

# Fast > Drive Football

Version 1.1



Drive-By-Drive Pro Football Simulation Game

6

<10

<20

<30

<40

50

40>

30>

20>

10>

6



One Player



20-Minutes

7+

Ages 7 and up

© 2021 Al Wilson. All rights reserved.

# ► Drive Results

1

1-1-1 Offense makes disappointingly quick work of the drive, going three-and-out. **PUNT**  
 1-1-2 **PUNISHING defense?** QB is swarmed by the defense on third down. **PUNT-BU\***  
 1-1-3 **POOR field position?** Big third-down stop near mid-field forces the **PUNT**  
 1-1-4 **RELIABLE offense?** QB wisely pulls the ball down and runs out of bounds. **PUNT**  
 1-1-5 **POOR field position?** It's a quick three-and-out for the offense. **PUNT-BU •**  
 1-1-6 **PROLIFIC offense?** Running back busts through heavy traffic for the score! **TD Run [P+]**  
 1-2-2 **HOME defense?** Crowd noise may have affected that last play! **PUNT-BU\***  
 1-2-3 **POOR field position?** Third down pass is forced into coverage - incomplete. **PUNT**  
 1-2-4 **Season prior to 2014?** QB throws into coverage.... **INTERCEPTION**  
 1-2-5 **SOLID offense?** Good protection gives QB time to get rid of the ball. **PUNT-CO**  
 1-2-6 **RELIABLE offense or MEEK defense?** QB is lucky that pass wasn't intercepted. **PUNT**  
 1-3-3 **PROLIFIC offense?** Quick strike offense unleashes their ground attack! **TD Run**  
 1-3-4 **POOR field position?** Runner tripped up short of the marker. **PUNT**  
 1-3-5 The rusher breaks through the line but a clean hit knocks the ball loose! **FUMBLE**  
 1-3-6 **PROLIFIC offense?** Defensive back bites on the pump fake, WR is wide open! **TD Pass**  
 1-4-4 **POOR field position?** Offense can't recover from first down holding call. **PUNT-BU •**  
 1-4-5 **GREAT field position?** Tight end catches ball in stride over the middle... Touchdown! **TD Pass**  
 1-4-6 **STAUNCH defense?** Key tackle by LB keeps offense out of scoring range. **PUNT**  
 1-5-5 **SECURE offense?** Defenders rip at the ball during the tackle, but runner holds on. **PUNT**  
 1-5-6 **POOR field position?** Offense doesn't score but will try to flip field position. **PUNT**  
 1-6-6 **DULL offense?** Offense is outmatched, will have to kick it away again. **PUNT**  
 2-2-2 **POOR field position?** **UNUSUAL RESULT - A**  
 2-2-3 **UNDISCIPLINED defense?** Defensive penalties keep the drive alive. **FGA**  
 2-2-4 **RELIABLE offense?** QB unable to connect with WR, but avoids the pick. **PUNT**  
 2-2-5 **DULL offense?** Unimaginative play-calling is too easy to defend. Out comes the punter. **PUNT**  
 2-2-6 **SECURE offense?** Ball carrier takes a hard hit but holds on to the ball. **PUNT**  
 2-3-3 **SOLID offense?** Pocket holds, pass complete, improving field position. **FGA**  
 2-3-4 **DULL or UNDISCIPLINED offense?** Mental mistakes lead to failed drive. **PUNT**  
 2-3-5 The quarterback scrambles... and is hit as he throws... it's picked off! **INTERCEPTION**  
 2-3-6 **PROLIFIC offense?** QB audibles, takes advantage of the mismatch for the score! **TD Pass**  
 2-4-4 **POOR field position?** Offense tries to run from their 1-yard line, linebacker knives into backfield! **Safety**  
 2-4-5 **DYNAMIC offense or SOFT defense?** Offense moves into GREAT field position, re-roll. **•**  
 2-4-6 **DULL offense?** Drive ends just short of mid-field. **PUNT**  
 2-5-5 **STAUNCH defense?** Defense lives up to their reputation, kills drive. **PUNT**  
 2-5-6 **GREAT field position?** Offense makes their way into field goal range. **FGA**  
 2-6-6 **PASSIVE defense?** Defense misses golden opportunity to recover fumble. **PUNT**

