne
25 Curly	50 Jerry	75 Paul	00 Weeb

Head Coach Last Names (roll 2d10, designating one die as the tens die and the other as the ones die.)

01 Adams	26 Flaherty	51 Lemm	76 Ross
02 Allen	27 Fox	52 Levy	77 Saban
03 Anderson	28 Gibbs	53 Lewis	78 Salzgeber
04 Arians	29 Gilbert	54 Lombardi	79 Seifert
05 Baker	30 Gillman	55 Madden	80 Shanahan
06 Belichick	31 Glanville	56 Martin	81 Shaw
07 Billick	32 Grant	57 McCafferty	82 Shula
08 Brown	33 Green	58 McCarthy	83 Smith
09 Campbell	34 Gruden	59 Miller	84 Stram
10 Carroll	35 Harbaugh	60 Moore	85 Switzer
11 Carter	36 Halas	61 Mora	86 Taylor
12 Chamberlin	37 Hansen	62 Neale	87 Thomas
13 Clark	38 Harris	63 Nelson	88 Thompson
14 Collier	39 Hill	64 Noll	89 Tobin
15 Conzelman	40 Holmgren	65 Owen	90 Tomlin
16 Coryell	41 Jackson	66 Parcells	91 Tower
17 Couch	42 Jansen	67 Payton	92 Turner
18 Cowher	43 Johnson	68 Pederson	93 Vermeil
19 Davis	44 Jones	69 Phillips	94 Walker
20 Ditka	45 King	70 Reeves	95 Walsh
21 Dungy	46 Knox	71 Rivera	96 White
22 Edwards	47 Kubiak	72 Reid	97 Williams
23 Ewbank	48 Lambeau	73 Roberts	98 Wilson
24 Fisher	49 Landry	74 Robinson	99 Wright
25 Flores	50 Lee	75 Rodriguez	00 Young

More Sources for Team and Head Coach Names

For additional random name options, visit the following websites, or use Google to search for other random name generators.

Team Names

<https://www.teamnames.net/team-name-generator>

<https://www.randomlists.com/team-names>

Coach Names

<https://www.behindthename.com/random>

<https://blog.reedsy.com/character-name-generator>

APPENDIX Q

Instant Results Table

Commissioner Expansion Instant Results Table

VISITOR Rating

HOMERating

Calculating Team Rating

A team's rating is derived from a sum of their offense and defense scoring qualities. A team with no PROLIFIC or DULL quality on offense is considered to be an average offense. A team with no STAUNCH or INEPT quality on defense is considered to be an average defense.

Offense		Defense	
PROLIFIC	+2	STAUNCH	+2
PROLIFIC•	+1	STAUNCH•	+1
average:	-	average	-
DULL•	-1	INEPT•	-1
DULL	-2	INEPT	-2

	4	3	2	1	0	-1	-2	-3	-4	INOT
4	11-42	11-45	11-52	11-55	11-62	11-65	11-65	11-65	11-65	11-62
3	11-35	11-42	11-45	11-52	11-55	11-62	11-65	11-65	11-65	11-55
2	11-32	11-35	11-42	11-45	11-52	11-55	11-62	11-65	11-65	11-52
1	11-25	11-32	11-35	11-42	11-45	11-52	11-55	11-62	11-65	11-45
0	11-22	11-25	11-32	11-35	11-42	11-45	11-52	11-55	11-62	11-42
-1	11-15	11-22	11-25	11-32	11-35	11-42	11-45	11-52	11-55	11-35
-2	11-12	11-15	11-22	11-25	11-32	11-35	11-42	11-45	11-52	11-32
-3	11-11	11-12	11-15	11-22	11-25	11-32	11-35	11-42	11-45	11-25
-4	11-11	11-11	11-12	11-15	11-22	11-25	11-32	11-35	11-42	11-22

This table is designed to quickly simulate a game between two teams in Fast Drive Football with a roll of 2d6. To use the table, locate the rating of the HOME team and then cross-reference with the rating of its opponent. The result represents the home team's "win range" for that game. Roll 2d6, designating one die as the tens die and the other as the ones die; if the dice roll is within the home team's "win range," they win the game. NOTE that if your roll matches the last number of the "win range," the game "goes to overtime." Roll again, and check the home team's "win range" for OT. If you AGAIN roll a number that matches the last number of the "win range," the game ends in a tie. When playing at a neutral site, determine a favored team to be the HOME team.

APPENDIX Z

League Schedules

Eight Team Schedule

Each team plays all other teams home and away.

