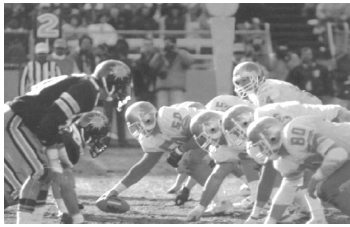


Foreign Fields ©



An Expansion for Rogue Football League ©

Foreign Franchises in RFL

Although Canadian and European franchises for American football have been virtually non-existent in the past (outside of the WLAF and NFL Europe), the concept is an interesting option for Rogue Football League.

A. Overview of foreign franchises

In RFL, foreign franchises will be much more volatile than American ones. The following characteristics belong to all foreign franchises, regardless of whether they are European or Canadian.

- All attendance modifiers, both good and bad are doubled. This also applies to Quick Play Payroll modifiers.
- If using the original point system, all Rogue points are doubled and cannot get negative Rogue points. If using the optional point system outlined in this expansion, they can also receive point bonuses under certain circumstances.
- Travel costs are higher.
- The Event cards CITY BUYS FRANCHISE and THE GAUNTLET IS THROWN do not affect foreign franchises.
- Each foreign franchise that survives the season without moving adds a further +1 to league credibility.

B. Canadian franchises

In addition to the regular foreign franchise characteristics, Canadian teams have the following modifications:

- Travel expenses for Canadian teams are calculated by adding an Area 7 above Area 5 to the Travel Chart on the front of Player Aid Card One. As an example, a Los Angeles team (Area 1) traveling to play Toronto would pay 32K in travel

- Canadian franchises only count half towards league market totals, reflecting the fact that during this time period, Canada only has 1/10 of the television market that the U.S. has. Toronto for example, as a “C” market, only counts 3 towards total league market instead of the normal 6.
- Because Canadian football tends to be more free-wheeling and experimental, the coaches and players coming out of Canadian franchises bring that “open-mindedness” to the American game. All offenses and defenses from the event cards “46”, RUN-AND-SHOOT, ZONE BLITZ and WEST COAST can be run without any of the restrictions or pre-requisites on the cards.

C. European franchises

European franchises have these added characteristics:

- Like Hawaii, foreign franchises receive two free rolls per game when playing American/Canadian franchises at home.
- Attendance is not affected by playing a spring season.
- Travel fees to and from Europe are a flat 45K in relation to America or Canada. Travel fees between European franchises are 5K between London and Scotland and 16K between London/Scotland and Barcelona.
- European franchises do not count toward league market totals.

The Cards

A. New franchises

The new franchises include three European and two Canadian denoted as such in their Area rating on the card.

The Toronto Northmen bears special mention as the only team in Rogue Football League to have never actually played. Toronto was originally set to play in the World Football League in 1974 until the Canadian government prohibited them from playing and the team moved to Memphis.

B. New players

National players, distinguished by the asterisk next to their name on their cards, are very popular in their home areas. They are seen as national heroes in a way, competing with the Americans in their own sport. Otherwise, they are treated as normal veteran players.

C. New events

The new event cards are self-explanatory and play just as the event cards in the main Rogue Football League game.

The Schedules

Included are two previously released schedules, a 10-team league playing a ten-game schedule as well as 12-team league playing a fourteen-game schedule. A new one is also included that could be classified as a “beginner league”: a six-team, ten-game league. Each schedule also comes with three playoff formats that can affect league credibility.

The Drama Charts

The drama charts are useful to solitary gamers by replacing the need to draw and keep track of event cards for every franchise in the league.

Adjustments for Different League Sizes

The following rules should be changed to adjust for ten- or twelve-team leagues included in this expansion:

- Each owner should receive three event cards instead of four at the beginning of each season.
- Each owner is dealt two veteran cards instead of three at the beginning of the game.
- The beginning free agent pile should include seven instead of six veteran cards.
- In each year’s rookie draft, there should be one rookie for each franchise available.
- Starting with the second season, seven free agent cards should be put into the free agent pile instead of five.