1-1-1  
 1-1-2 **SOFT defense?** Offense benefits from the extra yards, will attempt to pin opponent deep. **PUNT-CO**  
 1-1-3 **INEPT defense?** Third down pass is caught and he's off to the races! **TD Pass**  
 1-1-4 **MEEK defense?** Incomplete pass on third down. Should have been picked-off. **PUNT**  
 1-1-5 **ERRATIC or UNDISCIPLINED offense?** Drive stalls following momentum-killing penalty. **PUNT**  
 1-1-6 **INEPT defense?** Linebacker juked out of his shoes on the run! **TD Run [P+]**  
 1-2-2 **STIFF defense?** Defensive line comes up big this drive. **PUNT**  
 1-2-3 **GREAT field position?** Screen pass catches defense in a blitz! **TD Pass**  
 1-2-4 **GREAT field position?** Offense just short of the first down. Out comes the kicker. **FGA**  
 1-2-5 **PUNISHING defense?** QB is spun to the ground and sacked on third down! **PUNT-BU\***  
 1-2-6 **SHAKY offense or AGGRESSIVE defense?** QB throws into double coverage! **INTERCEPTION**  
 1-3-3 **PUNISHING defense?** Brutal sack on third down! **PUNT-BU\***  
 1-3-4 **INEPT defense?** Receiver stiff-arms would-be tackler and takes off! **TD Pass**  
 1-3-5  
 1-3-6 **STIFF defense?** Defense makes the big play on third down. **PUNT-BU\***  
 1-4-4 **UNDISCIPLINED offense?** Great plays are negated by untimely penalties. **PUNT**  
 1-4-5 **INEPT defense?** He jukes... spins... and is gone! **TD Run [P]**  
 1-4-6 Ball carrier stiff-arms the linebacker and sprints to the end-zone! **TD Run**  
 1-5-5 **CLUMSY offense or ACTIVE defense?** Big hit and strip from the defensive back! **FUMBLE**  
 1-5-6 **GREAT field position?** The kicker trots out for the attempt. **FGA**  
 1-6-6 Receiver leaps, beating the defender to the ball! Touchdown! **TD Pass [R]**  
 2-2-2 **UNUSUAL RESULT - B**  
 2-2-3 **MILD defense?** Offense takes advantage of lackluster pass rush. **PUNT-CO**  
 2-2-4 **AGGRESSIVE defense?** Defender jumps the route with perfect timing! **INTERCEPTION**  
 2-2-5 **STAUNCH defense?** Linebacker makes touchdown saving tackle! **PUNT**  
 2-2-6 **PASSIVE defense?** Loose ball bounces right back to ball-carrier. **PUNT**  
 2-3-3 **MILD defense?** Defense can't get to the QB, offense into field goal range. **FGA**  
 2-3-4 **STAUNCH defense?** Inescapable gang-tackle puts a stop to the drive. **PUNT**  
 2-3-5  
 2-3-6 **POROUS offense?** QB sack forces the offense off the field. **PUNT-BU\***  
 2-4-4 **INEPT defense?** The offense shreds the defense on the drive. **TD Pass [R+]**  
 2-4-5 **POROUS offense?** Receiver was open, but QB sack spoils the third down play. **PUNT**  
 2-4-6 Runner turns the corner and has nothing but daylight! **TD Run [P+]**  
 2-5-5 **GREAT field position or UNDISCIPLINED defense?** Opportunistic offense scores! **TD Run [P]**  
 2-5-6 **HOME or DISCIPLINED offense?** Mistake free drive leads to scoring opportunity. **FGA**  
 2-6-6 **CLUMSY offense or ACTIVE defense?** Runner bottled up at the line ... ball is stripped! **FUMBLE**

1-1-1  
 1-1-2 **PUNT**  
 1-1-3 **FGA**  
 1-1-4 **INTERCEPTION**  
 1-1-5 **FGA**  
 1-1-6 **PUNT-CO**  
 1-2-2 **FGA**  
 1-2-3 **PUNT +**  
 1-2-4 **PUNT**  
 1-2-5 **PUNT**  
 1-2-6 **PUNT**  
 1-3-3 **FGA**  
 1-3-4 **FGA**  
 1-3-5  
 1-3-6 **PUNT**  
 1-4-4 **FGA**  
 1-4-5 **FGA**  
 1-4-6  
 1-5-5 **PUNT**  
 1-5-6 **PUNT ✧**  
 1-6-6  
 2-2-2  
 2-2-3 **PUNT**  
 2-2-4 **PUNT**  
 2-2-5 **TD Run [P]**  
 2-2-6 **FUMBLE**  
 2-3-3 **PUNT**  
 2-3-4 **TD Pass [R+]**  
 2-3-5  
 2-3-6 **PUNT**  
 2-4-4 **FGA**  
 2-4-5 **PUNT-CO**  
 2-4-6  
 2-5-5 **PUNT-CO**  
 2-5-6 **PUNT**  
 2-6-6 **PUNT**

▲ For seasons prior to 2017, runner has ball knocked loose! Result is a **FUMBLE**.  
 ✧ For seasons prior to 2001, runner loses grip on ball after a hard hit, result is a **FUMBLE**.  
 ★ For seasons prior to 1990, the QB is hit and the ball pops loose! Result is a **FUMBLE**.

• Disregard Timing Die value, only one tick comes off the game clock.

\* If drive began with GREAT field position, change result to **PUNT**.