<u>Week 1</u>	<u>Week 2</u>	<u>Week 3</u>	<u>Week 4</u>	<u>Week 5</u>	<u>Week 6</u>	<u>Week 7</u>
1 @ 5	1 @ 2	7 @ 1	4 @ 1	1 @ 6	8 @ 1	1 @ 3
2 @ 6	3 @ 4	8 @ 2	3 @ 2	2 @ 7	5 @ 2	2 @ 4
3 @ 7	5 @ 6	5 @ 3	8 @ 5	3 @ 8	6 @ 3	5 @ 7
4 @ 8	7 @ 8	6 @ 4	7 @ 6	4 @ 5	7 @ 4	6 @ 8
<u>Week 8</u>	<u>Week 9</u>	<u>Week 10</u>	<u>Week 11</u>	<u>Week 12</u>	<u>Week 13</u>	<u>Week 14</u>
1 @ 7	2 @ 1	5 @ 1	1 @ 4	1 @ 8	3 @ 1	6 @ 1
2 @ 8	4 @ 3	6 @ 2	2 @ 3	2 @ 5	4 @ 2	7 @ 2
3 @ 5	6 @ 5	7 @ 3	5 @ 8	3 @ 6	7 @ 5	8 @ 3
4 @ 6	8 @ 7	8 @ 4	6 @ 7	4 @ 7	8 @ 6	5 @ 4

Twelve Team Schedule - 2 six-Team Divisions

Division home & away. Non-division split home & away - flip schedule every other season. Divisions (teams 1-6, 7-12)

<u>Week 1</u>	<u>Week 2</u>	<u>Week 3</u>	<u>Week 4</u>	<u>Week 5</u>	<u>Week 6</u>	<u>Week 7</u>	<u>Week 8</u>
1 @ 2	4 @ 1	1 @ 7	1 @ 3	5 @ 1	8 @ 1	1 @ 4	1 @ 9
3 @ 4	5 @ 2	2 @ 8	2 @ 6	3 @ 2	9 @ 2	2 @ 5	2 @ 10
5 @ 6	6 @ 3	3 @ 9	4 @ 5	6 @ 4	10 @ 3	3 @ 6	3 @ 11
7 @ 8	10 @ 7	4 @ 10	7 @ 9	11 @ 7	11 @ 4	7 @ 10	4 @ 12
9 @ 10	11 @ 8	5 @ 11	8 @ 12	9 @ 8	12 @ 5	8 @ 11	5 @ 7
11 @ 12	12 @ 9	6 @ 12	10 @ 11	12 @ 10	7 @ 6	9 @ 12	6 @ 8
<u>Week 9</u>	<u>Week 10</u>	<u>Week 11</u>	<u>Week 12</u>	<u>Week 13</u>	<u>Week 14</u>	<u>Week 15</u>	<u>Week 16</u>
6 @ 1	10 @ 1	1 @ 5	1 @ 11	2 @ 1	12 @ 1	1 @ 6	3 @ 1
4 @ 2	11 @ 2	2 @ 3	2 @ 12	4 @ 3	7 @ 2	2 @ 4	6 @ 2
5 @ 3	12 @ 3	4 @ 6	3 @ 7	6 @ 5	8 @ 3	3 @ 5	5 @ 4
12 @ 7	7 @ 4	7 @ 11	4 @ 8	8 @ 7	9 @ 4	7 @ 12	9 @ 7
10 @ 8	8 @ 5	8 @ 9	5 @ 9	10 @ 9	10 @ 5	8 @ 10	12 @ 8
11 @ 9	9 @ 6	10 @ 12	6 @ 10	12 @ 11	11 @ 6	9 @ 11	11 @ 10

Twelve Team Schedule - 3 Four-Team Divisions

Division home & away. One game against teams from other divisions - flip schedule every other season. Divisions (teams 1-4, 5-8, 9-12)

<u>Week 1</u>	<u>Week 2</u>	<u>Week 3</u>	<u>Week 4</u>	<u>Week 5</u>	<u>Week 6</u>	<u>Week 7</u>
1 @ 2	9 @ 11	5 @ 7	3 @ 1	9 @ 12	5 @ 8	1 @ 4
3 @ 4	10 @ 12	6 @ 8	4 @ 2	10 @ 11	6 @ 7	2 @ 3
5 @ 6	1 @ 5	9 @ 1	5 @ 9	1 @ 6	10 @ 1	5 @ 10
7 @ 8	2 @ 6	10 @ 2	6 @ 10	2 @ 7	11 @ 2	6 @ 11
9 @ 10	3 @ 7	11 @ 3	7 @ 11	3 @ 8	12 @ 3	7 @ 12
11 @ 12	4 @ 8	12 @ 4	8 @ 12	4 @ 5	9 @ 4	8 @ 9
<u>Week 8</u>	<u>Week 9</u>	<u>Week 10</u>	<u>Week 11</u>	<u>Week 12</u>	<u>Week 13</u>	<u>Week 14</u>
10 @ 9	6 @ 5	2 @ 1	11 @ 9	7 @ 5	1 @ 3	4 @ 1
12 @ 11	8 @ 7	4 @ 3	12 @ 10	8 @ 6	2 @ 4	3 @ 2
1 @ 7	11 @ 1	5 @ 11	1 @ 8	12 @ 1	5 @ 12	8 @ 5
2 @ 8	12 @ 2	6 @ 12	2 @ 5	9 @ 2	6 @ 9	7 @ 6
3 @ 5	9 @ 3	7 @ 9	3 @ 6	10 @ 3	7 @ 10	12 @ 9
4 @ 6	10 @ 4	8 @ 10	4 @ 7	11 @ 4	8 @ 11	11 @ 10

Sixteen Team Schedule - 2 Conferences & 2 Four-Team Divisions per Conference

Division home & away. Mix H/A for opponents in conference. Alternate division played in other conference in even/odd years. Flip schedule after two years.

