

## Weird Play Chart for Passing Plays

d6	Result
2	QB throws backward pass to FB who drops ball. Frustrated, he returns to the huddle while the LCB picks up the ball and returns it untouched for a TD!
3	Batted ball is caught by QB, who runs for d10 yard gain.
4	Pass hits referee in the head and falls incomplete. Ref is taken to hospital for examination.
5	QB, nearly sacked, is called for intentional grounding. 10 yard penalty and loss of down.
6	After catching a 20 + d10 yard pass, the receiver taunts a defensive back. 15 yard penalty, marked from the end of the play. If play resulted in a score, mark off on ensuing kickoff.
7	Two players (one offense, one defense...identify using the d12) are ejected for fighting. Incomplete pass.
8	A defensive player (identify by d12) body slams the QB into the turf and is ejected. QB is injured.
9	FS inexplicably walks off the field, leaving the defensive team with only 10 players. Remove FS and run normal play. Defense may "burn" a timeout to stop the play.
10	Ball is batted high into the air after a monster collision between the intended receiver and the man covering him. The TE grabs the ball and gains 10 + d10 yards.
11	Right offensive tackle catches batted pass and runs for exact first down yardage.
12	QB is sacked by LDE for a 20 + d10 yard loss.

## Weird Play Chart for Running Plays

d6	Result
2	QB misses handoff, and is tackled for a d10 yard loss.
3	QB fumbles snap, which is recovered (use usual fumble recovery method) at the line of scrimmage. No return is allowed.
4	Ball carrier hurdles over one defender, rolls over another, and begins a run for 20 + d10 yards.
5	Ball carrier fumbles after a gain of d10 yards. TE recovers and advances the ball another d10 yards.
6	Ball carrier breaks three tackles behind the line of scrimmage and breaks away for 20 + d10 yards.
7	QB fumbles the snap and falls on the ball for a 2 yard loss.
8	Trapped, the ball carrier pitches the ball to the QB, who is tackled for a 10 + d10 yard loss.
9	Ball carrier falls down before the handoff. QB eats the ball and is tackled for a d10 yard loss.
10	Two players (one offense, one defense...identify by d12 roll) are ejected for fighting. Offsetting fouls. Replay the down.
11	QB calls the wrong play! Instead, he calls a short pass to the halfback, which is incomplete.
12	QB calls the wrong play! Instead, he calls a short pass to the split end, which is caught for a d10 yard gain.

## Weird Play Chart for Punts

d6	Result
2	Long snap skips back to punter, who fields the ball 10 yards behind the line of scrimmage and has to run with it. Roll the d20 to see how far he gets.
3	Long snap flies over the punter's head. The punter is 10 yards behind the line of scrimmage. Roll the d20 to see how far behind the punter the ball lands, and treat the play as a fumble. If the ball is out of the end zone (the end zone is 10 yards deep), the play is ruled a safety.
4-9	No change. Run the play as if nothing unusual has happened.
10	Punt is partially blocked 10 yards behind the line of scrimmage and travels d20 yards from there.
11	Snap is fumbled by the punter 10 yards behind the line of scrimmage. Treat the play as if a fumble occurred. If the ball is recovered in the end zone by the punting team, the play is a safety. If recovered in the end zone by the returning team, the play is a touchdown.
12	Snap is fumbled by the punter, who attempts a pass to the LW. Roll the d20, and if it comes up a 1-2, the ball is intercepted at the line of scrimmage. If the result is 3-10, the pass is completed for d20 yards. Otherwise, the pass is incomplete.

