

AXPT 12-15-9

STATIS-PRO FOOTBALL

Rules (6th Edition)

Introduction:

Statis-Pro Football is a man-to-man simulation of professional football, based upon actual statistical performances in the NFL over a past season. Each game player takes the role of head coach of one professional football team, whose members are represented by individual "player cards". The player-coaches will determine the line-up, formation, play selection and—through the following rules—result of each down during a game of pro football. Unless otherwise stated, this game is based on the procedures of professional football; it is assumed that game players are familiar with these, and they will not be listed here.

The 6th Edition rules have been designed and playtested to recreate all the facets of football strategy for the aficionado of the sport. While more complex than most table-top football games, a few playings and the player-coaches should no longer need to refer to the rulebook. Optional rules allow for more realism, with an increase in the complexity and length of the game. Solitaire rules allow for a single gamer, taking control of each offensive team in turn, to play out a football game against the system-driven defense.

If you have questions concerning the play of *Statis-Pro Football*, write to The Avalon Hill Game Company (4517 Harford Road, Baltimore, Maryland, 21214). List your questions individually, and please allow space for an answer. Refer to rules sections, and include specific examples where necessary. As much as possible, phrase your questions so they may be answered with a "Yes" or "No". Queries on the research for this design or conversion of statistical data for player cards will not be answered. Please enclose a self-addressed, stamped envelope for quick reply.

1.0 Components:

The following items, necessary to play the game, are included in the game box:

- 1.1 Football Field
- 1.2 Two Offensive Displays
- 1.3 Two Defensive Displays
- 1.4 Rulebook with Tables
- 1.5 Scorepad
- 1.6 Football and First Down Marker
- 1.7 Fast Action Cards
- 1.8 Strategy Cards
- 1.9 Player Cards (for one season)

Replacements can be purchased from The Avalon Hill Game Company (4517 Harford Road, Baltimore, Maryland, 21214, USA). For price of individual items, request the current Replacement Parts Price List. Further, for player cards sets for additional NFL seasons, contact your local retailer or see the advertisement elsewhere herein.

2.0 Sequence of Play:

The following sequence is used for resolving each down of the football game:

- 2.1 *Substitution*: The player-coaches may freely substitute offensive and defensive football players on their respective squads. [See Rule 8.7 below for "No-Huddle" exceptions.]
- 2.2 *Display*: Each player-coach must set, within certain limitations (as per 3.0 below), his players in the positions desired on the individual displays.
- 2.3 *Offense/Defense Choices*: Next, the defensive coach secretly chooses a defense and a strategy; meanwhile, the offensive coach secretly chooses a play, a player, and a strategy. (Refer to Section 7.0 for details.)
- 2.4 *Final Formation*: Each coach may now shift the placement of the players on their respective displays—the offensive coach first, then the defensive coach—with certain limitations. See Shift/Motion rules 3.1.3 and 3.2.4.

@ 2.5 Play Revelation & Resolution: Both coaches reveal their respective choices (as made in 2.3). The defensive coach reveals first, then the offense. If a "Double Coverage" or "Triple Coverage" is in effect, the defensive coach must announce that fact and indicate the players involved (see 8.3.1.7.1, 7.2.2.2 and 7.2.2.3) before the offensive coach reveals. The results of the play are then resolved through the use of the Fast Action Cards as described below (see Section 8.0).

2.6 Time: The amount of time expended by the play is noted on the scorepad. In several instances, the offensive coach may decide the amount of time expended. He may also indicate that a special strategy (such as the "two-minute offense") is in effect. Either team may take a time-out if they have any remaining.

Throughout this rulebook, the following abbreviations are used to facilitate play:

BK	Backfield Position
BV	Blocking Value
CN	Offensive Center
ER	End-Around; Running Play
FAC	Fast Action Card
FC	Fair Catch
FL	Flanker
FS	Free Safety
@ ILB	Inside Linebacker
IL/IR	Inside Left/Right; Running Play
ILLB/IRLB	Inside Left/Right Linebacker
KR	Kickoff Returner
LCB/RCB	Left/Right Cornerback
LE/RE	Left/Right End
LG	Long Gain
LP	Long Pass
LG/RG	Left/Right Guard
LLB/RLB	Left/Right Linebacker
LT/RT	Left/Right Tackle
MLB	Middle Linebacker
NT	Nose Tackle
@ OLB	Outside Linebacker
PN	Pass Number (FAC)
PR	Punt Returner
QB	Quarterback
QK	Quick; Pass Play
RN	Run Number (FAC)
SC	Screen; Pass Play
SG	Short Gain
SH	Short; Pass Play
SL/SR	Sweep Left/Right; Running Play
SS	Strong (or Tight) Safety
TE	Tight End
TV	Tackle Value

3.0 Displays:

Each coach receives two "displays"—one defensive and one offensive—on which their squads on the field are represented. Eleven player cards may be put on each display.

3.1 Offensive Display: The Offensive Display consists of the Line and the Backfield. Players must be assigned within these positions as follows:

3.1.1 Line: A player must maintain five linemen on the offensive display. These must include a center, two guards and two tackles. In addition, two other players must be indicated as ends, one left and one right. These latter may consist of any Tight End, Wide Receiver or Running Back. Only one player card may be assigned to each box on the Display.

3.1.2 Backfield: One Quarterback must be on the display at all times. There may be from one to three Backs in the game (BK#1, BK#2 and/or BK#3). The coach may fill out the remaining available positions by using receivers or backs as Flankers (FL#1 and FL#2). Note that only one player may be assigned per box on the Offensive Display.

3.1.3 Shift/Motion: After both coaches have set their Displays, all members of the Backfield—except the Quarterback—and all Ends may be Shifted (put in Motion) to any other position, within the restrictions listed above.

3.2 Defensive Display: The Defensive Display consists of 15 boxes, subdivided into three rows of five boxes each. Row 1 is the Defensive Line; Row 2 is the Linebacker area; and Row 3 contains the Secondary.

3.2.1 Row 1: At least three and as many as ten player cards may be placed in Row 1. Zero, one or two (0-2) players may be placed in each box. Only ends, tackles, guards and linebackers can occupy these boxes. They are labeled A, B, C, D and E.

3.2.2 Row 2: From zero to five (0-5) players may be placed in this Row 2, all of which must be linebackers. Only one player may be placed per box on the Display. The boxes are labeled F, G, H, I and J.

3.2.3 Row 3: From zero to six (0-6) players may be placed in Row 3, all of whom must be Defensive Backs (Cornerbacks or Safeties). These boxes are labeled K, L, M, N and O. Only one player card may be placed in each box—except for box L which may contain up to two. In general, Cornerbacks are placed in boxes K and O, the Free Safety in box M, and the Strong Safety in box N. Any Defensive Back may be placed in box L, but only if the other four boxes are already occupied.

3.2.4 Shift/Motion: The defensive coach may change the arrangement of his players (subject to the restrictions above) before both coaches reveal their play selections. Defensive shifts take place after offensive shifts.

Note: Some NFL teams employ a standard "4-3 defense" (four down linemen and three linebackers) while other coaches favor a "3-4" (three down linemen and four linebackers). The Defensive Display has been designed so you may play either defense, and may even switch between the two if possible.

4.0 Player Cards:

Each team in the NFL is represented by a set of cards:

4.1 Team Cards: There are two "title" cards for each team. One shows the year of the card set, the team name, its conference and division, and that year's record. The second gives the usual starting lineup for the team and several other special values which apply to the team as a whole.

4.2 Offensive Player Cards:

4.2.1 Quarterback Cards: Besides the player's name, these give the Completion, Incompletion and Interception ranges for Passing (Quick, Short and Long), his Rushing values (Normal, Short Gain and Long Gain), and Pass Rush results. The letter designator after the name is used for the Endurance (4.5 below).

4.2.2 Back, Receiver and End Cards: These cards give the Rushing (Normal, Short Gain, and Long Gain), Passing (Quick, Short, and Long) and Blocking Value for the named player. If a particular column is left blank, that player may not be assigned to perform that operation. Again, the number after the name is used to determine his Endurance (4.5). If a Pass is directed to a player who does not have Pass Values, the play is considered to result in an incompleteness.

4.2.3 Offensive Line Cards: These cards each contain—besides the player's name—the Blocking and Pass Blocking values of that single offensive lineman.

4.3 Defensive Cards:

4.3.1 Defensive Back Cards: These contain the Pass Rush, Pass Defense and Interception values for each member of the defensive secondary.

4.3.2 Linebacker Cards: These cards contain the Tackle, Pass Rush, Pass Defense and Interception values for each linebacker.

4.3.3 Defensive Line Cards: These cards contain the Tackle and Pass Rush values for each defensive lineman.

4.4 Special Teams Cards:

4.4.1 Kickoff Return Card: This card gives the name(s) of the team's players who return kickoffs, and the amount of yardage they may gain (return based on Run Numbers).

