

The Euros is a quick-play simulation of the European Championships which can play out a whole tournament from scratch in well under an hour. It's based on a statistical model that means every playthrough has different qualifiers, dark horses and favourites, and has the potential for plenty of drama and shock results.

It contains:

- 1 set of 55 cards representing modern European national teams (cards.pdf) (plus bonus - Catalonia and Euskadi)
- 1 set of 33 cards representing 1980s era European national teams (cards.pdf)
- 1 set of rating modifier chits (chits.pdf)
- 1 chart for 24 team tournament, 2016- format (24team.pdf)
- 1 chart for a 16 team tournament, 1996-2012 format (16team.pdf)
- 1 chart for an 8 team tournament with qualifiers, 1980s (8team.pdf)

Playing a tournament has three rounds: host selection, qualification, and the finals.

Host selection

16-24 teams: Roll a d20. 1-12 go to list A, 13-16 go to list B, 17-20 go to list C.

8 teams: Select a suitable host out of the 8 teams qualifying for the finals, after qualification.

	List A	List B	List C
1	Germany	Greece	Netherlands & Belgium
2			Austria & Switzerland
3	Italy	Hungary	Czechia & Slovakia
4			Romania & Hungary
5	England	Turkey	Romania & Bulgaria
6			Poland & Ukraine
7	France	Serbia	Poland & Czechia
8			Croatia & Hungary
9	Spain	Poland	Serbia & Romania
10			Sweden & Finland
11	Portugal	Austria	Norway & Denmark
12			Norway & Sweden
13	Netherlands	Switzerland	Sweden & Denmark
14			Greece & Turkey
15	Belgium	Sweden	Croatia & Bosnia
16			Austria & Hungary
17	Russia	Norway	Poland & Lithuania
18			England & Scotland
19	Re-roll	Romania	Scotland & Ireland
20			Georgia & Azerbaijan

Qualification

Print the chart for the tournament format you want. Handle qualification as follows:

Remove the card for the host(s) and set it aside; they qualify automatically.

On the remaining teams, see the bottom strip of the team card, which gives a **qualification rating** between zero and five stars. Modern era teams for 16 and 24 team tournaments have yellow stars on a blue background, and retro teams for 8 team tournaments have blue stars on a white background. Sort these cards into separate piles for each star rating, discarding teams with zero stars. (They come into play if you wish to simulate the qualifying rounds in full.)

For **16 teams**, shuffle the five star teams together and draw **4**.

Add all the four star teams, shuffle again, and draw **7***.

Add the three star teams to the deck, shuffle, and draw **3**.

Repeat with the two star teams, drawing **1**.

*draw **6** at this step instead if there are two hosts

For **24 teams**, repeat this process but draw **4, 8, 7*** and **3** at each step, then shuffle the one star teams separately and draw **1**.

*as above

For **8 teams**, randomly draw **1** one star team and discard it. Then, follow the process in 'Finals' below for qualification.

The Finals

Assign the hosts to **A1**. If there are co-hosts, assign them to **D1**.

Shuffle the five star teams, draw them one at a time, and assign them to a random open first slot of a group. When you run out of teams, repeat with the next star rating down, and when you run out of first slots, move on to second slots, until the draw is complete.

National teams ebb and flow with their golden eras and low point, and any kind of team might turn up in **The Euros**. In the lower left of each team's card is the team's **rank**, which starts at 1 and bottoms out around 25 with FIFA's worst national teams. These rankings are a statistical approximation based on long term form, but teams shock and disappoint at each tournament, and this is accounted for by adjusting each team's rating before the finals begin.

For each competing team, roll a standard die and add a chit to each competing team's card based on the following chart:

(Give the host(s) a -1 bonus, but don't take their rank below 1 or their adjustment past -2.)

		Dice roll					
		1	2	3	4	5	6
R A N K	1	+2	+1				
	2	+2	+1				-1
	3	+2	+1			-1	-2
	4	+2	+1			-1	-2
	5	+2	+1			-1	-2
	6	+2	+1			-1	-2
	7	+1				-1	-2
	8	+1				-1	-2
	9					-1	-2
	10				-1	-1	-2
	11			-1	-1	-2	-2
	+		-1	-1	-2	-2	-2

Your tournament sheet will tell you which matches to play in which order. **The Euros** creates unpredictable but realistic results using nine different coloured d6s. (You can buy blank D6s and use coloured Sharpies or stick-on dots to create some, or use a regular d6 and look up results on the dice chart.)

	0	0	0	0	1	2
	0	0	0	1	1	2
	0	0	1	1	1	2
	0	0	1	1	2	3
	0	1	1	2	2	3
	0	1	1	2	3	4
	0	1	2	3	4	5
	1	1	2	3	4	5
	1	2	3	4	5	6

Choose which dice to roll by looking up the difference of the two teams' ratings based on this chart. (If a team is classed as a home or host team, add one point in their favour.)

-8	-7	-6	-5	-4	-3	-2	-1	0
+8	+7	+6	+5	+4	+3	+2	+1	

Note that the ratings mirror each other by design; if one team is rated +4 and uses the green die, their opponents must be rated -4 and use the yellow die! If the difference is more than 8, treat it as 8.

After completing the group stage, fill in the group tables. If teams finish dead level, separate them firstly by their **rank**, and then by drawing lots.

Assign the teams to the first knockout round according to your sheet. For **24 teams**, also rank the third placed teams and allocate the four best third placed teams this way:

Third place teams qualified						1B	1C	1E	1F
						vs	vs	vs	vs
A	B	C	D			3A	3D	3B	3C
A	B	C		E		3A	3E	3B	3C
A	B	C			F	3A	3F	3B	3C
A	B		D	E		3D	3E	3A	3B
A	B		D		F	3D	3F	3A	3B
A	B			E	F	3E	3F	3B	3A
A		C	D	E		3E	3D	3C	3A
A		C	D		F	3F	3D	3C	3A
A		C		E	F	3E	3F	3C	3A
A			D	E	F	3E	3F	3D	3A
	B	C	D	E		3E	3D	3B	3C
	B	C	D		F	3F	3D	3C	3B
	B	C		E	F	3F	3E	3C	3B
	B		D	E	F	3F	3E	3D	3B
		C	D	E	F	3F	3E	3D	3C

Some games might go to extra time or even penalties. In extra time, roll the dice again, but round the result to the nearest multiple of 3, then divide by 3. In the event of penalties, roll a standard d6 for each kick - it's scored on 1-5, but missed on a 6!

Repeat - all the way to the final!