New Rogue Point Scoring System

The scoring system in the original RFL was more of an afterthought in the game design, as the original purpose of this project was to be more of a simulation. After several playtests, it became clear that to qualify as a game, the scoring system needed to be a little more competitive and rewarding.

Here then is an alternative and more detailed way to keep score after survivability checks are made at the end of the season:

- Total money (in K) left in the account at the end of the season divided by 10, round down.

- One point for every win, 3 points per playoff win, 5 points for winning the championship.
- A team that moves during the season cannot score Rogue points for money and uses the market/competition ratings of the franchise where the team spent most of the season. If the team spent equal time in two places, use the highest rating between the two.
- A foreign franchise that does not move or fold receives a x2 point bonus.
- Final score x2 if the franchise status at the end of the year is “Stable”, x1.5 if “Troubled” – no multiplier if “Shaky”.
- To even the playing field for franchise competition, use the multipliers in this chart:


Market						
Competition	A	B	C	D	E	F
A	1.4	1.5	1.8	2	2.5	3
B	1.2	1.4	1.5	1.8	2	2.5
C	1	1.2	1.4	1.5	1.8	2

Cross-reference the franchise competition rating with its market rating to get a multiplier for its final score. Round all fractions down.

Example One: the San Antonio Riders have a market rating of “C” and a competition rating “B”. The Riders finish 9-5 without qualifying for the playoffs. The final account balance is 90K for the season and the team finishes the year in “Troubled” status. So San Antonio’s final score is 40 - 9 for 9 wins, 9 for 90K with a 1.5 multiplier for status, plus a final multiplier of 1.5 for market/competition.

Example Two: the Barcelona Dragons have a market rating of “D” and a competition rating “C”. The Dragons finish 8-2 and win the championship game (which also happens to be the only playoff game). Their off-field fortunes were not nearly as good, as the team finished with “Shaky” status and only 40K in the bank. Final score is 51 - 8 for 8 wins, 5 for winning the championship, 4 for 40K ending money, a x2 multiplier for a foreign franchise not moving or folding, and a final multiplier of 1.5 for market/competition.

Example Three: the Charlotte Hornets (market E and competition C) voluntarily moved to Michigan (B market and B competition) the 7th week of a 12-game season. Money cannot be counted for points because the franchise moved. The team went 5-7, but finished the year in “Stable” status. So the score for the Hornets/Panthers is 14 - 5 points for the wins, multiplied by 2 for “Stable” franchise status. Because the franchise spent equal time in both Charlotte and Detroit, the final market/competition multiplier is 1.4 (using the highest rating between the two franchises, B and B).

