

d6 Pro Football Dynasty

A Solitaire Dice Game by Al Wilson

Introduction

You are an aspiring pro football head coach, and have just signed a 5-year contract with a struggling franchise. They were 3-13 last season and are in re-building mode. You are focused on improving the roster, using your influence to get the most out of your team, and bringing a championship to your new city.

d6 Pro Football Dynasty is a light, push-your-luck solitaire dice game. A full 20 season game will take about 30 minutes to play. There are many ways to play. Your goal could be winning the "Big Game" in as few seasons as possible, or maybe you want to see how many championships you can win during your tenure as the head coach. The game also includes an easy way to track points during your campaign, inviting you to try to beat your previous best.

Getting Started

To play **d6 Dynasty**, all you will need are these rules, the game sheet, a pencil, and about 8 six-sided (d6) dice. Make sure that one of the dice has a unique color - this will be your **Coach Die**. You will only use your **Coach Die** during the Regular Season and Playoff phases of the game.

To start, place 2 dice plus the **Coach Die** in the **Team Dice** box for a total of 3 dice. These 3 dice represent your roster strength and coaching ability. Next, take a different die and rotate it so that the "2" is facing up and place it on the **Coach Influence** space on the scoresheet. You will use this die to track your current influence as you earn it and spend it - something you will be doing a lot! You are now ready to begin your first season.

Gameplay

Each season consists of an **Off Season**, **Regular Season**, and **Playoffs**. Of course, you may find yourself skipping the **Playoffs** when the dice don't roll your way. The **Off Season** roll may also send you to the **Front Office** for a conversation with the Owner or GM.

Coach Influence: The decision of when to use your **Coach Influence** is a key mechanic of **d6 Dynasty**. For example, should you try for a better season result (more points!), or should you stand pat on a terrible season and use your influence to help snag an impact draft pick? Oh, and don't forget that you may need those influence points if you want to extend your contract! There is no limit to how much influence can be used during a single phase of the game. One influence point can be used to do any of the following:

- **Extend Contract** by two seasons
- **Re-roll** dice during the regular season, playoffs, or off-season
- **Change** the value of the **Coach Die** after it has been rolled
- **Add +1 modifier** to Off Season roll (announce before roll!)

Coach Die Bonus: If you roll a natural "6" on the **Coach Die** during the regular season or playoffs, immediately increase **Coach Influence** by one. *Don't forget this rule, it can be the difference maker in any given season!*

Phase I - Off Season: The fortunes of your dynasty will depend greatly on your luck in the off season. You can influence the likelihood of a positive result by spending **Coach Influence** points (as many as you like), or you can leave it to fate. If you are coming off of a losing season, you automatically gain a +1 modifier to your die roll representing your team's higher draft position. Using some extra dice (not your **Team Dice**), roll two d6 on the **Phase I - Off Season** table to resolve the off season.

Phase 2 - Regular Season: In seasons I-10, you get a +1 bonus to to your **Coach Influence** (up to a max of 6). In seasons 11-20, the bonus is +2. Grab all available **Team Dice** and roll 'em. Your regular season record will depend on the "scoring play" that you are able to make from the dice on your table. See the **Phase 2 - Regular Season** scoring table for the possible results. Return all dice to the **Team Dice** box when done. If you don't make the playoffs, then move on to the next season - assuming you are still under contract! If you win more games than the previous season, you are awarded a 1-year contract extension. Note that if you make the playoffs, you may earn a bigger extension.

Phase 3 - Playoffs: If you have a first round bye, move right on to the Divisional Round. In either case, grab all available **Team Dice** and roll! See the **Phase 3 - Playoffs** table for the win conditions for each round. Once the playoffs are over, move on to the next season - assuming you are still under contract! If you didn't win more games than the previous season, but advanced father into the playoffs, you are awarded a 1-year contract extension.

Contract: You start the game with a 5-year contract. It is up to you to earn contract extensions through successful seasons, Championships and using your **Coach Influence**. In addition to the 1-year extensions already mentioned, if you finish a season with a Conference Championship, you earn a 3-year extension. If you win the Big Game, you earn a 5-year extension. Keep track of your contract status on the scoresheet by circling the years that you are under contract. Note that contract extensions do no "stack". Use only the highest extension you earned that season.

End Game & Scoring

End of your Campaign: Your coaching journey will come to an end when one of the following occurs:

- You complete your 20th season and retire. Congratulations!
- Your contract expires.

Scoring: You earn points for winning seasons and playoff wins as noted on the score-sheet. Keep track of your season record using the scoresheet, including season totals. When your campaign is over, total up your season totals for a final score.

