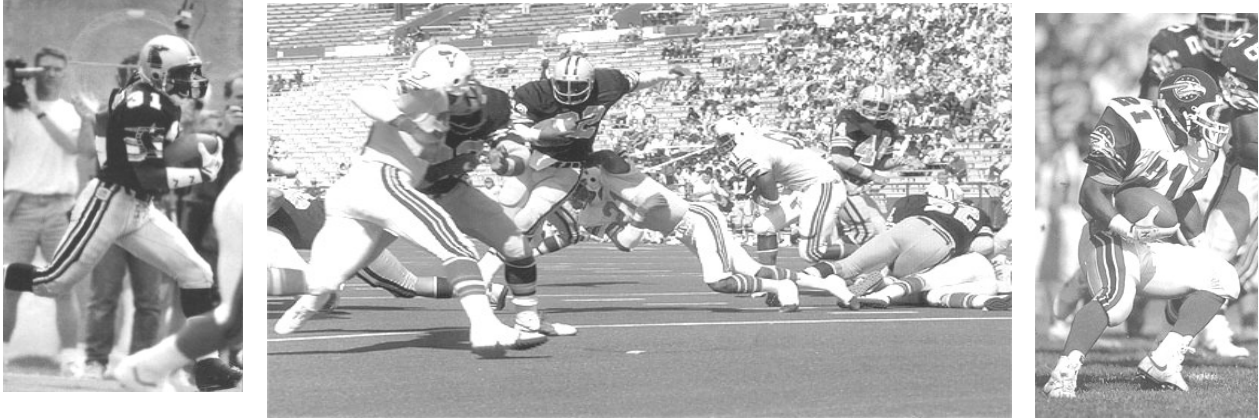


Ghosts of the Past ©

the second expansion for Rogue Football League ©



This expansion is designed to give players of Rogue Football League some historical scenarios. This is an opportunity to see if sports history could have been different. It is necessary to have the Foreign Fields expansion to play Ghosts of the Past.

Included in Ghosts of the Past are the following scenarios:

- World Football League 1974 – 12 franchises, lots of veteran players available and a 20-game schedule; can you compete with the other league head-to-head in the fall?
- United States Football League 1983 – 12 franchises along with a TV contract and a spring schedule; will America buy into a spring football league?
- United States Football League 1986 – in this what-if scenario, Donald Trump’s ego has shrunk the league to eight teams and put it head-to-head with the other league. The other league seems to be on the edge of a players’ strike; can you push the older league into accepting some or all of your league as expansion franchises, or will the USFL have to finally throw in the towel after losing its anti-trust lawsuit?
- World League of American Football 1991 – spring football is back with ten teams and this time, the other league is backing it. The bad news is you won’t be getting many big names. Can spring football survive in Europe and Canada?

Most of the rules from Rogue Football League apply, even though the scenarios may play out ahistorically. That said, each scenario has “flavor rules” to give the feel of the situation, while still allowing player decisions to shape the outcome rather than being locked into the historical outcome (which has always been bad).

Also included in the expansion are the franchise cards necessary to play the scenarios (17 of them), as well as one new event, four new veteran and two new rookie cards.

World Football League 1974

Eastern Division

Florida Blazers
Charlotte Hornets
Philadelphia Bell
Jacksonville Sharks

Central Division

*Memphis Southmen
Birmingham Americans
Chicago Fire
Detroit Wheels

Western Division

Southern California Sun
The Hawaiians
Portland Storm
Shreveport Steamer

*alternatively, the Memphis Southmen may be replaced with the Toronto Northmen from the *Foreign Fields* expansion set, as that is where the franchise was originally intended to be.

League credibility: 7

League market: 65

Season: Fall (see special rules)

Playoff format: division winners plus best second-place team. Seed wildcard at #1, #3 at #2.

Special rules:

- The WFL operated in the fall, but started in July. Therefore, the hot weather modifier stays in effect until Week Ten; the cold weather modifier does not apply until Week 18.
- Due to the small numbers of NFL veterans that signed with the WFL initially, each team is dealt two veteran cards at the beginning of the game rather than the standard three. At the end of the first season however, five more veteran cards are placed into the FA pile representing the influx of “future contract” players that would have come into the league had it lasted.
- The Hemmeter Plan – if league credibility drops to 6 or less, the Revenue Sharing event card is automatically put in to effect, regardless of the timing during the season or off-season.
- WFL owners were underfinanced from the very beginning. Franchises begin with 200K.
- Due to the NFL strike in 1974, all WFL games get a +1 attendance bonus at the beginning of the first season. At the beginning of each week, roll a d6; a 1-3 means the bonus applies to the upcoming week, 4-6 means that the strike is resolved and there will be no further attendance bonus.
- Scoring changes – TD results are worth 8 points rather than 7; TD# results are not resolved with the kicker, but using the same procedure as for a 2-point conversion – if the try fails, 7 points are scored. If the try succeeds, 8 points are scored.
- The WFL did begin play with a TV contract, but it was very limited. The standard TV money is only given to the teams who play in the game with the highest market value each week (*calculate using the same procedure as for league market – example: a “A” market team plays a “D” market team; the market value for the game is 14*). A normal TV contract may be negotiated as outlined in the rules.