<p>MONTREAL MACHINE</p> <p>Market: B</p> <p>Competition: B</p> <p>Weather: C</p> <p>Area: Canada</p> 	<p>*PIERRE ST. LUC QB</p> <p>+1 Skill bonus +2 Popularity (CANADA)</p> <p>I/R 7</p> <p>Salary 10K</p>	<p>*DOUGGIE MATSAKIS DL</p> <p>+1 DEF LOS +1 Popularity (CANADA)</p> <p>I/R 9</p> <p>Salary 10K</p>	<p>RIVALRY</p> <p>This card creates a rivalry between the player's franchise and another franchise of the player's choosing, so long as the rival is in the same area OR in the same division as the card-player's.</p> <p>A rivalry game gives a +2 to the attendance roll. If a survivability check must be made after the game, the losing team gets a -1 to the roll; while the winner gets a +1. These modifiers apply only to that week.</p> <p>This card may be played at any point in the season or between seasons. The rivalry exists for the remainder of the campaign.</p>
<p>SCOTLAND CLAYMORES</p> <p>Market: F</p> <p>Competition: C</p> <p>Weather: C/R</p> <p>Area: Europe</p> 	<p>BARCELONA DRAGONS</p> <p>Market: D</p> <p>Competition: C</p> <p>Weather: W/R</p> <p>Area: Europe</p> 	<p>LONDON MONARCHS</p> <p>Market: B</p> <p>Competition: C</p> <p>Weather: C/R</p> <p>Area: Europe</p> 	<p>TORONTO NORTHMEN</p> <p>Market: C</p> <p>Competition: B</p> <p>Weather: C</p> <p>Area: Canada</p> 
<p>*ABDON VERRANZA WR</p> <p>+1 Skill bonus +1 SpT +1 Popularity (EUROPE)</p> <p>I/R 8</p> <p>Salary 10K</p>	<p>*MICK WESTING OL</p> <p>+1 OFF LOS +2 Popularity (EUROPE)</p> <p>I/R 10</p> <p>Salary 10K</p>	<p>*RORY LACHLAN LB</p> <p>+1 DEF LOS +1 Skill bonus +1 Popularity (EUROPE)</p> <p>I/R 7</p> <p>Salary 10K</p>	<p>THE GAUNTLET IS THROWN</p> <p>The other league decides to place an expansion franchise in a rogue league city.</p> <p>Played on another franchise, this card increases the competition level of that franchise by one step, i.e., a "C" to a "B", a "B" to an "A".</p> <p>The card does not affect "A" competition franchises. The effect of the card is permanent. If the ANTI-TRUST SUIT card is played while this card is in effect, the roll is made at +1.</p>

EVENT

VETERAN

VETERAN

FRANCHISE

FRANCHISE

FRANCHISE

FRANCHISE

FRANCHISE

EVENT

VETERAN

VETERAN

VETERAN

12 Team League – 14 games (modeled on the USFL in 1983)

<u>Division 1</u> _____	<u>Division 2</u> _____	<u>Division 3</u> _____
Team A _____	Team E _____	Team I _____
Team B _____	Team F _____	Team J _____
Team C _____	Team G _____	Team K _____
Team D _____	Team H _____	Team L _____

Schedule

Week 1	A @ B	C @ D	E @ I	F @ J	G @ K	H @ L
Week 2	I @ A	J @ B	E @ F	G @ H	K @ C	L @ D
Week 3	A @ E	B @ F	C @ G	D @ H	I @ J	K @ L
Week 4	A @ C	B @ D	L @ E	K @ F	G @ J	I @ H
Week 5	A @ L	B @ K	E @ G	F @ H	C @ J	D @ I
Week 6	E @ D	F @ C	G @ B	H @ A	I @ K	J @ L
Week 7	D @ A	C @ B	J @ E	I @ F	L @ G	K @ H
Week 8	A @ J	B @ I	H @ E	G @ F	C @ L	D @ K
Week 9	E @ B	F @ A	H @ C	D @ G	L @ I	K @ J
Week 10	B @ A	D @ C	F @ E	H @ G	J @ I	L @ K
Week 11	A @ G	B @ H	E @ K	F @ L	I @ C	J @ D
Week 12	C @ A	D @ B	G @ E	H @ F	K @ I	L @ J
Week 13	K @ A	L @ B	G @ I	C @ E	J @ H	F @ D
Week 14	A @ D	B @ C	E @ F	H @ G	I @ L	J @ K

Playoff formats

A: The three division winners plus a wild-card, with the #1 division winner playing the wild-card in the first round.

B: The three division winners, plus the three second-place teams. The top two division winners get a first-round bye, with the last division winner playing the worst wildcard. Re-seed the second and third rounds with the lowest-ranked team at the highest ranked team.

C: Ignore divisions and just take the top eight teams in the league, playing #8 @ #1 and so forth. Re-seed all rounds with the lowest-ranked team playing the highest-ranked.