## Weird Play Chart for Field Goals and Extra Point Kicks

d6	Result
2	Long snap skips back to the holder, who fields the ball but doesn't quite get the ball in to place normally. Roll the d20, and if it comes up 1-5, the kick is blocked. If the attempt is from 40 yards or less and the d20 comes up 15-20, the kick is good. Otherwise, the attempt is no good.
3	Long snap is high. The holder fields the ball, but takes longer than normal to get the ball in to position for the kick. If the attempt is from 50 yards or more, it is blocked. Otherwise, roll the d20 and if it comes up 15-20, the kick is good, and is missed on all other rolls.
4-10	No change. Run the play as if nothing unusual has happened.
11	Long snap is dropped by the holder, who recovers the ball 7 yards behind the line of scrimmage and is then smothered by the defense.
12	Long snap is dropped by the holder, who picks it up and attempts a pass to the RW. Roll the d20, and if it comes up a 1-2, the ball is intercepted 5 yards downfield. If the result is 3-10, the pass is completed for d20 yards. Otherwise, the pass is incomplete.

## Weird Play Chart for Punt Returns

d6	Result
2	If ball is kicked from the receiving team's side of the field, it hits a kicking team member and rolls to the goal line, where it rolls to a stop. The return man picks up the ball and begins to run with it. Use his long punt return to determine the yardage gained. If ball was kicked from punting team's side of the field, make no changes.
3	Very high kick travels 40 + d10 yards and is then muffed by the return man. Treat the play as a fumble, but the kicking team may not advance the ball if they recover it.
4-11	No change. Run the play as if nothing unusual has happened.
12	Short punt (25 + d10 yards) takes a funny bounce and hits the return man, who is attempting to get out of the way. Treat the play as a fumble, but the punting team may not advance the ball if they recover it.

## Weird Play Chart for Kickoff Returns

d6	Result
2	Very high kick is muffed by the return man at the spot of the kick. Treat the play as a fumble, but the kicking team may not advance the ball if they recover it.
3	Return man fields kickoff in full stride near the sideline, and unintentionally steps out of bounds immediately after making the catch. If in the end zone, this is ruled a touchback.
4-11	No change. Run the play as if nothing unusual has happened.
12	Return man catches the ball and returns it d20 yards, where the ball is ripped from his hands by the LE, who returns it for his long return.

## Field Goal/Extra Point Procedures

- Make sure that the kick is within the kicker's range.
- Offensive team announces that they are in field goal formation, and select either a field goal/extra point play card or a fake field goal play card.
- Defense rushes as many players as they wish by moving them in to the lineman and linebacker zones.
- Offense reveals play selection and rolls all 5 dice.
- If the d20 is less than or equal to the number of rushing defenders AND if the d12 is a 12, add the two d6 and check the Weird Play chart to see whether an unusual play has occurred. If no weird play occurs, re-roll the dice, but ignore any weird play opportunities.
- Add the two d6 and find the result in the correct column on the kicker's card.
- If the d12 is an 11, a penalty may have occurred. Use the d10 and consult the table below to see if there was an infraction:

0	Holding, kicking team (10 yds)
1	Unsportsmanlike conduct, defense (15 yds and automatic first down for kicking team)
2-5	No penalty
6	No penalty, but a defensive player is injured. Roll the d12 to identify injured player.
7	No penalty, but a kicking team player is injured. Roll the d12 to identify injured player.
8	Offsides, kicking team (5 yds)
9	Offsides, defense (5 yds)

## Punt Procedures

- Offense announces that they are in punt formation and selects either a punt or fake punt play card.
- Defense announces any platoon changes and moves rushing players into their linemen and linebacker zones.
- Offense reveals play card, and announces if they intend to do a coffin-corner kick.
- Punting team rolls 5 dice, which simulates the snap of the ball.
  - **If the d12 comes up a 12**, a weird play has possibly occurred. Add the two d6 and consult the weird play chart to find out what happened. If a "no change" in the play results, re-roll all the dice, but ignore d12 results of "12".
  - **On d12 rolls other than 12**, determine whether or not the punter is being rushed using the d20 and determine the appropriate column to use. Add the two d6 and read the play result off the punter. Move the ball. If the d12 is an 11, a penalty has been called during the punt. After the play is over, re-roll the d10 and use the table below to determine what the infraction was:

0-4	Illegal block, kicking team (10 yds)
5-6	Illegal man downfield, kicking team (5 yds)
7	Holding before the kick, receiving team (5 yds and automatic first down for punting team)
8	Offsides, kicking team (5 yds)
9	Offsides, return team (5 yds)