4.4.2 Punt Return Card: This card gives the name(s) of the players who return punts, and the amount of yardage they may gain (return based on Run Numbers).

4.4.3 Placekicker Cards: These cards give the odds for successful Field Goals and Extra Points (based on Pass Numbers) for the team's kicker.

4.4.4 Punter Cards: Along with the name, these cards give the distances for punts (based on Run Numbers).

@ **4.5 Quarterback Endurance:** All quarterbacks have a letter designator after their name. These are their Endurance factors. These letters have the following meanings:

4.5.1 "A": This player *must* start and play quarterback for the entire game unless injured. (If a team does not have a remaining quarterback, the remaining one may *not* be injured.) If a team possesses two quarterbacks rated "A", either may start and may be substituted freely by the coach. The only time an A-rated QB can be removed from the game—other than for injury—is when his team has more than a 20-point lead in the fourth quarter.

4.5.2 "B": This type of player may only enter the game if another player indicated on the team's starting lineup has suffered an injury (and may not remain in the game after the injury to the "A" player has expired) or the team is ahead by more than 20 points in the fourth quarter.

4.5.3 "C": Similarly, a C-rated player may only be substituted for a B-rated player as above.

@ **4.6 Play Direction:** All backs and receivers have a number designator after their name. These numbers indicate the number of consecutive plays which may be directed at them. If a FAC redirects a pass to a receiver, ignore the Endurance Values for that play and resolve as usual. However, this still counts as an "immediately preceding play" for the next down. These numbers have the following meanings:

@ **4.6.1 "0":** This type of player may have an unlimited number of plays directed at him per game.

@ **4.6.2 "1":** This type of player may have a play directed at him *only* if the immediately preceding play was not directed at him. (An "immediately preceding play" is defined as any that involved the flipping of a FAC.)

@ **4.6.3 "2":** This player may not have a play directed at him if either of the two immediately preceding plays were directed at him. Resolution is as for the 1-rating above.

@ **4.6.4 "3":** This type of player may have a play directed at him *only once* during the team's current possession.

@ **4.6.5 "4":** This type of player may have a play directed at him *only once* during a quarter.

5.0 Fast Action Cards:

There are 109 Fast Action Cards (FAC) in the game. Thirteen (13) of these are special "Z-Cards"; the other 96 are "normal" cards.

5.1 Use of Deck: Before the start of play, the FAC deck should be shuffled thoroughly and placed face down near the board showing the football field. Then, as each play is undertaken, the coaches will flip the top-most card, revealing its information. One card is used for *each* distinct reading or result. After the information on this card is used, it is placed in the discard pile. This process continues until the last card of the shuffled deck is used, after which all the cards are reshuffled and the process is repeated.

5.2 Contents of Card:

5.2.1 If a card has only a "Z" (with a list of restrictions) on it, the rules of Section 2.2.2 apply.

5.2.2 Run Number: The Run Number (RN) is a value from "1" to "12" and is used when resolving a Running Play—or for any other result which requires a RN.

5.2.3 Pass Number: The Pass Number (PN) is a value from "1" to "48" and is used when resolving a Running Play—or for any other results which requires a PN.

5.2.4 Play Directive: Every FAC contains a "Play Directive" for each offensive play call and Z-Card. When resolving a play, the appropriate "directive" of the FAC flipped will tell the coaches how to begin to determine the result of the current play.

5.2.5: Solitaire: These results apply to the choices available when using the Solitaire Rules (see below).

6.0 Tables:

A number of Tables, found on the back cover of the rulebook, are used to resolve various aspects of the game for which the FAC do not serve, as indicated below:

6.1 Time Table: This Table gives the time taken for each play. It is broken into four different sections. The "Maximum" and "Minimum" columns indicate the most and least amounts of time the offensive coach may allocate to a play under ordinary conditions. That coach may choose any amount of time (in five-second increments) between those listed. The time listed under the "Final Minutes" column is that used in the last two minutes of the first half and the last five minutes of the second half (9.4). The time listed under the "Two-Minute Offense" is used if the offensive coach has selected to operate in that mode (9.4.1).

6.2 Injury Table: This Table gives the number of plays (or games) that must be missed by a player due to an injury resolved from a Z-Card.

6.3 Penalty Table: This Table gives the effect of penalties caused by a Z-Card.

6.4 Kickoff Table: This Table is used for all teams to resolve return yardage on any kickoff.

6.5 Run Number Table: This Table gives all modifiers to be applied to a running play based on the offensive and defensive calls.

6.6 Pass Defense Table: This Table gives all modifiers to the pass or run results based on the offensive and defensive calls.

6.7 Interception Table: This Table determines the specific defensive player who intercepted a pass if an interception is generated from the Quarterback's card.

6.8 Interception Return Table: This Table determines the return yardage for all interceptions.

6.9 Big Play Table: This Table lists the results for Big Play Defenses (8.4).

6.10 Fake Kick Tables: This Table is used to resolve all fake punts and field goals (11.6).

7.0 Strategy Cards:

Each coach has a set of "Strategy" cards. These are used to define the offensive plays and players, or the defensive strategy. These cards are chosen before the play is resolved and revealed after each coach has made any shifts to his final formation:

7.1 Offensive Cards: The offensive coach has three different types of cards. One of each of these types is secretly selected for each play.

7.1.1 Play Selection Cards: These cards indicate the nine plays available to the offensive coach. They are:

Running, Inside Right (IR)

Running, Inside Left (IL)

Running, Sweep Right (SR)

Running, Sweep Left (SL)

Running, End Around (ER)

Screen Pass (SC)

Quick Pass (QK)

Short Pass (SH)

Long Pass (LG)

Note: An End Around may only be called when an on-Display receiver possesses a Rushing Column.

Note: May not be called within own five-yard line.

Note: May not be called within the opponent's 20-yard line.

7.1.2 Offense Strategy Cards: These cards include the Quarterback Flop, Quarterback Sneak, Draw Play, Play Action, and No Strategy. Note that the coach is not *required* to have a Strategy Card—in which case "No Strategy" is assumed to have been selected.

7.1.2.1 "No Strategy": This card is used as a decoy; if selected, it will have no effect on the resolution of the play.

7.1.2.2 "Quarterback Flop": This may only be selected with an Inside Run to the Quarterback. It automatically results in a loss of one yard. No FAC are flipped and no fumble is possible.

7.1.2.3 "Quarterback Sneak": This play may only be selected with an Inside Run to the Quarterback. A single FAC is flipped. If the PN is even, the play gains one yard; if the PN is odd, the play goes for no gain. If the turn of the first FAC yields a Z-Card, flip another card to resolve the Sneak and then determine the meaning of the Z-Card normally.

7.1.2.4 "Draw Play": This strategy may only be called with an Inside Run to any Back (including the Quarterback). If a Prevent Defense is in effect, subtract two (-2) from the RN when resolving the Run. Subtract four against a Pass or Pass Blitz Defense). Add two (+2) to the RN if any Run Defense is in effect. These modifiers are in addition to the normal RN modifiers called for each particular defense.

7.1.2.5 "Play Action": This card may only be played with a Short or Long Pass. If any Run Defense is in effect, add five (+5) to the QB's Completion Range. If a Pass Defense has been called, subtract five (-5). If a Prevent Defense has been called, subtract ten (-10).

7.1.3 Offense Player Involved: These cards list the player to whom the play was keyed. The players are Quarterback, Back #1, Back #2, Back #3, Flanker #1, Flanker #2, Left End, and Right End. Each offensive play must make use of players who are currently on the Display. When a running play is chosen, the ball carrier must be indicated by the secret selection. When a pass is chosen as the play, the intended receiver must be named. The player selected must be available for the current play per the Endurance Rules (4.6).

7.2 Defensive Cards: The defensive coach has two types of cards. One of each of these types is secretly selected for each play.

7.2.1 Defense Selection Cards: These cards indicate the seven defensive selections available to the defensive coach. They include:

Run Defense - Key Back 1
Run Defense - Key Back 2
Run Defense - Key Back 3
Run Defense - No Key
Pass Defense
Prevent Defense
Pass Blitz Defense (See 8.3.8 and 8.3.6.1 below)

7.2.2 Defense Strategy Cards: These cards provide for either Double or Triple Coverage on a specific player (to be named), or No Strategy. Note that the coach is *not required* to have a Strategy Card—in which case "No Strategy" is assumed to have been selected.

7.2.2.1 "No Strategy": This card is used as a decoy.

@ **7.2.2.2 "Double Coverage":** This card may only be used if a Pass or Prevent Defense is in effect *and* a) four players occupy each of Row 2 and Row 3 *or* b) three players occupy Row 2 and five players occupy Row 3. When revealing a Double Coverage call, the defensive coach must specify which receiver position(s) it is being applied against (LE, RE, FL#1, FL#2, BK#1, BK#2 or BK#3) and which player(s) will be involved in the double coverage aloud *before* the offensive coach reveals his play. If a receiver to which a pass has been thrown is Double Covered, ignore the Pass Defense Value of the normal defender. Instead, he is automatically considered with a combined defense of "-7" (i.e., subtract seven from the QB's Completion Range) regardless of the printed values of the defenders.

