

Running play:

Plays to choose from: Sweep Right, Sweep Left, Inside Left, Inside Right

Pick the player to run the ball or if playing solitaire use the FAC card number from last shown FAC (1-82) to find the runner using RB range.

The defense will pick its formation from Starters (base), Nickel, Dime, Short or Run

Pick a FAC and look for the key player on the play that was called. If another defender is also on that line then both players are key players.

Depending on the play called you will use the section for inside or outside run on the runners card.

Rolling the dice the red die tells you which column to use the white die gives you the row to lookup.

The blue dice (rating check roll) is used to check against the key players rating. Use the same number even if there are 2 key defenders.

The players card will have letters/numbers seperated by a /. The left side of the / is always higher.

If the key player is a defensive player and the rating check roll is less than or equal to the RD (run defense) rating of the key defender, the defender was successful at stopping the play for the lesser yardage. Otherwise the higher yardage is used.

If the key player is an offensive player and the rating check roll is less than or equal to the RB (run block) rating of the key offensive player, the player was successful at blocking for the play for the higher yardage. Otherwise the lesser yardage is used.

Possible outcomes:

S: Short gain, roll the 2d6 again and check the S section of the game lookup chart for yardage gained.

B: Breakaway, roll the 2d6 again and check under the runners LNG rating on the game lookup chart.

HOLMES, PRIEST							RB
2003 Kansas City							END:18/1
INSIDE RUN							1-67
	1	2	3	4	5	6	
1	9/1	8/1	7/1	7/1	S/2	7/1	
2	7/1	S/2	S/2	S/2	5/-1	B/4	
3	6/1	4/-1	8/1	9/2	5/0	4/-3	
4	4/-1	4/-2	8/1	6/0	4/-1	6/0	
5	B/2	6/0	6/0	S/2	S/2	5/-1	
6	5/0	4/-2	S/2	6/0	5/0	5/0	
OUTSIDE RUN							1-67
	1	2	3	4	5	6	
1	2/-3	6/0	5/-1	6/0	S/1	9/1	
2	B/2	4/-1	S/2	S/2	5/0	B/2	
3	7/0	6/0	5/0	6/0	S/1	2/-2	
4	4/-1	2/-2	7/1	3/-2	4/-1	B/2	
5	S/1	4/-1	2/-3	8/1	S/1	8/1	
6	B/2	7/0	4/-1	5/0	2/-4	S/1	
ATT	YDS	AVG	TD	LNG	BLK	FUM	
320	1420	4.4	27	4	3/-2	0	

Call: Inside Left FAC: RDE Roll: 3-2-5

Column 3, Row 2 on Inside run. RDE (Seymour RD rate 3) loses the rating check roll of 5. Because Seymour loses the rating check Holmes breaks a Short gain. Roll 2d6 (2-6) again check under the S column of the Lookup Chart next to 26 gets a 12 yd gain.

	STARTERS	RD	Q	S	M	L	PR	INT	RET
LDE	HAMILTON, BOBBY (1)	4	1	0	0	0	0	0	0
LDT									
NT	WASHINGTON, TED (3)	5	1	0	0	0	2	0	0
RDT									
RDE	SEYMOUR, RICHARD (1)	3	3	1	0	0	6(1)	0	0
LOB	MCGINEST, WILLIE (1)	5	1	1	2	0	5	2	4
LIB	PHIFER, ROMAN (1)	4	1	2	2	0	0	0	0
MLB									
RIB	BRUSCHI, TEDY (1)	5	2	3	4	0	2	5	2
ROB	VRABEL, MIKE (2)	3	1	1	2	0	6(3)	4	3
LCB	LAW, TY (1)	1	0	3	4	5	0	6(4)	6
SS	HARRISON, RODNEY (1)	5	0	2	3	4	3	5	0
NB									
FS	WILSON, EUGENE (1)	3	0	1	2	3	0	6	1
RCB	POOLE, TYRONE (1)	1	0	2	3	4	0	6(4)	4

Call: Sweep Left FAC: SS Roll: 5-4-3

Check column 5 row 4 of Holmes Outside Run. SS (Harrison RD rate 5) is the key player. Rating check roll of 3 is less then or equal to Harrison's RD rate. He stops the play for the lower yardage -1.

Call: Sweep Right FAC: RT Roll: 1-6-2

Check column 1, row 6 of Holmes Inside Run. RT (Tait RB rate 4) is the key player. Rating check roll of 2 is less then or equal to Tait's RB rate. Great block by Tait gives Holmes a breakaway. Roll 2d6 (2-5) on the Lookup Chart under Holmes' LNG rate (4) to get a 24 yd gain.