- Re-roll all 5 dice for the return. If the d12 is a 12, a possible weird play may result, so use the d6 total and refer to the Weird Play chart to see if something odd happened (if a "no change" in the play results, re-roll all the dice to determine what happened on the return, but ignore d12 rolls of 12). If the d12 is other than a 12, consult the punt play card to determine the matchup winner.
- If the punt is a high punt, check for a fair catch.
- If the matchup winner is on the return team, use the return man's punt return letter (and punt return long, if needed), and check the Return Table on the game board to find out how long the return was.
- If a player on the punt cover team won the matchup, use his punt cover letter (and a long return rating of "90").
- On coffin-corner kicks ONLY, subtract the d10 roll from results 31, 32, 41 and 42.
- A d12 roll of 11 is a possible fumble. d12 rolls of 10 indicate the player losing the matchup is injured. d12 rolls of 8 and 9 indicate a penalty has occurred, so re-roll the d10 and refer to the Return Penalties table on the game board. If two penalties occurred on the play, they offset one-another and the down must be replayed.

## Kickoff Procedures

- Kicking team selects one of the kickoff (normal, squib, onside) play cards.
- Return team moves its players into formation using the defensive zones on the game board.
- Kicking team reveals the play and rolls all 5 dice. The distance of the kick is read off the kicker's "KO" column with the two d6.
- The return team coach now rolls all 5 dice. On d12 rolls of 12, a weird play is possible. Use the d6 total and refer to the Weird Play chart to see what happened (if there is "no change" in the play, re-roll all the dice to determine what happened on the return, but ignore d12 rolls of 12).
- Use the d20 to determine the players involved in the matchup. The cover team's matchup man's KC rating is subtracted from the return team's matchup man's KR rating and compared to the d10, as on normal plays.
- If the return team won the matchup, use the return man's KR letter and the two d6 to find the play result on the Return Table section of the game board. If the cover player won, use that man's KC letter instead.
- If the result of the play is "L" (long), use the return man's KR long rating if the return team won the matchup. If the cover team won the matchup, use "21" as the long.
- If the kickoff was fielded inside the 10 yard line and a return result of "90" or "0" occurs, add 10 yards to the result.
- If the d12 roll is an 11, a fumble may have occurred. If the d12 is a 10, the player losing the matchup has been injured. If the d12 is a 8 or 9, a penalty has occurred, so re-roll the d10 and refer to the Return Penalties table on the game board

## Injuries

Injuries occur to players losing matchups. Roll the d10, add the player's injury ("inj") rating to it, and then consult the chart below:

d10 + inj	Injury
14	Player is injured for one play
13	Player is injured for one play
12	Player is injured for one play
11	Player is injured for one play
10	Player is injured for one play
9	Player is injured for the rest of this possession
8	Player is injured for the rest of this possession
7	Player is injured for the rest of this quarter
6	Player is injured for the rest of this quarter
5	Player is injured for the rest of this half
4	Player is injured for the rest of this half
3	Player is injured for the rest of this game
2	Player is injured for the rest of this game
1	Player is injured for one more game
0	Player is injured for one more games
-1	Player is injured for two more games
-2	Player is injured for two more games
-3	Player is injured for three more games
-4	Player is injured for four more games
-5	Player is injured for five more games
-6	Player is injured for the rest of the season
-7	Player is injured for the rest of the season

## Fatigue

Skilled-position players receive fatigue points based on 1 point per rush and 2 per pass play in which they were the intended receiver.

Fat Rating	Subtract 1 from all ratings if player reaches:	Subtract 2 from all ratings if player reaches:	Subtract 3 from all ratings if player reaches:	Must be removed from game if player reaches:
5	35	40	45	50
4	30	35	40	45
3	25	30	35	40
2	20	25	30	35
1	15	20	25	30
0	10	15	20	25

Subtract 5 fatigue points if player is rested for at least 10 successive offensive plays.