@ **7.2.2.3 "Triple Coverage":** This card may only be used if a Pass or Prevent Defense is in effect *and* two players occupy Row 2 and six players occupy Row 3. When revealing a Triple Coverage call, the defensive coach must specify which receiver position it is being applied against (LE, RE, FL#1, FL#2, BK#1, BK#2 or BK#3) and which players will be involved in the coverage aloud *before* the offensive coach reveals his play. If a receiver to which a pass has been thrown is Triple Covered, ignore the Pass Defense Value of the normal defender. Instead, he is automatically considered with a combined defense of "-15" (i.e., subtract fifteen from the QB's Completion Range) regardless of the printed values of the defenders. At the defender's option, this card may instead be used for Double Coverage on two opposing receivers, applying the same rules as in 7.2.2.2 above to *each* receiver.

@ **7.2.2.4 Multiple Coverages:** Where possible, the defensive coach may use any number of Double and Triple coverages on a single play subject to the limitations listed above.

@ **7.2.2.5 "Big Plays".** See Section 8.4 for the resolution of Big Plays.

8.0 Plays:

This section gives the methods used to resolve plays.

8.1 Kickoffs: A kickoff starts each half and follows each score. To kick off, flip a FAC and refer to its RN. Consult Column A of the Kickoff Table (in some cases, this will refer players to Column B). The result indicates where the kick will land and who will return it. A new FAC is then flipped. Look at its RN and apply the result to the proper return man's column as indicated on his team's Kickoff Return Card. This indicates the return yardage, marked from the spot the ball lands (as determined by the first FAC).

8.1.1 Asterisks: If the result is followed by an asterisk, a new FAC is flipped and a RN of "1" or "2" means that the asterisked result at the bottom of the original card is used. A new number of 3-12 means that the original number is used.

8.1.2 Fumbles: An "f" after a result means that the return is followed by a fumble at its conclusion. (See Section 8.8.5 below.)

8.1.3 On-Side Kickoff: The kicking team may declare that any kick is "On-Sides". In this case, flip a FAC and refer to its PN. Numbers 1-11 indicate that the kicking team has recovered the ball; all other numbers give the ball to the receiving team. Possession is taken at the 50-yard line with no return.

@ 8.1.4 After Safeties: Kickoffs performed after a Safety must add 15 yards spot the kick would land Kicks which would have been touchbacks are considered fielded at the 15-yard line. Note that most kicks following Safeties use punts rather than place kicks, but the results from the regular kickoffs are used since they are more reflective of what could be expected.

@ 8.1.5 Penalties: Offside Penalties generated by Z-Cards on Kickoffs are resolved by adding or subtracting 5 yards from the landing point of the next kick (assuming the penalty was taken rather than the result).

8.2 Running Plays: The following procedures are used if the offensive coach has selected a Running Play:

8.2.1 Play Direction: To begin the resolution of a running play, a FAC is flipped and the appropriate section under "Runs" is checked. This will direct the run to either: a) offensive blocker(s); b) defensive box(es); or c) an offensive blocker versus a defensive box.

@ 8.2.2 Defense Modification: The next FAC is flipped and its RN is checked. This number may be modified by the Run Number Modifiers Table. There is no modification to the RN if a Pass, Prevent or Blitz Defense has been called. However, if a Run Defense has been called and the back carrying the ball is keyed, four is added (+4) to the RN. If a Run Defense with No Key has been called, two is added (+2) to the RN. If a Run Defense has been called but the wrong back has been keyed, the RN is not modified. If the Running Play selected was a Draw Play(7.1.2.4), an additional two is added to the RN for running defenses or two is subtracted for a Prevent Defense or four is subtracted for a Pass or Blitz Defense. The RN may never be less than "1" nor greater than "12", regardless of modification (i.e., ignore surplus modifiers).

8.2.3 Yardage Gained: The modified run number is now applied to the Normal Rush Column (N) of the player card of the back who is carrying the ball. This will show a result in yards gained or lost. The yardage gained is further modified by the player(s) or box(es) to which the play was directed in 8.2.1. *[Note that when you add a negative number, you are performing a subtraction (5+/-2)=3.]*

8.2.3.1 Offensive Player: If, in 8.2.1, the run was directed to an offensive player, the Blocking Value of this player is added to the yardage result.

@ 8.2.3.2 Defensive Box: If, in 8.2.1, the run was directed at a defensive box(es), the Tackle Value of any player(s) occupying the box(es) on the Display is added to the yardage result. If the play is directed at a defensive box that is unoccupied, add two yards (+2) to the result. If a play was directed at two boxes, both would have to be unoccupied for the addition of two yards to apply.

8.2.3.3 Offense versus Defense: If, in 8.2.1, the run was directed to an offensive player versus a defensive box, add the Blocking Value of the offensive player to the Tackling Value of the defensive player. If the result is zero, neither player's value comes into play. If the result is positive (in favor of the blocker), use *only* the Blocking Value to modify the yardage. If the result is negative (the defender has won the match-up), use *only* the Tackling Value to modify the yardage.

8.2.3.4 Multiple Players: If, in 8.2.1, a play is directed to two offensive players or two defensive boxes, add the individual Blocking Values or Tackle Values of the indicated players together before modifying the play's yardage as indicated in 8.2.3.1 or 8.2.3.2. If the FAC calls for an offensive player versus a defensive box that is empty, do not award the two-yard bonus; instead, simply add that offensive player's Blocking Value to the yardage. Finally, if the play is directed at a defensive box that is occupied by two players, treat that box as if it were occupied by a single player with a Tackle Value of "Minus 4".

@ 8.2.4 Short Gain: If the RN result is "1" and the rusher has Short Gain ("SG") listed in this row, flip a new FAC to obtain a new RN to resolve the short gain. Use the new RN, cross-indexed under the SG column to determine the yardage gained (adjusted as described above). Some player cards may not have this column in which case the number under "N" is used.

@ 8.2.5 Long Gain: If the first FAC drawn contains a result of "Break", then a Long Gain is indicated. Flip a new FAC and use that RN value under the "LG" column to determine the result of the long gain. If a player card does not have a "LG" column, use the next highest column ("SG" or "N").

@ 8.2.6 End Around Play: The offensive coach may call an End-Around (or Reverse) Play *only* if a tight end or wide receiver currently on the Display has a rushing column. A particular player may only have one End-Around Play directed toward him during a game. To resolve this play, consult the "ER" result on the first FAC flipped. The result will either be "OK" or negative number. If the negative number result comes up, that amount of yardage is lost automatically and no further resolution is necessary. If "OK" appears, the play is resolved by obtaining a new FAC and locating the RN under the "N" column. If RN "1" comes up, a Short Gain is indicated. This is resolved as in Rule 8.2.4 *unless* the new RN is a "1" or "12", in which case a Long Gain is indicated which is resolved with yet another RN per 8.2.5! (Receivers are the only ball carriers that can get long gains without a "Break" result.)

8.2.7 Maximum Loss: The maximum loss for any Inside Run is three yards. Other types of runs have no such limitations.

8.2.8 Blocking Backs: Some FAC may direct the run to a back ("BK") rather than a lineman or defensive box. This means that the back who is not carrying the ball uses his Blocking Value to add or subtract yardage from the play as in 8.2.3.1. If there is no other back on the Display, no modification is made. If there are two other backs in addition to the ball carrier, both Blocking Values are added to the yardage result.

Example of a Run: An Inside Left Run, against a Run Defense with No Key, draws a result of "B-G" by the "IL:" entry under "Runs" on the first FAC (8.2.1). The next FAC is flipped and two is added (+2), due to there being "No Key", to the RN (8.2.2), which results in a gain of one yard from the ball carrier's player card. However, in Box B is a tackle with a TV of "-2" and in Box G is a linebacker with a TV of "+1". Thus, the final yardage of the play is zero ($1+2+(-2)+1=0$).

If both boxes had been unoccupied (8.2.3.2), the final yardage gain would have been three ($1+2=3$). If the linebacker had been moved into Box B in anticipation of the running play, the final result would have been -3 yards ($1-2=-3$) per 8.2.3.4. If the first FAC had instead stated "LG vs B", the BV of the left guard (+3 for example) would be added to the TV of the defensive tackle in Box B. The result is a positive number (+3 versus -2 is positive) so the BV of the guard is added to the yardage (8.2.3.4) giving a final result of 4 yards ($1+3=4$).