OFFENSIVE LINE			RB	PB
RT	JOHN TAIT		4	-1
RG	WILL SHIELDS		5	-2
C	CASEY WIEGMANN		5	-2
LG	BRIAN WATERS		4	-1
LT	WILLIE ROAF		5	-1

LOOKUP CHART					
	S/2	3	4	5	6
24	12	22	24	26	28
25	12	22	24	27	29
26	12	22	25	27	30

Passing play:

Plays to choose from: Quick, Short, Medium and Long passes

Pick the player to throw to. RB cannot be target for Long pass, WR and TE cannot be target for Quick pass. Or allow the prior FAC number to get a receiver.

The defense will pick its formation from Starters (base), Nickel, Dime, Short or Run

Pick a FAC and look for the key player on the play that was called.

Roll the red and white dice and cross reference that with the quarterbacks player card under the correct section depending on the type of pass called.

The QB cards are separated into two sections; Quick/Short pass, Medium/Long pass.

If a / is present in the outcome you read that as the outcome on the left is for the play on the left of the /. (ie Quick, Medium) While the outcome on the right of the / is for the right section. (ie. Short, Long) Check the example on page 1 of rules on QB card.

Possible outcomes on QBs card.

X outcome

Pass on target roll 1d6 versus key players defensive rating under proper column Q,S,M or L depending on the type of pass thrown.

If the rating check roll is less than or equal to the pass defense rating of the key defender the the ball is knocked down incomplete.

If the rating check roll is greater than the pass defense rating of the key defender, the pass is complete. Roll the red and white dice again and check the receivers card to get the yardage gained.

If an M comes up on the receivers card roll again and use the receivers MEDIUM pass section.

If an L comes up on a TE or WR card roll again and use the receivers LONG pass section.

If an L comes up on a RB card roll the red and white dice again and using the LNG rating of the RB check the roll on the lookup chart under the LNG number.

(Blank outcome)

Poor pass by the quarterback, incomplete pass, play over.

? outcome

Bad pass by the quarterback for possible interception, check the key defender next to the proper section of the FAC.

If the rating check roll is less than or equal to the defenders INT rating, the ball is intercepted. Otherwise pass is incomplete.

If INT, use defenders RET rate and roll 2d6 on the TURNOVER chart for return yardage.

The point of interception as well as any pass interference is determined as follows (found on the main game lookup chart)

Quick: 0 minus 1d6 Short: 2d6 added minus 2 Medium: 2d6 added plus 8 Long: 2d6 multiplied together plus 20

SC outcome

Scramble by the quarterback. Roll 2d6 and check the quarterbacks SCRAMBLE section for yardage.

PR outcome

A Pass Rush has put pressure on the quarterback, check the PR section on the FAC for the key defender

Roll 1d6 rating check roll versus the key players PR rating

If the rating check roll is less than or equal to the PR rating of the key defender, the player has put intense pressure on the QB.

Roll the 2d6 again and check the QBs PR area (the section between the two matrixes in the middle of the card).

RUN: Scramble roll the red/white dice again and check the QBs SCRAMBLE section (on the QBs running card for yardage)

SCK: Sacked, roll 2d6 (add together) for yardage lost. (Option on yardage lost: Q and S passes subtract 1 from roll, L pass add 2)

INT: Possible interception, refer to the key defender on the same FAC card for INT rating check as explained above.

If the rating check roll is greater than the defenders PR rating, the quarterback has avoided the pressure and is looking for a receiver to throw to.

Check the same FAC next to the type of pass thrown under the SEC REC column for the new receiver.

ORG is original receiver, INC means the pass is throw incomplete.

If a number only is shown under SEC REC then use that number to find the new target from the receivers ranges in original pass distance attempted. A shorter pass is forced by the rush when a number AND a new pass distance abbreviation is shown under SEC REC. (Ex. Medium pass SEC REC) Use the number to find the new target within the receivers ranges for the NEW pass distance. Reslove both instances with the R outcome below.

R outcome

Roll a 1d6 and check the receivers catch rating (these are found in a box next to the type of pass on the recievers card). If the rating check roll is less than or equal to the catch rating for the receiver, the pass is complete roll 2d6 for the yardage off the receivers card. If the rating check roll is greater than the receivers catch rating, the receiver drops the ball for an incomplete pass.

Call: Short Pass FAC: PR section RDE Roll: 1-3-5

Column 1, Row 3 on Quick/Short section. Use right side of / because of Short pass not Quick. (PR) RDE (Seymour PR rate 6) wins the rating check roll of a 5. Now roll 2d6 again 3-4 and check in the QB PR section in middle of card. A 34 falls in SCK range, Sacked. Roll 2d6 and add for lost yardage.