Schedule: The WFL played a 20-game schedule. The schedule was constructed with the following guidelines:

- Each team plays the other three teams in its division home-and-home. (6 games)
- Each team plays three teams in both of the other two divisions home-and-home (12 games)
- The remaining two teams (one from each division) are played once (one at home, one away) (2 games)

United States Football League 1983

Eastern Division

Philadelphia Stars
New Jersey Generals
Washington Federals
Boston Breakers

Central Division

Chicago Blitz
Tampa Bay Bandits
Birmingham Stallions
Michigan Panthers

Western Division

Oakland Invaders
Los Angeles Express
Arizona Wranglers
Denver Gold

League credibility: 7

League market: 86

Season: Spring

Playoff format: division winners plus best second-place team. Seed wildcard at #1, #3 at #2.

Special rules:

- Because of the 18-game season, the cold-weather modifier applies through Week Five, while the hot-weather modifier kicks in at Week 11.
- The USFL begins play with a TV contract in place.
- Each franchise is dealt only two veteran cards in the beginning rather than the standard three, but because of the USFL's incredible success at drafting big names, only rookies with "High" potential are dealt to the franchises at the beginning of the game.

Schedule: The USFL played an 18-game schedule. The schedule was constructed using the following guidelines:

- Each team plays the other three teams in its division home-and-home. (6 games)
- Each team plays two teams in each of the other two divisions home-and-home. (8 games)
- Each team plays the remaining four teams (two from each of the other two divisions) once, two at home and two away. (4 games)

United States Football League 1986

Liberty Division

Baltimore Stars
New Jersey Generals
Memphis Showboats
Birmingham Stallions

Independence Division

*Arizona Outlaws
Jacksonville Bulls
Tampa Bay Bandits
Orlando Renegades

*Use the Arizona Wranglers franchise card for this team.

League credibility: 6

League market: 47

Season: Fall

Playoff format: The two division winners plus the two second-place teams. #2 from one division plays at #1 from the other division.

Special rules:

- Though the league lost some veterans to the NFL, the remaining USFL franchises retained enough of its own home-grown veteran base to give each team four veteran cards at the beginning of the game rather than the standard three.
- The other league's players' union was very unhappy at this point in time. During the first season of this scenario, roll a d10 before playing the week's games. A result of 1-8 means that the other league is on strike and all games for that week receive an attendance bonus depending on the competition level of the home team – "A" gets a +3, "B" gets a +2, "C" gets a +1. Once the weekly roll is failed, the strike has been resolved and no more checks are made.
- The league must make a TV contract check at the beginning of the game. The re-structuring of the league caused ABC and ESPN to re-think the current contract situation.
- The Anti-Trust Suit event card is removed from play at the very beginning, as this ploy had already been attempted by the USFL.

Scheduling: The USFL played an 18-game schedule. The schedule is fairly complicated and is constructed using the following guidelines:

- Each team plays the other three teams in its division three times, either 2 home/1 away or 1 home/away. (9 games)
- Each team will play one team in the other division three times. The home and away allocation for this series depends on the divisional allocation of home and away games; if the team played two division opponents 2 home/1 away, it will play the non-divisional opponent 1 home/2 away. If the team played two division opponents 1 home/2 away, it will play the non-divisional opponent 2 home/1 away. (3 games)
- Each team will play the remaining three teams in the other division home-and-home. (6 games)

As an aid in constructing the league schedule, here is the real Arizona Outlaws schedule for 1986:

Week One @ Tampa Bay
@ Orlando
@ Memphis
Birmingham
Jacksonville
@ New Jersey
@ Baltimore
Orlando
Tampa Bay

Week Ten @ Birmingham
@ Jacksonville
Baltimore
Memphis
Jacksonville
@ Tampa Bay
Orlando
@ Birmingham
New Jersey

World League of American Football 1991

North American East Division

New York/New Jersey Knights
Orlando Thunder
Montreal Machine
Raleigh-Durham Skyhawks

North American West Division

Birmingham Fire
San Antonio Riders
Sacramento Surge

European Division

London Monarchs
Frankfurt Galaxy
Barcelona Dragons

League credibility: 8

League market: 54

Season: Spring

Playoff format: division winners plus best second-place team. Seed wildcard at #1, #3 at #2.

Special rules:

- Use the European/Canadian franchise rules from ***Foreign Fields*** for this league.
- Because the WLAF was a training league for the NFL, only one veteran card is allocated to each franchise at the beginning of the game. However two rookie cards are dealt to each franchise at the beginning.
- The WLAF begins play with a TV contract.
- The national player cards included with ***Foreign Fields*** should be included in the veteran player pile.
- The following event cards are not used in this scenario:
Bidding War, Other League, Anti-Trust Suit, Expansion Team and Roster Raid
- Scoring changes – long field goals counted for four points rather than three. On a FG# result, a team may elect to try a long field goal rather than follow the procedure on the chart. If the team has a name kicker, a 1 on a d6 will score 4 points. If the team does not have a name kicker, a 1 on a d6 must be rolled, then a further 1-3 must be rolled on a d6 to score 4 points. In addition, the Close Game Chart is modified so that the middle column “*Behind by 3 or less or tied*” should be read as “*Behind by 4 or less or tied*”; any successful long field goal result should score 4 points rather than 3.