8.3 Passing Plays: The following procedures are used if the offensive coach has selected a Passing Play. (Note that the Screen Pass play is resolved somewhat differently from the Quick, Short and Long Passes; see 8.3.7 below)

8.3.1 Receiver: To begin the resolution of a passing play, flip the next FAC in the deck and consult the "ALL:" portion of the Pass section. If the word "ORIG" appears, the pass has been directed to the receiver called for by the offensive coach. If "PASS RUSH" occurs, see Section 8.3.6 below. If an abbreviation for an offensive position appears, the original receiver was covered and the pass is now directed to the player designated. If there is no player at the position so designated, the pass is considered to fall incomplete.

8.3.2 "Completion Range": The next FAC is flipped and its PN is checked against the quarterback's Passing column by the type of pass attempted (Quick, Short or Long). For all non-Screen Passes, each quarterback has a Completion Range. This is a range of PNs for each type of pass. The possible results are Complete ("COM"), Incomplete ("INC"), or Intercepted ("INT"). These PN ranges are modified by the defense currently in effect and by the Pass Defense Value of any defensive players guarding the receiver (as determined by 8.3.1).

8.3.2.1 Defenses: Consult the Pass Defense Table to determine the effect of each type of defense on the Completion Range of Quick, Short and Long Passes. Note that some defenses increase in effectiveness inside the defender's 20-yard line (per the Pass Defense Table).

8.3.2.2 Pass Defenders: Defensive players occupying certain boxes must guard specific receivers during a pass. Additional defenders may participate in Double or Triple coverage (7.2.2.2 and 7.2.2.3) if one of those defensive strategies is in effect. Blitzing players are not considered to be in their boxes and therefore *cannot* participate in guarding any receivers. Pass defense assignments are as follows:

RE is guarded by Box N

LE	is guarded by	Box K
FL#1	is guarded by	Box O
FL#2	is guarded by	Box M
BK#1	is guarded by	Box F
BK#2	is guarded by	Box J
BK#3	is guarded by	Box H

@ 8.3.2.3 Pass Defense Values: When a pass is being resolved, add or subtract the Pass Defense Values of the defender guarding the receiver to which the pass is being directed. If the box is empty, add five (+5) to the quarterback's Completion Ranges. Numbers which were added to the Completion Range are subtracted from the Incompletion Range. The Interception Range is not affected. As an example, a QB has "COM: 1-25", "INC: 26-47" and "INT: 48". If the total PN modification is -3, the new values for the QB are: COM: 1-22, INC: 23-47 and INT: 48.

8.3.3 Complete Passes: If a PN falls within the Complete Range of the QB, the pass is caught by the receiver. A new FAC is turned and the RN is checked versus the "Passing" column of the receiver's card under the type of pass thrown (Q/S/L). This will yield a value which is the number of yards gained on the play. If the receiver's card does not contain a number under this column, the pass is incomplete. An "L" result on the "I" row for Quick and Short passes indicates a Long Gain: flip another FAC and use the new RN to determine the yardage under the "LG" column.

8.3.3.1 Long Gains: In the last two minutes of the game, *any* Long Pass completed to a Wide Receiver or Flanker which results in a RN of "1" is a touchdown.

8.3.4 Incomplete Passes: If the PN falls within the QB's Incomplete Range, the play is over at this point.

8.3.5 Interceptions: If a PN falls within the QB's Interception Range, the pass is intercepted by the defending player. Consult the Interception Table to determine which defensive player intercepts the pass by flipping a new FAC and using the RN.

8.3.5.1 Coverage Interception: If a PN falls within the Incomplete Range for a QB, the pass may still be intercepted if the PN is within the Intercept Rating of the defensive player who was guarding the receiver. If Double or Triple Coverage is in effect, any applicable defender may be used. The defender may make the choice of interceptors if more than one is possible.

8.3.5.2 Interception—48?: Many defensive players possess an Intercept Rating of "48?", signifying that he may or may not intercept the pass. Flip a new FAC. If the PN is even, the interception has been made; if odd, the pass is incomplete.

8.3.5.3 Point of Interception: Before the interception is returned, the point of interception must be determined. Flip a new FAC and refer to its RN to obtain the yardage past the line of scrimmage where the pass has been stolen.

Screen Pass	RN minus six yards
Quick Pass	RN
Short Pass	RN times 2
Long Pass	RN times 4

If the point of interception is on the goal line or in the end zone, no return occurs and the result is a touchback; otherwise, the interception will be returned.

8.3.5.4 Interception Return: Consult the Interception Return Table by the type of interceptor and flip a new FAC, using its RN to determine the yardage of the return from the point of interception.

8.3.6 Pass Rushes: If a Pass Rush is indicated by the first FAC, ignore the normal pass resolution and use the following procedure.

8.3.6.1 Pass Rush Values: The defensive coach adds up the Pass Rush values of *all* players in Row 1. If a Blitz strategy card (7.2.1) is in effect, *all* blitzing players have their Pass Rush Values added to this total as well. The offensive coach adds up the Pass Blocking Values of all five linemen.

8.3.6.2 Sack Range: These two sums are compared. If the defensive sum is greater, the difference between the two is multiplied by two (x2) and added to the QB's Sack Range under the Pass Rush section of his card. If the offensive sum is greater, the difference is multiplied by two and subtracted from the Sack Range. Note that this number affects the Runs range in the opposite manner. The Completion and Incompletion Ranges are not modified.

8.3.6.3 Pass Rush Check: A new FAC is flipped and the PN is applied to the modified Pass Rush Values on the QB's Card. The results may be Sack, Runs, Complete or Incomplete).

8.3.6.3.1 Sack: If the QB is sacked, flip a new FAC and refer to the PN. Divide this number by three (round fractions downward) to determine the number of yards lost on the play.

8.3.6.3.2 Runs: A new FAC is flipped and the QB's Rushing Column is checked to find the distance gained. Use the "N" column and resolve like a run with no modifications.

8.3.6.3.3 Complete: The pass is complete to the intended receiver. Resolve as above.

8.3.6.3.4 Incomplete: The pass is incomplete—unless the PN falls within the Intercept Range of the player guarding the intended receiver. In this case, resolve the Interception system as above

8.3.7 Screen Passes: A Screen Pass must be directed toward a back (not a tight end or wide receiver). A special procedure is used to resolve this play. Flip a FAC and refer to the "SC:" section under Passes. The result will be "INC" (Incomplete), "COM" (Complete) or "INT" (Intercepted). The quarterback's card is *not* consulted.

8.3.7.1 Incomplete: The play ends here.

8.3.7.2 Complete: Flip a new FAC and consult the Rushing "N" column of the back to whom the pass has been thrown. The yardage is calculated the same as for a run. Blocking and Tackling Values are not used, but the defense which was in effect may affect the yardage gained. Refer to the Pass Defense Table for this modification. Further, some of the COM results on the original FAC will have certain multipliers (3, 2 or 1/2); these are applied to the *modified* yardage to give the final result (round fractions up).

8.3.7.3 Interception: If the pass is intercepted, consult the Interception Table (8.3.5) to determine who intercepts the pass and use the Interception Return Table to determine the yardage gained from the point of interception (8.3.5.3). Coverage interceptions (8.3.5.1) are not allowed.

8.3.8 Blitz: If a Blitz Defense selection card (7.2.1) is in effect and a Long or Short Pass has been called, a Pass Rush (8.3.6) automatically occurs. Quick and Screen Passes are resolved normally.

8.3.9 Restrictions to Passing:

8.3.9.1 Long Passes: No Long Passes may be attempted when the line of scrimmage is inside the 20-yard line of the defender.

8.3.9.2 Long Yardage Passes: Complete passes whose yardage is into or out of the end zone are considered touchdowns.

8.3.9.3 Double Flankers: If two flankers are in the game at the same time, one is FL#1 and the other FL#2. Passes directed at a "flanker" always go to FL#1 and passes directed to a "running back" position which is not in the game go to FL#2.

Example of a Pass: A Quick Pass to the LE is called by the offensive coach. The QB's Completion Range is "1-35" for Quick Passes. A "Pass Defense" is in effect. The first FAC is flipped and under "ALL:" it states "RE". The pass will go to the Right End. Covering the Right End is the defensive Strong Safety (Pass Defense "-4"). From the Pass Defense Table, ten must be subtracted from the QB's Completion Range for a Quick Pass. This makes a total subtraction of -14 (-4-10=-14). The new Completion Range is 1-21. If the next FAC's PN is "20", the pass is

complete. A third FAC is flipped and the RN is used under the Passing "Q" column on the RE's card to determine the yardage gained.

8.4 Big Plays: NFL teams have a tendency to come up with a Big Play defense. Each Team Lineup card lists the number big plays each team may use in a game depending on whether it is the Home or Away team. When a team wishes to employ one of its big plays, the fact is stated before beginning to resolve the play. The next FAC is flipped and the RN is applied to the Big Play Table. If the result is "Card Fails", the play is resolved normally. Only one big play may be called per possession.