Conference 1 - Div 1 Teams (1-4) Div 2 Teams (5-8), Conference 2 - Div 1 Teams (9-12) Div 2 Teams (13-16)

Even Years Schedule	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
	1 @ 2	1 @ 5	10 @ 1	4 @ 1	6 @ 1	1 @ 11	1 @ 3
	3 @ 4	2 @ 6	11 @ 2	3 @ 2	7 @ 2	2 @ 12	2 @ 4
	5 @ 6	3 @ 7	12 @ 3	8 @ 5	8 @ 3	3 @ 9	5 @ 7
	7 @ 8	4 @ 8	9 @ 4	7 @ 6	5 @ 4	4 @ 10	6 @ 8
	9 @ 10	9 @ 13	14 @ 5	12 @ 9	14 @ 9	5 @ 15	9 @ 11
	11 @ 12	10 @ 14	15 @ 6	11 @ 10	15 @ 10	6 @ 16	10 @ 12
	13 @ 14	11 @ 15	16 @ 7	16 @ 13	16 @ 11	7 @ 13	13 @ 15
	15 @ 16	12 @ 16	13 @ 8	15 @ 14	13 @ 12	8 @ 14	14 @ 16
	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
	2 @ 1	1 @ 7	12 @ 1	1 @ 4	8 @ 1	1 @ 9	3 @ 1
	4 @ 3	2 @ 8	9 @ 2	2 @ 3	5 @ 2	2 @ 10	4 @ 2
	6 @ 5	3 @ 5	10 @ 3	5 @ 8	6 @ 3	3 @ 11	7 @ 5
	8 @ 7	4 @ 6	11 @ 4	6 @ 7	7 @ 4	4 @ 12	8 @ 6
	10 @ 9	9 @ 15	16 @ 5	9 @ 12	16 @ 9	5 @ 13	11 @ 9
	12 @ 11	10 @ 16	13 @ 6	10 @ 11	13 @ 10	6 @ 14	12 @ 10
	14 @ 13	11 @ 13	14 @ 7	13 @ 16	14 @ 11	7 @ 15	15 @ 13
	16 @ 15	12 @ 14	15 @ 8	14 @ 15	15 @ 12	8 @ 16	16 @ 14
Odd Years Schedule	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
	1 @ 2	1 @ 5	14 @ 1	4 @ 1	6 @ 1	1 @ 15	1 @ 3
	3 @ 4	2 @ 6	15 @ 2	3 @ 2	7 @ 2	2 @ 16	2 @ 4
	5 @ 6	3 @ 7	16 @ 3	8 @ 5	8 @ 3	3 @ 13	5 @ 7
	7 @ 8	4 @ 8	13 @ 4	7 @ 6	5 @ 4	4 @ 14	6 @ 8
	9 @ 10	9 @ 13	10 @ 5	12 @ 9	14 @ 9	5 @ 11	9 @ 11
	11 @ 12	10 @ 14	11 @ 6	11 @ 10	15 @ 10	6 @ 12	10 @ 12
	13 @ 14	11 @ 15	12 @ 7	16 @ 13	16 @ 11	7 @ 9	13 @ 15
	15 @ 16	12 @ 16	9 @ 8	15 @ 14	13 @ 12	8 @ 10	14 @ 16
	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
	2 @ 1	1 @ 7	16 @ 1	1 @ 4	8 @ 1	1 @ 13	3 @ 1
	4 @ 3	2 @ 8	13 @ 2	2 @ 3	5 @ 2	2 @ 14	4 @ 2
	6 @ 5	3 @ 5	14 @ 3	5 @ 8	6 @ 3	3 @ 15	7 @ 5
	8 @ 7	4 @ 6	15 @ 4	6 @ 7	7 @ 4	4 @ 16	8 @ 6
	10 @ 9	9 @ 15	12 @ 5	9 @ 12	16 @ 9	5 @ 9	11 @ 9
	12 @ 11	10 @ 16	9 @ 6	10 @ 11	13 @ 10	6 @ 10	12 @ 10
	14 @ 13	11 @ 13	10 @ 7	13 @ 16	14 @ 11	7 @ 11	15 @ 13
	16 @ 15	12 @ 14	11 @ 8	14 @ 15	15 @ 12	8 @ 12	16 @ 14