



INDIANAPOLIS



Offense Ratings: RUN ① SHORT PASS ③ LONG PASS ② MISHAP ②
 Defense Ratings: RUN ② SHORT PASS ② LONG PASS ③

OFFENSE PLAYS

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

With advantage, roll normal Run or Run Blitz Defense Effect dice (2-12).

SHORT PASS / ROUTE JUMP ②

With advantage, roll normal Short Pass or Route Jump Defense Effect dice (2-12).

LONG PASS / QB BLITZ ③

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

		OFFENSE PLAY CALL					
ADVANTAGE		RUN	SP	LP	DRW	SCR	PLA
DEFENSE PLAY CALL	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	Sack	Lose 2 + Lose B
4-6	Sack	Lose 2 + Lose B
7	Hurry	Incomplete
8	Complete	Gain B
9	Complete	Gain B
10-11	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 ②	RESULT
2-5	Sack & Fumble	Lose 2 + Lose B ^a
6	Tipped & Intercepted	Interception ^b
7	Tipped & Incomplete	Incomplete
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.