8.5 Punts: If the offensive coach wishes to punt, this fact must be stated aloud before the Offensive/Defensive choice of cards (2.3). A FAC is flipped and its RN referred to. This number indicates the yardage of the punt and instructions for its return. "FC" means that a Fair Catch has been made and there is no return. "PR1" to "PR4" indicates the return man who will run back the punt. To make this return, flip a new FAC and refer to its RN. This number is applied to the proper column of the Punt Return Card, the result indicating the return yardage.

8.5.1 Asterisks and Fumbles: Asterisked results and values followed by a 'f' are resolved in the same manner as for kickoffs (in 8.1.1 and 8.1.2 above).

8.5.2 Penalties: If a penalty occurs due to a result on the punter's card, flip a new FAC and refer to its RN. An even-numbered result indicates a five-yard movement penalty against the kicking team and an odd-numbered result indicates a five-yard offsides penalty against the return team. These penalties are automatic and cannot be refused. The punt is then restaged (following the same format), unless a defensive penalty gives the offense a first down.

8.5.3 Delay of Game: The kicking team can request a Delay of Game penalty. This penalty is five yards, and the receiving team has the option of accepting or declining. If this option is exercised, the preceding play's time must have been the maximum possible (see the Time Table, 6.1).

@ 8.5.4 Punt #12: When a RN "12" appears on the punter's card, it always signifies that a new FAC must be flipped and that this new RN will apply to the "See Below" result of the *original* card. This result will be either a blocked kick which is recovered by the defense (8.5.5) or a penalty (8.5.2).

8.5.5 Blocked Punt: If a punt is blocked, draw a new FAC and multiply the resulting RN by five. This is the distance of the return from the original line of scrimmage.

8.5.6 Coffin Corner Punts: The punter may state before drawing the FAC that any punt is a "Coffin Corner" attempt. This means that the punting coach must state a number of yards (at least 10 and no more than 25) that is to be automatically deducted from the punt's yardage. The pre-stated yardage deduction must be applied no matter what the result. If the RN resolving the punt is odd, the punt goes out of bounds and no return is possible. If the number is even, a punt is returned normally—unless a fair catch results. Any non-coffin corner punt which lands inside the opponent's six-yard line is considered to have rolled into the end zone for a touchback.

8.5.7 All-Out Rush: On any punt, the defense may state that it is attempting an "All-Out Punt Rush". Such a punt is resolved normally, except for results on the punter's card of RN "12". If a "12" is revealed, flip a new FAC and obtain a new RN. Numbers 1-4 indicate that the punt is blocked (8.5.5). Numbers 5-9 indicate that the kick has been hurried and the yardage from RN "11" is used. A result of 10-12 gives a "Roughing the Kicker" penalty (15 yards and a first down). However, the maximum return on any punt with an All-out Rush is three yards.

8.6 Field Goals/Extra Points:

8.6.1 Field Goal: The offense may attempt a field goal on any down if the ball is within 38 yards of the opponent's goal. The kicking coach flips over a FAC and refers to its PN. Apply this number to the Placekicker card next to the proper distance in order to see if the kick is good or missed. (Only the "Good" range is listed on the card.) To determine the *distance* of the kick, add 17 yards to the line of scrimmage. Subtract two from the kicker's highest Good Range (46-50) for each yard over 50 of the attempt. The maximum distance is 60 yards. After an unsuccessful attempt, the opposing team takes over the football at the line of scrimmage if it was greater than the 20-yard line or at the 20-yard line if not. If the PN is "48", the kick has been blocked and is returned for a touchdown by the defender. If the kick is attempted from a distance greater than 50 yards, this number is "47" or "48".

8.6.2 Extra Point: After a touchdown, the scoring coach flips a FAC and checks its PN. The number is applied to the Placekicker card in order to see if the kick is good (for one point) or is missed.

8.7 No-Huddle Offense: If a team indicates that it is using a "No-Huddle" offense, substitutions may be made by the defensive coach *only* if the offense elects to substitute (during 2.1). These restrictions are lifted at any time the clock is stopped for any reason (penalty, time out, etc.). Note that the clock is not stopped for out-of-bounds and incomplete passes except in the Final Minutes (9.4).

8.8 Z-Cards: Thirteen cards in the Fast Action Deck are termed "Z-Cards". These cards initiate special events (such as fumbles, penalties, and injuries).

8.8.1 Occurrence: Z-Cards are only applicable if they are revealed during the first *three* FAC that are flipped in order to resolve any play. That is, a Z-Card is ignored (and a new FAC is flipped) after the third FAC has been turned to resolve a play. Z-Cards are also ignored during on-side kicks, extra points and fumble recovery determination. A maximum of *one* Z-Card can be resolved for each play. Any extra Z-Cards drawn after the first on a given play are ignored; instead, simply turn over a new FAC.

8.8.2 Application: When a Z-Card is applicable to the play, finish resolving the play normally—then determine the meaning of the first Z-Card by flipping a new FAC and reading the section labeled "Z Results". Z-Cards drawn during this resolution are also ignored.

@ **8.8.3 Penalties (PEN):** If a Penalty is called for, the category of that penalty must be determined. A #1 applies to all running plays, quick passes and screen passes; #2 applies to short and long passes; #3 applies on field goals and punts and their returns; and #4 applies to and kickoffs and their returns. Each type of penalty is followed by a capital letter and a number. The letter designates the team the penalty is called against (O=Offense and D=Defense, or K=Kicking and R=Receiving) and the number indicates the type of penalty called (refer to the Penalty Table for this). Most penalties leave the non-penalized team the option of accepting the play's result or taking the penalty. A few penalties are labeled "No Option" and *must* be accepted. An Offensive Holding penalty on a Pass Play called inside the offensive team's five-yard line is a Safety. All other penalties which are greater than half the distance to the goal are equal to half the distance to the goal (fractions rounded down) except for a pass interference penalty as indicated in the Penalty Table.

@ **8.8.4 Injuries (INJ):** If an injury occurs, the FAC specifies whether it applies to an offensive position or defensive box. If two defenders occupy the indicated box, a coin toss decides which one is afflicted. If the offensive position or defensive box is vacant, no injury occurs. Some injuries are labeled "BC", which indicates that the player carrying the ball at the time the Z-Card was drawn is the one injured. On a pass play, a "BC" result is considered to be against the quarterback if it occurs as the first card drawn and against the receiver otherwise. When an injury occurs, a new FAC is flipped and its PN is used on the Injury Table to determine the duration of the injury. Injuries cannot take place on kicking plays.

8.8.5 Fumbles: If a fumble occurs, flip a new FAC and determine its PN. Apply this value to the fumbling team's roster card, locating their "Fumbles Lost" heading and adjusting that number either upward or down for the opposing team's "Defensive Fumble Adjustment" value from their roster card. (As an example, if the offense has a "Fumble Lost" rating of 1-21 and the defensive team has an Adjustment of +3, the new fumbles lost range is 1-24.) All fumbles are recovered at the *exact* spot the play ended. If a "Fumble (S)" appears on the original Z-Card, a fumble is resolved *unless* the ball carrier is on the home team, in which case no fumble happens.

@ **8.9 Scoring:** Scoring is accomplished as follows:

@ **8.9.1 Touchdown:** A Touchdown is scored when the offensive team achieves a result which places the ball at or past the opponent's goal line. A touchdown may not be scored as a result of a penalty.

@ **8.9.2 Safety:** A Safety is scored when the defensive team achieves a result which places the ball on or behind the defensive coach's goal line. A Safety also may be scored if an Offensive Holding penalty is called on a pass play which originates inside the defense's five yard line. A kickoff follows a Safety per Section 8.1.4.

@ 8.9.3 Automatic Safety: If the ball is located within the defense's 20 yard line, the Offensive Coach may elect to take an Automatic Safety by stating such at the start of the play. This play uses 10 seconds.

@ 8.9.4 Field Goals/Extra Points: These results are covered under their individual play sections.

9.0 Timing:

A game consists of four quarters, each of 15 minutes duration. Each play expends a certain number of seconds, which are recorded on the Scorepad. A penciled "X" in a box represents the passage of ten seconds of time; a "/" indicates that five seconds have elapsed. Consult the Time Table to determine the applicable expenditure for each play (see 6.1 above).

9.1 Out of Bounds: If the last FAC resolving a play uses the RN, and that RN is followed by the letters "OB", the play ends out of bounds. (EXCEPTION: Inside Runs never end up out-of-bounds.)

9.2 Time Outs: Each coach receives three Time Outs per half. These may be used to "stop the clock" and reduce the time required for a play, as per the Time Chart.

9.3 Two-Minute Warning: An automatic "Time Out" is called after any play which would place the clock on or below the two-minute mark of the first or second half. This play automatically uses the minimum time required per the Timing Chart.

