

English Soccer Manager - ~~One~~ Page Wars

TWO

A game for 1 to 8 players. By Alex Kremer.

Each counter has 3 stats. Attack/Defense/Cost. The colors on the counters represent national identity. At the start of each game go through a 'draw' phase. Each player may pick one player from the pool until everyone has at least 14 players. (You can purchase more later) Each player also gets 10Mil on credit (Keep track on other paper.) A team must have at least 11 'active' players at any given time. Active players are placed on the ACTIVE square. Players can have 9 active players (If some are on injury. This ultimately counts against them.)

Games : Each week each game is simulated by going through a contest. (Note if your playing all games in simulation; then skip to 'quick games.') Slow Games : Slow games are calculated by adding up all active players attack, then dividing by 11. Then defense and doing the same.

Remember these scores! Flip a coin; if it is heads then the 'home' player gets the attack first! Each side rolls 2d6 and adds their respective bonus's. If the difference between the two is 6 or greater then the attacker scores a goal. If it is a goal then the defender instantly gets to attack. Otherwise flip another coin. This continues for 5 turns.

Whoever has the most points at the end of the game is the winner. If no team has a point, then it is a tie. At the end of the game : Win = +3 Lose = +0 Tie = +1; Points. Use the point chits to record these statistics. For a quick game : Roll 1d6 for each side, and add the highest attacker for each side. Whoever has the highest difference wins. However if the dif. is less than 2 then it is considered a tie.

Week 1
HIH - EDB
NUL - YSE
WAL - WML
LON - CW

Week 2
CW - HIH
EDB - LON
NUL - WML
YSE - WAL

Week 3
HIH - NUL
EDB - WML
LON - YSE
WAL - CW

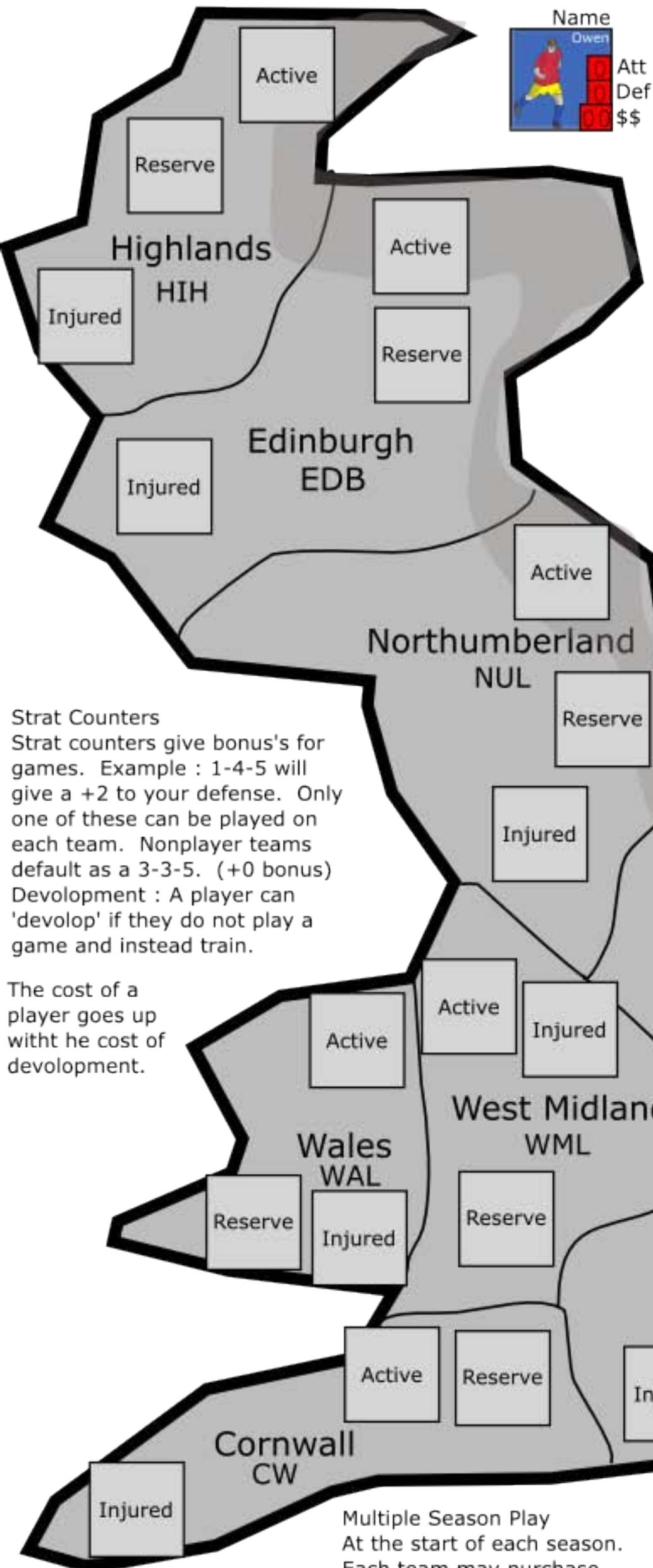
Week 4
WAL - HIH
CW - EDB
LON - YSE
WML - NUL

Week 5
HIH - WAL
YSE - CW
NUL - LON
EDB - WML

Week 6
Top 4 highest teams play against each other.

At the end of the game each side rolls 2d6; consult this chart :
2 - 3 = Injury
4-10 = None
10-11 = Injury
12 = Red Card

If an injury or card is incurred then randomly draw one of the active, players. Injured players are put into the injured pile until you roll 4-6 on a 1d6. Red Card players sit out one game.

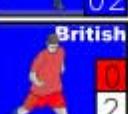
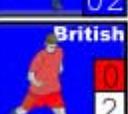
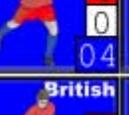
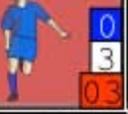


Strat Counters
Strat counters give bonus's for games. Example : 1-4-5 will give a +2 to your defense. Only one of these can be played on each team. Nonplayer teams default as a 3-3-5. (+0 bonus)
Development : A player can 'develop' if they do not play a game and instead train.

The cost of a player goes up with the cost of development.

Multiple Season Play
At the start of each season. Each team may purchase new players. They must also pay their current players. If you can not pay a player

then that player leaves your team and becomes a free agent. At the end of each game you gain 10Mil. A 04 on a card means : 400,000.

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 French 0 3 03	 French 0 3 03	 French 0 3 03	 French 0 3 03	 French 0 3 03	 French 0 3 03	 Italian 1 3 04	 Italian 1 3 04	 Italian 1 3 04	 Italian 1 3 04
 German 1 2 03	 German 1 2 03	 German 1 2 03	 German 2 1 03	 German 2 1 03	 German 2 1 03	 Italian 1 3 04	 Italian 1 3 04	 Italian 1 3 04	 Italian 1 3 04
 German 1 2 03	 German 1 2 03	 German 1 2 03	 German 2 1 03	 German 2 1 03	 German 2 1 03	Strat 3-4-3 +2 -1	Strat 3-4-3 +2 -1	Strat 2-4-4 +0 +1	Strat 2-4-4 +0 +1
Strat 1-4-5 -1 +3	Strat 1-4-5 -1 +3	Strat 3-3-4 +0 -0	Strat 3-3-4 +0 -0	Devolop +1	Devolop +1	Devolop +1	Devolop +1	Devolop +1	Devolop +1
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