

COACH CARDS FOR FURY FOOTBALL

Here's a cool add-on for your Fury Football League: coach cards!

With these cards, you can set up a really interesting and challenging solo team campaign game, where you coach your favorite team against the rest of the league—can you take your team to the championship, out-witting the league's assortment of auto-coaches? Or, if you'd rather, you can essentially automate your entire Fury Football League and have your own Sunday Afternoon Pro Football Experience where you grab some snacks and a beverage and watch the action unfold before you!

These cards are used in lieu of the offense and defense auto-callers on the Fury Football game board. Each coach has an offense (orange) and defense (blue) play-caller card. There are 64 cards representing 32 coaches. I recommend that you assign ONE coach per team. (Yes, you could assign separate offense and defense coach cards for each team—in theory that might sound cool, but in practice it makes things more confusing, for me anyway. Also, you won't have any extra coaches.) The way I intended using these cards is to assign a coach for each team and watch the mayhem unfold. The coach cards will make some great calls, and some bonehead calls. Each coach has a somewhat different personality. A good team can be undone by poor coaching calls, and vice-versa. If a coach fouls up too often, you can fire him and replace him with one of the available coaches!

I think it's pretty self-explanatory how to use the cards, but there are a couple of things I feel like I probably should mention...

First, if the defense coach rolls a "GOTCHA!" result against an audible, read it as a REACT defense setting. That is, loss of down. (Originally, I played it as a FURY defense call, but then the offense has to choose which play to run, which adds time and decision-making.)

Second, a few coaches have gray "boutique" offense calls. For example, Chill Chellibek has a "MEDIUM GAIN" on offense die roll "3," Hue Jackless has a "FUMBLE." These are automatic results, the defense setting does not come into play.

Regarding touchdown conversions: there's really no simple, streamlined way to automate the conversion distance choice for an auto-coach. One idea I had was to say that if a team is winning, tied, or trailing by less than 6 points after scoring, to roll a six-sided die to determine the conversion attempt. If a team is trailing by more than 6 points after having scored, roll a twenty-sided die and divide by two, rounding down (i.e., you roll a "13," it's a six-point conversion.) I think that's a more realistic depiction of what a team might do when trailing by a significant margin. On the final possession, I will usually arbitrarily decide the conversion distance. So if a team is trailing by, say, 5 points after having scored, I'll have them go for six points. In my mind, it wouldn't make sense to try for a lesser conversion.

I hope you enjoy using these cards with your Fury Football League! Let me know if you have any questions, the e-mail address is info@plaay.com.

Keith Avallone
PLAAY Games, LLC
December 2018

DEFENSE
Pete Standard

GOTCHA! REACT
PASS RUN FURY

DEFENSE
Chill Chellibek

GOTCHA! REACT
PASS RUN FURY

DEFENSE
Dann Dangerfield

GOTCHA! REACT
PASS RUN FURY

DEFENSE
Ed Safeley

GOTCHA! REACT
PASS RUN FURY

DEFENSE
Zoran James

GOTCHA! REACT
PASS RUN FURY

DEFENSE
Yanch Smartt

GOTCHA! REACT
PASS RUN FURY

DEFENSE
Bruce Tydgill

GOTCHA! REACT
PASS RUN FURY

DEFENSE
Heat Shockley

GOTCHA! REACT
PASS RUN FURY

DEFENSE
Bull Walsh

GOTCHA! REACT
PASS RUN FURY

DEFENSE
Hue Jackless

GOTCHA! REACT
PASS RUN FURY

DEFENSE
Nick Powers

GOTCHA! REACT
PASS RUN FURY

DEFENSE
O.A. Poydras

GOTCHA! REACT
PASS RUN FURY

DEFENSE
Glare Edwards

GOTCHA! REACT
PASS RUN FURY

DEFENSE
Paul Sienna

GOTCHA! REACT
PASS RUN FURY

DEFENSE
Droun Shuler

GOTCHA! REACT
PASS RUN FURY

DEFENSE
Putt Hubb

GOTCHA! REACT
PASS RUN FURY

DEFENSE
Reid Oppschein

GOTCHAI REACT
PASS RUN FURY

DEFENSE
Sedrick Driver

GOTCHAI REACT
PASS RUN FURY

DEFENSE
Bomber Mortensen

GOTCHAI REACT
PASS RUN FURY

DEFENSE
Doak Slocum

GOTCHAI REACT
PASS RUN FURY

DEFENSE
John Harbreaux

GOTCHAI REACT
PASS RUN FURY

DEFENSE
Matt Patrixx

GOTCHAI REACT
PASS RUN FURY

DEFENSE
Moon Means

GOTCHAI REACT
PASS RUN FURY

DEFENSE
Per'Nicious Williams

GOTCHAI REACT
PASS RUN FURY

DEFENSE
Bump Enron

GOTCHAI REACT
PASS RUN FURY

DEFENSE
Vance Lumbago

GOTCHAI REACT
PASS RUN FURY

DEFENSE
Nayle Nederer

GOTCHAI REACT
PASS RUN FURY

DEFENSE
Deb Garrity

GOTCHAI REACT
PASS RUN FURY

DEFENSE
Maura Tekrukito

GOTCHAI REACT
PASS RUN FURY

DEFENSE
Chonn Gruden

GOTCHAI REACT
PASS RUN FURY

DEFENSE
Berhane ZemZem

GOTCHAI REACT
PASS RUN FURY

DEFENSE

GOTCHAI REACT
PASS RUN FURY