9.4 Final Minutes: In the last two minutes of the first half and the last five minutes of the second half, each play which results in an out-of-bounds play, incomplete pass or penalty on the defensive team results in a shorter time expenditure per the Time Chart.

9.4.1 Two-Minute Offense: An offensive team may select to use the time expired under the Two-Minute Offense column at any time during the Final Minutes.

9.5 Deliberate Grounding: At any time when a No-Huddle offense (8.7) has been called, the offensive coach may elect to have the Quarterback commit a deliberate grounding of the ball. This play uses no time but does expend one down.

@ 9.6 Substitutions: If the Offensive Coach wishes to substitute on the next play, at least 30 seconds must be used for any Run or Pass play which does not otherwise have the clock stopped.

9.7 End of Quarter: No play may expend more time than is necessary to bring a quarter to a close. No half may end with a defensive penalty. If such a penalty occurs on a play which expends all remaining time in either half, an additional play is awarded to the offensive coach. This process may be repeated as long as successive plays end in defensive penalties. A half does not end on any offensive penalty.

9.8 Overtime: Games in which the score is tied at the end of regulation play go to overtime. Kickoff in these extra periods is determined by another coin toss.

9.8.1 Regular Season: Games which are being played as regular season games will have one extra period played—until the end of that 15 minutes causes the game to end in a tie or until one coach scores, immediately ending the game with a win. There are two Time Outs allotted in the extra period. This period is played as if it were the last quarter of the game, with all other timing rules above applicable.

9.8.2 Championship: Games which are considered to be play-off games are played to conclusion (someone scores by some means to win the game immediately). Each successive half of play is conducted exactly as the last half of a regular game.

10.0 Design Credits:

6th Edition Design: Jim Burnett

6th Edition Development: Rex A. Martin

Cover:

Typesetting: Colonial Composition

Example of Play

To assist the beginning player, we offer the following Example of Play. This example is intended to demonstrate as many of the features of the game as possible but, because of space limitations, individual player cards cannot be displayed. Our example starts with the Avalon Antelopes (offense - speed and passing with a one back offense) trailing the Monarch Mastodons (a ball control team who will usually play a 3-4 defense) by 21-13 with 4:35 left in the fourth quarter. The Mastodons have just scored and will kickoff.

Kickoff RN 7 goes to the 5. Return RN 3 gives 26 yards to the 31. First down Antelopes at 4:25.

Antelopes select Short Pass to Right End. No Strategy. Mastodons select Pass Defense. No Strategy. The first FAC redirects the pass to Back #1. The QB Completion range is 1-27 modified to 1-22 by the Defense Pass Table (Short vs Pass Defense). The RN is 37. The pass is incomplete. Second down at the 31 at 4:15.

Antelopes try to cross up defense with an Inside Right Draw Play to Back #2. Mastodons select Pass Defense with Double Coverage on the Right End. The first FAC directs the play to RT (BV 3) vs I (TV -2). The next FAC has a RN of 6, modified to 2 by the Draw vs Pass which is 8 yards on Back #2's card. Since the RT won the blocking duel (3 to -2) the 3 is added to give a final result of an 11 yard gain. First down at the 42 at 3:45 (the Antelopes choose to use 30 seconds to make substitutions).

Antelopes select Long Pass to the Right End. No Strategy. Mastodons stick with their previous call. The first FAC directs the pass to ORIG. The next FAC has a PN of 7. Despite the -7 modification for Double Coverage, the pass is still complete since the QB's Completion Range is 1-19 (modified to 1-12). The next FAC is 6(OB) which gives a yardage gain of 25 under the RE's L Passing column. The Antelopes now have a first down at the 33 at 3:35 (the OB result only consumes 10 seconds).

Antelopes select Quick Pass to Flanker #1. No Strategy. Mastodons go into Prevent Defense. No Strategy. The first FAC is a Z-Card. The next FAC directs the pass to Back #2. The Antelopes currently have no Back #2 so the pass is automatically incomplete. The Z-Card is a PEN Under 1 is D1. The Offsides Defense penalty is accepted and gives first and 5 at the 28 at 3:25.

Antelopes stick with their call except for a change to a Short Pass and the Mastodons go to Pass Blitz Defense. They move two LB's and one CB to blitz the passer. A Pass Rush results. The total PR values of the defense is 17 and the BV of the offense totals to 12. Five times two modifies the QB sack value (originally 1-13) to 1-23 and the run value (14-30) to 24-30. Completions remain at 31-42 and Interceptions at 43-48. The first FAC directs the pass to the original receiver. The next FAC is 27 which results in a QB run. The RN of the next FAC is 5 which gives a gain of 9. First down at the 19 at 3:05 (offense selects minimum time).

Antelopes stick with the Short Pass to Flanker #1. Mastodons switch to Run No Key. No Strategy. The first FAC keeps the pass direction to Flanker #1. The next FAC is 12 so the pass is complete (QB's range was modified to 1-32). The next RN is 7 which gives a 14 yard gain. First down on the 5 with 2:35 (offense wants to make substitutions).

Antelopes go with a Quick Pass To Back #1. Mastodons choose Run Defense Key Back #1, No Strategy. The first FAC keeps the pass direction. Note that the Run Defense Key being the same as the pass direction has no effect the Completion Range but there will be a -10 modification (now becomes 1-25) because the Quick Pass play originates within the 20 yard line. The PN on the next FAC is 18 so the pass is complete. The RN is 8 and the gain is 4 yards. Second and goal at the 1 at 2:15.

Antelopes call Run Inside Right to Back #1. Mastodons call Run Key Back #1. The first FAC gives RG. Despite the 4 modification to the next RN for guessing right, the next RN is 5 (goes to 9) and the gain by Back #1 is 1 plus 3 for the RG BV which is more than enough for the touchdown. Time is 2:05.

The Extra Point is good on a PN of 16. 21-20 Mastodons with 2:05 left in the game.

Antelopes kick to the Mastodons. The first card is a Z-Card which is ignored for kickoffs. The next is an 8 for KR-2/6. The RN is 12 which is 5 on the KR's card. The Mastodons start at the 11 at the 2:00 mark (the Two-Minute Warning stops the clock at this point despite the 10 seconds normally required for a kickoff).

Mastodons select Run Inside Right Back #2. Antelopes select Run No Key. The first FAC is D+I. The next RN is 7(OB) modified to 9 because of the defense. The gain is 1 which is changed to -5 because of the TV's of the two defenders. Only 3 yards are lost, however, because an Inside Run was selected. The Mastodons have second and 13 at the 8. The Antelopes take a Time Out and the clock stops at 1:50 (10 seconds as the Mastodons are not using a Two-Minute Offense).

Both teams stick with their calls. The FAC gives CN vs H. The next FAC is a Z-Card. The next RN is 5 modified to 7 which gives a result of 3 on the RB's card. The CN and H stand off at +3 to -3 so the final result is a 3 yard gain. The Z-Card draw gives a Fumble. The Fumbles Lost range on the offensive player's card is 1-22. The Defensive Fumble Adjustment is +2 which gives a range of 1-24. The next FAC is a 15 so the offense keeps the ball. Third and 10 at the 11. Another Time Out stops the clock at 1:40.

Mastodons select Run Sweep Left to Back #1. Antelopes choose Pass Defense No Strategy. The first FAC gives A+F for the defense. The RN on the next card (no modifier due to the Pass Defense) is 2(OB). The gain for the RB is 10 but the TV of A is -2 (F is unoccupied) so the final gain is 8 yards. The Mastodons have fourth down and 2 at the 19 with 1:30 left (the OB result saves the Antelopes a Time Out).

The Mastodons choose to Punt. A RN of 8 on their Punter card gives a 35 yard kick to a Fair Catch. First and 10 for the Antelopes at their 46 with 1:20 remaining in the game.

Antelopes choose a Short Pass to the RE. Mastodons select a Prevent Defense with a Double Coverage on Flanker #1. The first FAC gives a Pass Rush. The PR values of the defense total to 8 and the BV's add up to 12. This changes the Sack range to 1-5 and Runs to 6-30. The FAC is a Z-Card. The next FAC is a 34 for a Complete Pass. The next RN is 3(OB) which gives the Antelopes a 19 yard gain. The Z-Card resolution gave an Injury to Box F but, as above, that Box is unoccupied. First and 10 at the 35 with 1:10 remaining.

Antelopes select an Inside Left Draw Play to Back #1. Mastodons stick with the Prevent Defense with No Strategy. The first FAC gives CN vs C. The next RN is 6(OB) modified to 4 by the Draw Play/Prevent Defense combination. The gain is 6 yards but the CN (+3) vs C (-2) gives the advantage to the CN and a final result of a 9 yard gain. Second and 1 at the 26 for the Antelopes with 0:50 left (minimum time selected - the OB does not count for an Inside Run).