*For context, if Bill Belichick's results with New England from 2000 to 2019 were gained playing **d6 Pro Football Dynasty**, he would have earned 186 points!!*

Errata

- You may never have less than 3, or more than 5 dice available during a season, and one must always be the **Coach Die**. Any gained dice that would take you over 5 total are lost. Any results to lose a die that would take you below 3 total are ignored.
- The **Coach Die** is not used for **Off Season** rolls, but **Coach Influence** can be used during the **Off Season**.
- There is no limit to the amount of influence used on the **Off Season** roll.
- **Coach Influence** is capped at 6; any unused coach influence rolls over to the next season.
- Focus on using influence to build your roster in the **Off Season** in the first years of your campaign.

d6 Dynasty Campaign Scoresheet

YR	W	L	WC	DV	CC	SB	Season Points
①							
②							
③							
④							
⑤							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							
16							
17							
18							
19							
20							
Total Score							

Season Scoring:

- 1 Point: Winning Season
- 2 Points: Wildcard Bye or Wildcard Playoff Win
- 3 Points: Divisional Playoff Win
- 4 Points: Conference Championship Win
- 10 Points: Big Game Win

Team Dice

Begin game with 3 dice (1 **Coach Die** & 2 regular dice)
Max of 5, minimum of 3 dice

Coach Influence

0

Set **Coach Influence** to 2 points at the start of the game. Max of 6.

Spend 1 **Coach Influence** point to:

1. Re-roll any number of dice during Off Season, Regular Season or Playoffs
2. Change the value of the Coach Die
3. Before rolling, announce +1 modifier to Off Season roll
4. Extend Contract by two seasons

Season Phase 1 - Off Season

Following losing season, you get a +1 modifier to die roll (includes first season). Roll 2d6 to resolve. **Coach Influence** can be used for re-roll or pre-roll modifier.

- 2 - Fan favorite decides to retire, remove die from **Team Dice**
- 3 - Unexpected injury to key player, remove die from **Team Dice**
- 4 - Draft day moves are criticized by ownership, lose two **Coach Influence** points
- 5 - Disagreement on roster moves with the GM, lose one **Coach Influence** point
- 6 - Late round draft picks are a bust, lose one **Coach Influence** point
- 7 - The team Owner wants to talk, go to **Front Office Drama** Chart
- 8 - Team has great training camp, gain one **Coach Influence** point
- 9 - Additions to coaching staff have an immediate impact, gain two **Coach Influence** points
- 10 - Advances in technology improve game planning, gain three **Coach Influence** points
- 11 - College superstar thrilled with new team, gain one **Team Die** + one **Coach Influence** point
- 12+ - Best draft ever! The future is NOW! gain one **Team Die** + two **Coach Influence** points

Front Office Drama

Only refer to this chart if directed here by the **Off Season** "7" roll. Roll 1d6 to resolve. **Coach Influence** may not be used.

- 1 - Scandal! Team releases star player, remove die from **Team Dice** and lose one **Coach Influence** point
- 2 - GM forces a trade you don't agree with, remove die from **Team Dice**
- 3 - Busy off season keeps team in the headlines, collect one **Coach Influence** OR Roll Again
- 4 - You help GM solve contract dispute, team chemistry improves, gain two **Coach Influence** points
- 5 - New contract energizes superstar player, gain one **Team Die** OR three **Coach Influence** points
- 6 - Blockbuster trade! gain one **Team Die** + three **Coach Influence** points

Season Phase 2 - Regular Season

Before rolling, gain 1 **Coach Influence** in seasons 1-10; gain 2 **Coach Influence** in seasons 11-20. Roll all available **Team Dice**. Use **Coach Influence**.

Dice Scoring

- 5 of a kind/First Roll
- 5 of a kind
- 5 dice straight/First Roll
- 5 dice straight
- Full house
- 4 of a kind
- 4 dice straight/Coach Die "2-6"
- 4 dice straight/Coach Die "1"
- 3 of a kind/Coach Die "4-6"
- 3 of a kind/Coach Die "1-3"
- 2 pair/Coach Die "6"
- 2 pair/Coach Die "1-5"
- 2 of a kind
- No scoring roll

Season Result

- 16-0 - **PERFECT SEASON!!!** In playoffs & first round bye
 - 15-1 - In playoffs & first round bye
 - 14-2 - In playoffs & first round bye
 - 13-3 - In playoffs & first round bye
 - 12-4 - In playoffs, starting Wild Card Round
 - 11-5 - In playoffs, starting Wild Card Round
 - 10-6 - In playoffs, starting Wild Card Round
 - 10-6 - Didn't win division & missed playoffs
 - 9-7 - In playoffs, starting Wild Card Round
 - 9-7 - Didn't win division & missed playoffs
 - 8-8 - Sneak into playoffs in crazy season, starting Wild Card Round
 - 8-8 - Missed playoffs
 - 7-9 - Missed Playoffs
- Missed Playoffs, **Coach Die** value determines wins

Season Phase 3 - Playoffs

Roll all available **Team Dice** each round. Each round resets available **Team Dice**. Use **Coach Influence**.

Round

- Wild Card
- Divisional Round
- Conference Championship
- The Big Game

Win Condition & Perk

- 2 pair or 3 of a kind to win and advance
- 2 pair or 3 of a kind to win and advance
- 4 dice straight or 4 of a kind to win and advance; +1 **Coach Influence**
- Full House or 5 of a kind to win The Big Game!; +1 **Coach Influence**

Rules Reminders

- A natural roll of '6' on the **Coach Die** is an *immediate* +1 to your **Coach Influence**
- There is no limit to the amount of **Coach Influence** used in a single phase
- Unused **Coach Influence** rolls over to the next season
- The game is over if you are no longer under contract
- You earn a 1-year contract extension by finishing season with a better result than the previous year
- You earn a 3-year contract extension by winning the CC, and 5-years for winning the Big Game