

### RETIREMENT PLAYERS

In this phase each player with the corresponding SPP rolls a D6 on the following table starting with the highest SPP player and working your way down. If two players are on the same SPP the coach can choose which player to roll first.

Each player's effects must be RESOLVED (which includes choosing to retain the player or letting them go) before rolling on the next player.

LEAVING TABLE		
SPP	Player Stays	Player Leaves
16 – 30	1 – 5	6
31 – 50	1 – 4	5 – 6
51 – 75	1 - 3	4 – 6
76+	1 or 2	3 - 6
<b>Modifiers:</b> +1 for any player on a team that played in the previous season GRAND FINAL! +1 if the player has suffered any Niggling Injury or Long Term Effect (not cumulative)		

If the Player Leaves, roll on the following table to see why the player leaves.

RETIREMENT TABLE			
SPP	Goes Looking	Poached	Retires
16 - 30	1 – 3	4 - 5	6
31 – 50	1 – 2	3 - 4	5 or 6
51 – 75	1	2 - 3	4 – 6
76+		1 - 2	3 – 6
<b>Modifiers:</b> +1 for any player on a team that played in the previous season GRAND FINAL! +1 for EVERY Niggling Injury or Long Term Effect suffered.			

**Goes Looking:** The player goes looking for better contract offers. The player will stay and play for the team if payed 1D6 x \$10000 immediately.

**Poached:** The player is offered a GREAT contract from a higher league or needs expensive surgery to continue playing. The player will stay and play for the team if payed 2D6 x \$10000 immediately.

**Retires:** The player retires after the rigours of the professional life become too much.

Any funds used to keep a player from leaving go directly onto a bounty for that player.