



DETROIT



Offense Ratings: **RUN** ① **SHORT PASS** ① **LONG PASS** ② **MISHAP** ①
 Defense Ratings: **RUN** ① **SHORT PASS** ① **LONG PASS** ①

OFFENSE PLAYS

□□□	RUN ①	SHORT PASS ①	LONG PASS ②
3	Fumbled Snap ¹	Interception ³	Interception ³
4	Fumble ²	Interception ⁴	Interception ⁴
5	Lose □	Mishap ■■	Mishap ■■
6	Lose □	Incomplete	Sack ⁵
7	Lose 123	QB Pressure ■■	Incomplete
8	No Gain	QB Pressure ■■	QB Pressure ■■
9	Gain 0	Incomplete	Incomplete
10	Gain 123	Gain □	Incomplete
11	Gain □	Gain □	Incomplete
12	Gain □	Gain 1 + □	Gain [B][B][B]
13	Gain □□	Gain □□	Gain 5 + [B][B][B]
14	Gain [B][B]	Gain [B][B]	Gain 5 + [B][B][B]
15	Gain [B][B][B]	Gain 2 + [B][B]	Gain 10 + [B][B][B]
16	Gain 5 + [B][B][B]	Gain 10 + [B][B]	Gain 20 + [B][B][B][B]
17	Gain 20 + [B][B][B][B]	Gain 30 + [B][B][B]	Gain 40 + [B][B][B][B]
18	Gain 40 + [B][B][B][B]	Gain 50 + [B][B][B]	Touchdown

¹ Lose 1. Roll ■ - □ per recoveries chart.

² Roll ■■■ again to redo run result.
Roll gain/loss for spot of fumble.
Roll ■ - □ per recoveries chart.

³ Roll [B][B][B] for interception location. Defense rolls 20 + [B][B] return.

⁴ Roll [B][B][B] for interception location. Defense rolls [B][B] return.

⁵ Lose 2 and Lose [B].

DEFENSE PLAYS

RUN / RUN BLITZ ①

With defense advantage, roll □□ or ■□ with the ■ play-calling die. Add ■ to lower of □ or □ / ■ for Defense Effect Roll (2-12).

SHORT PASS / ROUTE JUMP ①

With defense advantage, roll □□ or ■□ with the ■ play-calling die. Add ■ to lower of □ or □ / ■ for Defense Effect Roll (2-12).

LONG PASS / QB BLITZ ①

With defense advantage, roll □□ or ■□ with the ■ play-calling die. Add ■ to lower of □ or □ / ■ for Defense Effect Roll (2-12).

ADVANTAGE	OFFENSE PLAY CALL					
	RUN	SP	LP	DRW	SCR	PLA
Run	■		□	■		□□
Short Pass	□	■		■	■	
Long Pass	□	□	■	□□	□□	■
Run Blitz	■	■	■	■		■
Route Jump	□	■	■	■	■	
QB Blitz	□	■	■	■	■	■

Defense Advantages: None Offense Advantages

SHORT PASS QB PRESSURE

□□	SP QB	RESULT
2	Interception ^a	Return 20 + [B][B]
3	Interception ^a	Return [B][B]
4-5	Sack	Lose 2 + Lose [B]
6-8	Hurry	Incomplete
9	Hurry	Incomplete
10	QB Run	Gain [B][B] - 4
11	Complete	Gain [B][B]
12	Complete	Gain [B][B][B]

^a Roll [B][B][B] for interception location. Defense rolls return per above.

LONG PASS QB PRESSURE

□□	LP QB	RESULT
2	Interception ^a	Return 20 + [B][B]
3-4	Interception ^a	Return [B][B]
5-6	Sack	Lose 2 + Lose [B]
7-8	Hurry	Incomplete
9	QB Run	Gain [B][B] - 4
10	Complete	Gain [B][B]
11	Complete	Gain [B][B][B]
12	Complete	Gain [B][B][B]

^a Roll [B][B][B] for interception location. Defense rolls return per above.

MISHAP

□□	MISHAP ①	RESULT
2-5	Sack & Fumble	Lose 2 + Lose [B] ^a
6	Tipped & Intercepted	Interception ^b
7	Tipped & Intercepted	Interception ^b
8	Tipped & Incomplete	Incomplete
9	Catch & Fumble	Gain [B][B][B] ^a
10	Catch & Fumble	Gain [B][B][B] ^a
11	Catch & Fumble	Gain [B][B][B] ^a
12	Fumbled Snap	Lose 1 ^a

^a Roll gain/loss, then roll ■ - □ per recoveries chart.

^b Roll [B][B][B] for interception location. Defense rolls [B][B] return.