Antelopes select a Sweep Left with Back #1. Mastodons choose Run Defense, No Key, No Strategy. The first FAC gives LG + LE. The next gives a RN of 11. The final RN is modified to 12 (can't be worse than this). Back #1's result is -1 which is changed to +1 because of the BV's of LG (+3) and LE (-1). First down at the 25 with 0:30 left.

Antelopes choose Short Pass to LE. Mastodons choose Prevent Defense, No Strategy. The pass is directed to BK2 which is unoccupied. The pass is incomplete. Second and 10 with 0:25 remaining.

Antelopes switch the Short Pass to the RE. Mastodons keep their Prevent Defense. The pass stays with the RE. The Completion Range is now 1-22. The FAC gives a 42. Another incompletion. Third and 10 with 0:20 to go.

Both teams keep their selections. The pass is redirected to the RE. The PN is 11 which is a completion. The RN is 11 which gives a 13 yard gain. The Antelopes use their last time out and are at the 12 with 15 seconds left in the game.

Antelopes call a Short Pass to Flanker #1. Mastodons choose Pass Defense with No Strategy. The first FAC gives a Pass Rush. The new QB values are as above at 1:20. The FAC is 44 for an incompletion.

With 0:05 remaining in the game, the Antelopes will try a Field Goal from the 13 yard line to win the game. Adding 17 to the line of scrimmage gives 29. The Good range for the Antelopes Kicker in the 26 to 35 Yard Distance is 1-33. The FAC is a

Optional Rules:

Any or all of the following rules may be used upon agreement of *both* coaches before the game starts. Note that, while adding realism to the game system, this comes at a cost in simplicity and length of playing time.

O.1 Playing Out of Position: Normally, players must play only in the positions indicated on their cards. This optional rule alters that. Offensive linemen may play any position on the offensive line. However, if they play in a position that is not on their card, the coach must subtract one (-1) from their Blocking and Pass Blocking values. Defensive linemen may play in any position in Row 1 without modification. Cornerbacks and Safeties (???) may play any position in Row 3, but if they are in one not listed on the team's roster card, subtract one (-1) from their Pass Defense values. All Defensive Backs may play in Box L without modification.

O.2 Onside Kick Defense: During a kickoff, the receiving team may state that it is using an Onside Kick Defense. In this case, the kicking team recovers any attempted onside kick on a PN of 1-7. Should the kicking team kick off normally, the maximum return is 20 yards.

O.3 Squib Kicks: The kicking team may declare any kickoff to be a Squib Kick. Resolve such kicks normally, but add 15 yards to the spot at which the kickoff return begins. In addition, add one (+1) to the RN used to resolve the return (a "12" remains a "12").

@ O.4 Extra Pass Blocking: When announcing a Pass play, the offensive coach may state that any or all of his on-Display backs are being used as additional blockers. The pass may not be directed at these blockers (if so directed by a FAC, the pass is Incomplete). If one back remains in the blocking pattern, add two (+2) to the QB's Completion Range. If two backs are used, add four (+4). If a Pass Rush (8.3.6) is in effect, add this number to the Blocking Values of the linemen.

@ O.5 Measurements: At any time a yardage result is *exactly* that needed for a first down, a touchdown or a safety, a measurement occurs. If the next RN is even, the necessary yardage has been attained. If odd, the ball is just short. This may occur even on a zero gain down. (For example, you got exactly to the goal line on a play but the RN draw was odd, leaving you just short. On the next play, you gained zero yards. An even RN would still give a touchdown.) Note that any combination of penalties adding up to the exact yardage needed is a first down, unless there was a non-penalty play in the sequence of downs (exception: incomplete pass). The measurement may also be used for safeties.

@ O.6 Fake Kicks: Before any punt or field goal, the offensive coach may declare that he is staging a "Fake Kick". This procedure is resolved by flipping the next FAC, referring to the RN, and consulting the appropriate column on the Fake Kick Table(6.10). When using this option, the defensive coach should select a strategy card before each kick. "No Strategy" means he will defend as usual (the coach is vulnerable to the Fake Kick per the Tables but a non-Fake Kick is resolved normally). Any other strategy card means the defensive coach suspects the fake and is ready. A Fake Kick is resolved with two (+2) added to the RN (exception: you still must receive a "12" on the Field Goal to get an interception—the pass is incomplete otherwise). If the kick is not a fake, the receiving team cannot block the kick. Any "Block" result is resolved again.

depth charts for one position are starters in another position on the line. Teams which are fortunate in injuries to the backfield positions may have a lesser number who generate statistics. These again are covered by the Substitute Cards.

The other points covered by this card are generated as follows. The Fumbles Lost range is ????. The Big Play numbers are equal to half the difference of the respective won-lost records. For example, a team which went 5-3 on the road would have that Big Play number equal to 1. Obviously, no such number is less than zero.

The Quarterback Card

The Running Back/Wide Receiver/Tight End Card

The Offensive Line Card

The Defensive Line Card

The Linebacker Card

The Defensive Back Card

The Placekicker Card

The Punter Card

The Kickoff Return Card

The Punt Return Card

Statis-Pro Football Cards Algorithms

Integral to the *Statis-Pro Football* system are the statistically generated cards for each player and team. In order for the game to have as much relevance as possible, these must be generated from the most complete data possible from a given season and balanced against the requirements of the game system. The data used in preparation of these cards can be obtained from a variety of sources but the author prefers to rely mainly on *Pro Football Weekly*.

There are basically a dozen different types of cards on the Statis-Pro Football set. These consist of the following types and their respective approximate numbers represented per team:

1. The Team Card	
2. The Lineup Card	
3. The Quarterback Card	
4. The Running Back/ Wide Receiver/ Tight End Card	4 6 2 12
(Noting that a team which uses a run-and-shoot offense may have no Tight Ends and more Wide Receivers.)	
5. The Offensive Line Card	10
6. The Defensive Line Card	6 (3-4 Defense) 8 (4-3 Defense)
7. The Linebacker Card	8 (3-4 Defense) 6 (+3 Defense)
8. The Defensive Back Card	8
9. The Placekicker Card	1
10. The Punter Card	1
11. The Kickoff Return Card	1
12. The Punt Return Card	1

This gives about 53 cards per team or a full signature of 1600 cards when the Substitute and Play Cards are added in.

The Team Card

The Team Card is the most obvious of the set since it merely contains the team name, its division, and the record for the particular year.

The Lineup Card

In some ways, the Lineup Card is the most complicated. The decisions of who is to go on each starting lineup is very difficult. Among the factors which are considered are the previous year's lineup (for the veterans which return), the intended starting lineup at the beginning of the season (even if this is just in pre-season and the players are injured then), and the amount of playing time a player receives during the season. In general, playing time is given the most import. This is because the players who are in there for the long haul have generally more representative statistics than a player who gets in only a few downs before being replaced. This also helps reflect in the overall team's performance. As an aside here, there are also the problems of reflecting injuries throughout the season. The stats reflect actual performance, not *probable* performance. It would be next to impossible to factor in the likely stats of a star quarterback who is lost in the first game of the season. At the same time, it is a possibility that his replacement, who will be shown as the actual starter, may be injured in your replay season and the original starter would then come off the bench. This is the reason that the Substitute Cards were added to the game; to allow for multiple injuries and comebacks among all team's players.

As a further aside here, it is just as difficult to chose the rest of the players. The numbers indicated above for card types are only approximate for each team. Some teams may have players who make it through a complete season. This is typical with the offensive and defensive lines, where the substitutes listed on the

12

0

0

0

The result numbers indicate the number of yards the the interception was returned. TD is touchdown.
 Before using this Table, first determine the position of the interceptor, obtain a RN, and then locate the return yardage.

6.10 Fake Kicks Table (O.6)

RN	Field Goal Play Result	Punt Play Result
1	Pass to LE for 25 yards	Pass to LE for 30 yards
2	Pass to FL for 18 yards	Pass to FL for 20 yards
3	Pass to RE for 15 yards	Pass to RE for 10 yards
4	Pass to BK#1 for 10 yards	Pass to BK#1 for 8 yards
5	Pass to BK#2 for 9 yards	Pass to BK#2 for 6 yards
6	QB runs for 15 yards	Punter runs for 15 yards
7	Pass is incomplete	Punter runs for 7 yards
8	Pass is incomplete	Punter runs for 6 yards
9	Pass is incomplete	Punter runs for 3 yards
10	Pass is incomplete	Punter runs for 1 yards
11	Pass is incomplete	Punter runs for 0 yards
12	Pass is intercepted	Punter runs for -5 yards

An intercepted pass is returned for a touchdown by the linebacker of the defensive team's choice and the return is scored from the original line of scrimmage. The QB in this case is considered to be the "B" player.