10 Team League (10 games) – modeled on the WLAF 1991

Division 1 _____ Team A _____ Team B _____ Team C _____	Division 2 _____ Team D _____ Team E _____ Team F _____ Team G _____	Division 3 _____ Team H _____ Team I _____ Team J _____
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Schedule

Week 1	D @ B	F @ H	A @ C	I @ E	J @ G
Week 2	J @ H	D @ A	B @ F	G @ E	C @ I
Week 3	E @ A	H @ F	C @ D	B @ G	J @ I
Week 4	E @ B	A @ H	D @ F	I @ G	C @ J
Week 5	G @ C	F @ A	J @ D	H @ E	B @ I
Week 6	I @ H	F @ C	G @ A	E @ D	B @ J
Week 7	H @ B	C @ E	D @ G	F @ J	A @ I
Week 8	I @ B	H @ C	G @ F	A @ D	J @ E
Week 9	C @ B	D @ H	E @ G	A @ J	F @ I
Week 10	J @ C	B @ A	E @ F	I @ D	H @ G

Playoff formats

A: The division winner with the third-best record plays at the division winner with the second-best record for the right to go to the #1 team in the league for the championship.

B: The three division winners plus a wild-card, with the #1 division winner playing the wild-card in the first round.

C: Ignore divisions and just take the top six teams in the league, playing #6 @ #3, # 5 @ #4. The first and second place teams get a first round bye. Re-seed all rounds with the lowest-ranked team playing the highest-ranked.

6 Team League (10 games) – modeled on NFL Europe

Team A _____
 Team B _____
 Team C _____
 Team D _____
 Team E _____
 Team F _____

Schedule

Week 1	A @ B	C @ D	E @ F
Week 2	F @ C	B @ E	D @ A
Week 3	C @ B	E @ D	F @ A
Week 4	D @ C	B @ F	A @ E
Week 5	F @ D	E @ B	A @ C
Week 6	D @ F	C @ E	B @ A
Week 7	D @ B	C @ F	E @ A
Week 8	A @ D	F @ E	B @ C
Week 9	C @ A	F @ B	D @ E
Week 10	E @ C	A @ F	B @ D

Playoff Format

A: The #2 team plays at the #1 team for the league championship

B: The team with the best record after five games plays the team with the best record over the second half of the season. The best overall record hosts the championship game.

C: The top four teams play: #4 at #1, #3 at #2. Top seed hosts the league championship in the second round.

Weekly Drama Chart

Roll 2d10 before any games are played each week and draw one franchise card at random. Apply the event to the franchise.

Roll	<i>Drama (before any games are played)</i>
2	Player walkout – only applies to troubled franchises – if the random franchise this week is not troubled, no drama. The team walks out on practice this week due to non-payment of salary. The team must forfeit the upcoming game. The opponent must still pay its players.
3	If the franchise is shaky or troubled, the city government buys the franchise. From this point on, the franchise receives a +2 to all survivability checks, but it cannot be moved or merged.
4	Minor injury in practice – roll on injury chart (with –2 modifier). Determine who is injured normally.
5	Roster raid – the franchise picks up a key player from the other league. Random pick from the free agent pool added to the team’s roster.
6	Great public relations work - +1 to all attendance rolls for the rest of the year.
7	If the franchise has a losing record, the head coach is fired; -1 to all survivability rolls the rest of the season. Otherwise, no drama this week.
8	Gadget play - +2 to any one possession roll in the upcoming game.
9	Other league – the other league signs one of the franchise’s better players. Discard a random player permanently.
10	Good offensive adjustment – after having seen the opponent’s defensive schemes, the coaching staff comes up with a plan! +1 to all possession rolls in the 2 nd – 4 th quarters.
11	No drama this week.
12	Good defensive adjustment – after having seen the opponent’s offensive schemes, the coaching staff comes up with a way to stop them. –1 to the opponent’s possession rolls in the 2 nd -4 th quarters.
13	Bidding war – one of the team’s best players is offered a huge contract with the other league. Shuffle all of a team’s player cards; pull a random player and either double his salary or discard the player permanently.
14	Good special teams adjustment – after having seen the opponent’s specialists, the coaching staff adjusts. +1 on any Punt# or FG# result in the 2 nd -4 th quarters.
15	Rivalry – the picked team’s opponent this week has become a league rival. Every time these two teams play from now on, +2 to the attendance roll. The winner of the game gets a +1 to any survivability check for that week only, while the loser gets a –1.
16	Free travel promotion – a local travel company offers to transport the team to their games for a reduced price for the season. –1 to all travel costs (minimum 1) for the rest of the season.
17	Attendance figures fudged from last week; many fans counted in attendance did not pay for tickets - -1 to this week’s survivability roll (if one is made)
18	Strength and conditioning program – the franchise’s conditioning coach comes up with an innovative, new program to keep the players healthy. –1 to all the team’s injury rolls the rest of the season, including any serious injury rolls from this chart.
19	Serious injury in practice - roll on injury chart.
20	Blockbuster trade – draw two franchises – first franchise trades its position in the upcoming draft, for veteran players with salaries equal to 25K+(d6 X 5K). If there aren’t enough veterans to trade, make up the difference in cash. Teams can only be affected by this drama once per season.