Scheduling: Use the WLAF scheduling template included in ***Foreign Fields***.

<p><i>NEW JERSEY GENERALS</i></p> <p>Market: A</p> <p>Competition: A</p> <p>Weather: C</p> <p>Area: 5</p> 	<p><i>MEMPHIS SHOWBOATS</i></p> <p>Market: C</p> <p>Competition: B</p> <p>Weather: W</p> <p>Area: 3</p> 	<p><i>BIRMINGHAM STALLIONS</i></p> <p>Market: D</p> <p>Competition: C</p> <p>Weather: W</p> <p>Area: 6</p> 	<p><i>JACKSONVILLE BULLS</i></p> <p>Market: D</p> <p>Competition: B</p> <p>Weather: W/R</p> <p>Area: 6</p> 
<p><i>TAMPA BAY BANDITS</i></p> <p>Market: C</p> <p>Competition: A</p> <p>Weather: W/R</p> <p>Area: 6</p> 	<p><i>PHILADELPHIA STARS</i></p> <p>Market: A</p> <p>Competition: A</p> <p>Weather: C/R</p> <p>Area: 5</p> 	<p><i>WASHINGTON FEDERALS</i></p> <p>Market: B</p> <p>Competition: A</p> <p>Weather: C</p> <p>Area: 5</p> 	<p><i>OAKLAND INVADERS</i></p> <p>Market: E</p> <p>Competition: A</p> <p>Weather: W</p> <p>Area: 1</p> 
<p><i>FLORIDA BLAZERS</i></p> <p>Market: B</p> <p>Competition: A</p> <p>Weather: W/R</p> <p>Area: 6</p> 	<p><i>MEMPHIS SOUTHMEN</i></p> <p>Market: D</p> <p>Competition: C</p> <p>Weather: W</p> <p>Area: 3</p> 	<p><i>CHICAGO FIRE</i></p> <p>Market: A</p> <p>Competition: A</p> <p>Weather: C</p> <p>Area: 4</p> 	<p><i>DETROIT WHEELS</i></p> <p>Market: C</p> <p>Competition: B</p> <p>Weather: C</p> <p>Area: 4</p> 

BIRMINGHAM FIRE	SOUTHERN CALIFORNIA SUN	FRANKFURT GALAXY	ORLANDO THUNDER
<p>Market: D Competition: B Weather: W Area: 6</p> 	<p>Market: A Competition: A Weather: W Area: 1</p> 	<p>Market: C Competition: B Weather: C/R Area: Europe</p> 	<p>Market: C Competition: A Weather: W/R Area: 6</p> 
<p>RALEIGH-DURHAM SKYHAWKS</p> <p>Market: F Competition: C Weather: W/R Area: 6</p> 	<p>PIVOTAL GAME</p> <p>There are games that can make or break a league, such as the 1958 NFL championship or the 1962 AFL championship game.</p> <p>Played before the attendance roll for a game, this card can potentially improve a league's survivability rating. This card can only be played if a TV contract is in effect.</p> <p>If played on a regular-season game and the attendance is over 40,000 and the final score is within 7 points, improve league credibility by 1. If the conditions are not met, reduce credibility by 1. If the game is a playoff game, the credibility gains/losses are 2.</p>	<p>REGGIE SLATER</p> <p>QB</p> <p>HIGH Potential I/R 9</p> <p>Salary 25K</p>	<p>AARON BLACK</p> <p>LB</p> <p>MODERATE Potential I/R 8</p> <p>Salary 10K</p>
<p>JIM BOB "SLASH" LANE QB/WR</p> <p>+1 OFF Skill Bonus +1 SpT +1 Popularity</p> <p>I/R 7</p> <p>Salary 20K</p>	<p>NOVO DEL GRECO K-P</p> <p>+1 DEF Skill Bonus +1 SpT/3 F</p> <p>I/R 10</p> <p>Salary 10K</p>	<p>JUNIOR SALEMAU LB</p> <p>+2 DEF LOS</p> <p>I/R 8</p> <p>Salary 25K</p>	<p>MOOSE JOHNSON FB</p> <p>+1 OFF LOS +1 SpT +1 Popularity</p> <p>I/R 7</p> <p>Salary 10K</p>

FRANCHISE

FRANCHISE

FRANCHISE

FRANCHISE

FRANCHISE

FRANCHISE

FRANCHISE

FRANCHISE

FRANCHISE

FRANCHISE

FRANCHISE

FRANCHISE

FRANCHISE

FRANCHISE

FRANCHISE

FRANCHISE

ROOKIE

ROOKIE

EVENT

FRANCHISE

VETERAN

VETERAN

VETERAN

VETERAN