6.9 Big Play Table (8.4)

RN	vs Run	vs Pass
1	-4 Yards	QB Sacked, -13 yards
2	-3 Yards	QB Sacked, -10 yards
3	-2 Yards	QB Sacked, -7 yards
4	-1 Yard	Incomplete Pass
5-7	No Gain	Incomplete Pass
8-12	Card Fails	Card Fails

6.6 Pass Defense Table (8.3.2.1)

Pass:	Run Defense	Pass Defense	Blitz Defense	Prevent Defense
Quick	0 (-10)	-10 (-15)	+10	0
Short	+5 (0)	-5	Pass Rush	-5
Long	+7	0	Pass Rush	-7
Screen	0/+2/+4	0	-4*	-2*

The indicated numbers are modifications to the QB's Completion Range for that combination of Pass and Defense. Modifications in parentheses apply if the scrimmage line is within 20 yards of the defense's goal. The asterisked results on a Screen Pass are not modifications to the Completion Range but are modifiers to the RN of a back who has just caught a Screen Pass. In the Screen Pass Versus Run Defense, if the back is keyed, add 4; if there is no key, add 2; if the wrong back is keyed, no modification occurs.

6.8 Interception Table (9.3.5)

RN	Screen	Quick	Short	Long
1	J	N	N	L
2	F	O	M	M
3	C	J	J	M
4	I	I	F	O
5	B	H	I	N
6	G	G	H	K
7	H	F	G	O
8	E	J	O	N
9	D	H	K	K
10	A	F	L	M
11	J	L	N	M
12	F	M	M	L

When an interception occurs off a QB's card, this table determine which defensive player intercepts the ball. The player occupying the indicated box intercepts. If a box is occupied by two players, either may intercept (choose the player with the best interception rating or, if equal, flip a coin). If the indicated box is empty, the pass is not intercepted, it is merely incomplete.

6.8 Interception Return Table (8.3.5.4)

RN	Linemen	Linebackers	Defensive Backs
1	15	20	TD
2	10	20	50
3	6	15	30
4	3	10	20
5	1	8	15
6	0	5	10
7	0	4	8
8	0	3	6
9	0	0	4
10	0	0	2
11	0	0	0

SPF/Burnett Tables
Burnett Tables 2
Eckert

SP Football Charts

6.1 Timing Chart (9.0)

Plays:	Elapsed Time in Seconds			
	Max	Min	Final Minutes (10.4)	Two Minute Offense (10.5)
Run	45	20		10
Complete Pass	45	20		10
Incomplete Pass	45	20		
Out of Bounds Play	45	20	10	5
Play with Injury	45	20	10	5
Play with Penalty	45	20	10	5
Play with Touchdown	10			
Play with Time Out		10		5
Punt or Returned Kickoff	10			
Possession Change		10		
Field Goal		5		
Extra Point		0		
Kickoff for Touchback	0		0	
Movement Penalty				
Deliberate Grounding	0			

6.4 Kickoff Table (8.1)

RN	Column-A	RN	Column-B
1	Use Column-B	1	KR-1/10
2	KR-1/GL	2	KR-2/11
3	KR-1/1	3	KR-4/12
4	KR-2/2	4	KR-2/13
5	KR-1/3	5	KR-3/14
6	KR-1/4	6	KR-1/15
7	KR-2/5	7	KR-1/GL
8	KR-2/6	8	Touchback
9	KR-3/7	9	Touchback
10	KR-2/8	10	Touchback
11	Touchback	11	KR-4/GL
12	Use Column-B	12	KR-4/GL

The designation to the left of the slash indicates the number of the return man. The number to the right of the slash is the yard line at which the return begins (GL = Goal Line).

6.2 Injury Table (8.8.4)

PN	Length of Injury
1-10	Next 2 Plays

11-20	Next 4 Plays
21-30	Next 6 Plays
31-35	Rest of Quarter
36-43	Rest of Game
44	Rest of Game +1
45	Rest of Game +2
46	Rest of Game +3
47	Rest of Game +4
48	Rest of Season

In the space of one game, ignore any injuries that affect a position that has previously lost a starter because of injury. As an example, if the starting QB is lost for the remainder of the game, his replacement may play for the remainder of that game injury free. If the loss had been for only one quarter, however, the starting player would once again be in jeopardy when he returns to the game. The numbers 44 through 47 indicate that the injured player must miss this game and the next number of games indicated by the + number. For example, result 46 means the player will exit the current game and will also miss the next three games.

6.3 Penalty Table (8.8.3)

1. Offside: 5 yards (option)
2. Movement: 5 yards (No option)
3. Illegal Procedure: 5 yards (Option)
4. Motion: 5 yards (Option)
5. Personal Foul: 15 yards (No option if penalty is on defense, return, or kicking team; yardage marked from spot where play ended, down and play count. Option if penalty is on offense; if accepted, yardage marked off from scrimmage line.)
6. Non-Flagrant Facemask: 5 yards (Same conditions as #5.)
7. Holding: 10 yards if against offense (Option); 5 yards if against defense, automatic first down (Option).
8. Pass Interference: 15 yards if against offense, down and play count (Option); First down at spot of foul if against defense (Option). Determine spot of foul in the same way as Point of Interception. If Interference is in End Zone, first and goal at the 1 yard line.
9. Personal Foul: 15 yards (Same conditions as #5).
10. Intentional Grounding: 15 yards, down counts (No Option). Only applies on incomplete pass, otherwise ignore.
11. Clipping: 15 yards from spot of foul (No Option). Determine spot of foul by drawing new FAC. If RN is odd, spot of foul is at the halfway point of the return. If RN is even, spot of foul is where return ended.
12. Roughing Kicker: 15 yards from original line of scrimmage: first down (Option).
13. Running into the Kicker: 5 yards from original line of scrimmage (Option).
14. Delay of Game: 5 yards (No Option)
15. Kickoff Out of Bounds: 5 yards (Option - Offense takes ball at own 35) Perform kickoff and add 5 yards to the spot where the subsequent return begins.

6.5 Run Numbers Modifiers (8.2.2)

Play:	Run Defense	Run Defense	Run Defense	Prevent	Pass or Blitz
	Key BC	No Key	Wrong Key	Defense	Defense
Runs	+4	+2	0	0	0
Draw	+2*	+2*	+2*	-2	-4

This modifier is in addition to the normal modifier on the play. BC is the Ball Carrier.

Solitaire Rules:

While the best way to enjoy *Stats-Pro Football* is with another gamer, too often circumstances do not allow this. In the following system, the single coach takes the role of both coaches in selection of personnel but makes decisions for the offense only. All standard rules apply to solitaire play except the following:

S.1 Card Deck: Remove one Z-Card from the FAC deck before play.

S.2 Set-up: The solitaire coach will set the Displays for both sides. In doing so, it must be remembered that the coach is trying to be as fair as possible to both teams. He will also make any shifts desired.

S.3 Offensive Play Selection: Offensive plays (Play Selection, Strategy and Player—7.1) are chosen by the coach. The only restriction is that he may not choose two Screen Passes or two Quick Passes in succession.

S.4 Defensive Play Selection: Defenses are determined by random draw from the FAC deck. Before resolving each play, flip a FAC and refer to the "Solitaire" section. This area has five defenses listed, one of which will be the one used, depending on the game situation.

S.4.1 Number 1: Use for any play that is run on first down.

S.4.2 Number 2: Use for any play that is run on second down with less than six yards to go for a first down, or any play when the ball is on the opponent's 3-, 4-, or 5-yard line regardless of down.

S.4.3 Number 3: Use for any play that is run on second down with seven or more yards needed for a first down.

S.4.4 Number 4: Use for any play that is run on third and fourth downs with seven or more yards needed for a first down.

S.4.5 Number 5: Use for any play that is run on third or fourth downs with six or less yards needed for a first down, or when the ball is on the opponent's 1- or 2-yard line regardless of down.

S.4.6 Defense Abbreviations: The FAC listing of each defense is in an abbreviated form. The legend for these abbreviations is:

R(NK)	Run with No Key Defense
R(BC)	Run with Ball Carrier Keyed
P	Pass Defense
PR	Prevent Defense
P(X2)	Pass Defense *
PR(X2)	Prevent Defense *

(*The eventual receiver to which the pass is directed is double-covered if the defensive formation permits.)

S.4.7 Inside the 20: When the scrimmage line is within the 20-yard line of the defense's goal line, convert all Prevent Defenses to Pass Defenses.

S.4.8 Blitz: If a Blitz is called for, look at the PN on the same FAC. If this number is between "1" and "26", remove the players in Boxes F and J from the Display. These are the blitzing players. If the number is between "27" and "35", remove the players in Boxes F, J and M. If the number is between "36" and "48", remove the players in Boxes F, G, H, I and J. If an indicated box is empty, then choose any other eligible player on the Display to blitz. Remember to return the blitzing players to the Display after the current play has been resolved.

S.5 Play Resolution: After the defense has been determined, flip a new FAC and begin to resolve the play normally.

S.6 Timing: Once again, the solitaire coach should run the clock in the best interest of each team while on offense.