Call: Short Pass FAC: ROB Roll: 5-2-4

Column 5, Row 2 on Quick/ Short section. Reading of X, on target pass. ROB (Vrabel S rate 1) loses the rating check roll of a 4. Pass is complete, roll of 1 would have been a pass knocked down by Vrabel. Roll 2d6 (4-2) to get yardage from Gonzalez card. Reading of M means Gonzalez breaks loose, roll 2d6 (6-3) in the Medium section, reading of L means he is still loose roll 2d6 (4-1) on the Long section, 36 yard gain.

GREEN, TRENT						QB
2003 Kansas City						
QUICK PASS / SHORT PASS						
	1	2	3	4	5	6
1	R	X	PR	X/PR	X	X/PR
2	X	X	PR	X	X	X
3	X/PR	X	X	X	X	R
4	SC	R	PR/?	X	R	X
5	X	X/PR	X	X/PR	X	?/
6		X	X	X	R	X
INT 11-13 SCK 14-55 RUN 56-66						
MEDIUM PASS / LONG PASS						
	1	2	3	4	5	6
1	SC	X	X	?/PR	X	PR
2	/?	X	X	X	X	PR
3	X	R	X	X	PR	X
4	R	X	X	X	X	R
5	X	PR	PR	PR	X	X
6	PR	X	PR	PR	PR	SC
ATT	CMP	YDS	TD	INT	SCK	FUM
523	330	4039	24	12	20	1

	STARTERS	RD	Q	S	M	L	PR	INT	RET
LDE	HAMILTON, BOBBY (1)	4	1	0	0	0	0	0	0
LDT									
NT	WASHINGTON, TED (3)	5	1	0	0	0	2	0	0
RDT									
RDE	SEYMOUR, RICHARD (1)	3	3	1	0	0	6(1)	0	0
LOB	MCGINEST, WILLIE (1)	5	1	1	2	0	6	2	4
LIB	PHIFER, ROMAN (1)	4	1	2	2	0	0	0	0
MLB									
RIB	BRUSCHI, TEDY (1)	5	2	3	4	0	2	5	2
ROB	VRABEL, MIKE (2)	3	1	1	2	0	6(3)	4	3
LCB	LAW, TY (1)	1	0	3	4	5	0	6(4)	6
SS	HARRISON, RODNEY (1)	5	0	2	3	4	3	5	0
NB									
FS	WILSON, EUGENE (1)	3	0	1	2	3	0	6	1
RCB	POOLE, TYRONE (1)	1	0	2	3	4	0	6(4)	4

GONZALEZ, TONY						TE
2003 Kansas City						END: 4/1
6	SHORT PASS					1-24
	1	2	3	4	5	6
1-2	5	1	7	M	3	0
3-4	9	2	4	2	6	5
5-6	8	4	1	3	4	10
5	MEDIUM PASS					1-24
	1	2	3	4	5	6
1-2	17	18	13	16	11	14
3-4	20	12	10	12	L	L
5-6	14	11	14	19	13	15
1	LONG PASS					1-21
	1	2	3	4	5	6
1-2	41	29	27	36	67	22
3-4	21	24	50	25	31	23
5-6	54	31	28	20	45	32
REC	YDS	AVG	TD		BLK	FUM
71	915.9	12.9	10		3	0

TURNOVER CHART			
	0	1	2
11-13	-5	0	0
14-16	-4	1	1
21-23	-3	2	2
24-26	-2	2	4
31-33	-1	4	5
34-36	0	5	7
41-43	1	6	9

	Key	Sec Rec
15		
Sweep Left	SS	RIB
Inside Left	RDE	
Inside Right	SS	
Sweep Right	LIB	LIB
OoB	Key	Sec Rec
Quick Pass	LDE	ORG
Short Pass	ROB	39
Medium Pass	FS	43(QP)
Long Pass	LCB	19
Pass Rush	Key	Off/Line
	RDT	LT

Call: Medium Pass FAC: FS Roll: 4-1-2

Column 4, Row 1 on Medium/ Long section. Use left side of / because Medium not Long pass (? :INT). FS (Wilson INT rate 6) wins the rating check roll of 2. Pass is intercepted by Wilson. Roll 2d6 (2-4) and add 8 to get the point of interception, 2+4+8=14 yards downfield. Roll 2d6 (2-3) and use Wilsons' RET rate of 1 check on Turnover chart. 2 yd return.

Call: Long Pass FAC: PR section RDT Roll: 3-6-6

Column 3, Row 6 on Medium/Long section. Reading of PR. RDE (Seymour PR rate 1) get to use his exceptional rating (1) for the empty RDT spot. However, he loses the rating check roll of 6. Rush fails, Green can find SEC REC. Using the same FAC, lookup the SEC REC portion next to Long Pass (19) Find the receiver that has that number in his range. Roll 1d6 rating check roll against Gonzalezs' Long pass rating (1). Roll of 1 it's complete roll for yardage, 2-6 pass is dropped incomplete.