Off-season Drama Chart

Roll 2d10 after the championship game and draw one franchise card at random. Apply the event to the franchise.

Roll	<i>Drama (before the next season)</i>
2	Two shaky/troubled franchises merge. Use the highest market city for the new team and combine the two team's financial accounts. Use the highest LOS/SpT ratings between the two teams, but the franchise has the usual NPF star player limits (chosen randomly, leftovers are released into the free agent pool).
3	Serious injury – devastating off-season injury ends a promising career. Draw one star player at random and remove from the game.
4	No drama this year
5	Expansion franchise in the other league – if drawn franchise is stable, it leaves league immediately to join the other league.
6	Pro baseball goes on strike - +1 to league attendance if in the spring
7	If a TV contract isn't in place: One of the controlling partners in a franchise has a lot of pull with the TV networks, +1 to this year's TV check. If a TV contract is already in place and more than half of the league's franchises are NOT stable, the network terminates the contract.
8	Good draft class – 1/3 of all draftees (round down) are moderate potential players in the draft – all the rest are high potential.
9	Long-term personal services contract; +1 to retirement roll on highest paid player
10	Revenue-sharing plan – for the rest of the campaign, all stable franchises receive a –1 to their survivability rolls while all shaky/troubled franchises receive a +1.
11	New investor adds 100K to team account
12	New stadium – the franchise's home city decides to build a new stadium which adds +1 to all attendance rolls for the rest of the game. Only takes effect if the franchise is stable. On a d10 roll of 1-3, the city decides to build a dome.
13	No drama this year
14	Anti-trust suit won against the other league – league gains +1 to credibility and all franchises get a +1 to survivability; Roster Raid, Other League weekly drama rolls, as well as Expansion Franchise have no effect any more and are treated as “no drama” results.
15	Poor draft class – 1/3 of all draftees (round down) are high potential players in the draft – all the rest are low potential.
16	Franchise movement in the other league – if the chosen franchise has a competition rating of C, then the other league has placed another franchise in that city, and the competition level goes up to B. If the competition level is A – the franchise in the other league folds, opening the market. If the competition level is B, roll a d6; 1-3 a new franchise is placed in that city and competition level goes up to A, on a 4-6 the franchise in the other league folds and the competition level goes down to C.
17	Coaching legend from the other league takes over a franchise as both coach and general manager. Franchise status immediately becomes stable. If the franchise is already stable, no drama this year.
18	Pro basketball goes on strike - +1 to league attendance if in the fall
19	Owners decide to trade franchises – two random franchises swap players and finances. Both must be troubled/shaky, or no drama this year.
20	Roll twice on the chart