# ► Drive Results

2

## 3-3-3 POOR Field Position? UNUSUAL RESULT - A

3-3-4 SOLID offense? QB protection holds, but drive ends just outside of kicker's range. **PUNT-CO**

3-3-5 GREAT field position? Offense brings out the field goal unit. **FGA**

3-3-6 CLUMSY offense or ACTIVE defense? Ball comes free well before the runners knee is down! **FUMBLE**

3-4-4 SECURE or HOME offense? The ball comes loose, but lineman is able to fall on it! **PUNT**

3-4-5 DYNAMIC or HOME offense? Dynamic attack by offense pushes team into scoring range. **FGA**

3-4-6 GREAT field position? The receiver dives over the pylon for the touchdown! **TD Pass**

3-5-5 PROLIFIC offense? He's through the hole and nobody is going to catch him! **TD Run [P+]**

3-5-6 RELIABLE or DISCIPLINED offense? QB makes right decision to throw the ball away. **FGA**

3-6-6 POOR field position? Offense unable to move past midfield this drive. **PUNT**

## 4-4-4 POOR field position? UNUSUAL RESULT - A

4-4-5 ERRATIC offense? They move the ball, but are unable to get into scoring range. **PUNT**

4-4-6 POOR field position? Offense finds a way to get into field-goal range. **FGA**

4-5-5 DULL offense? The offense takes some time off the clock, but has nothing to show for it. **PUNT**

4-5-6 Season prior to 1987? Pass is deflected at the line.... **INTERCEPTION**

4-6-6 STAUNCH defense? Receivers are blanketed and third down pass falls incomplete. **PUNT**

## 5-5-5 POOR field position? UNUSUAL RESULT - A

5-5-6 POOR field position? Effective attack moves ball downfield, but drive stalls in red zone. **FGA**

5-6-6 SHAKY offense? QB scrambles and throws on the run.... **INTERCEPTION**

6-6-6 Impressive five-minute drive ends with a plunge across the goal line! **TD Run**

## 3-3-3 UNUSUAL RESULT - B

3-3-4 MILD or UNDISCIPLINED defense? Defense playing a little too loose, but still force punt. **PUNT-CO**

3-3-5 Drive stalls just short of field goal range. **PUNT-CO** ▲

3-3-6 STAUNCH defense? Ball carrier is slammed to the ground well short of the first down. **PUNT**

3-4-4 PASSIVE defense? Receiver falls on own fumble. **PUNT**

3-4-5 SOFT defense? Defense can't stop the offense from pushing the ball downfield. **FGA**

3-4-6 ERRATIC offense or DISCIPLINED defense? Offense can't convert on critical third down play. **PUNT**

3-5-5 INEPT defense? Multiple missed tackles leaves the head coach shaking his head. **TD Run [P+]**

3-5-6 MEEK defense? Sure interception is dropped! **PUNT**

3-6-6 Offense pushes downfield and caps drive with short pass for six points! **TD Pass [R]**

## 4-4-4 UNUSUAL RESULT - B

4-4-5 STIFF or DISCIPLINED defense? Defense bends, but doesn't break. **PUNT**

4-4-6 QB moves out of the pocket, fires to the back of the end zone... touchdown! **TD Pass [R+]**

4-5-5 The QB lunges across the goal line for the score! **TD Run [P]**

4-5-6 DULL offense? Offense goes backwards after crossing midfield. Another failed drive. **PUNT**

4-6-6 Impressive drive ends with a great pass and catch! **TD Pass**

## 5-5-5 UNUSUAL RESULT - B

5-5-6 Efficient drive capped off by a short pass for the touchdown! **TD Pass**

5-6-6 STAUNCH defense? Defense won't allow QB and receivers to get into a rhythm. **PUNT**

6-6-6

## 3-3-3

3-3-4 PUNT

3-3-5

3-3-6 TD Pass [R]

3-4-4 FUMBLE

3-4-5 PUNT

3-4-6 FGA

3-5-5 PUNT-CO

3-5-6 INTERCEPTION

3-6-6

## 4-4-4

4-4-5 FGA

4-4-6

4-5-5

4-5-6 TD Run

4-6-6

## 5-5-5

5-5-6

5-6-6 TD Pass

6-6-6

## FUMBLE!

Roll 1 d6 on the table below.

- 1 Ball is fumbled yards short of the goal line! **POOR** field position for opponent.
- 2 Receiver drops the ball reaching for extra yards! **AVERAGE** field position for the opponent.
- 3 Offense fumbles after moving into scoring position. Opponent will have **AVERAGE** field position.
- 4 Defensive lineman rumbles downfield for a decent return! Opponent has **GREAT** field position.
- 5 Runner coughs up the ball in offense's own end of the field. **GREAT** field position for the opponent.
- 6 Roll 1d6: on a roll of 6, fumble returned for a **TOUCHDOWN!**; otherwise **GREAT** field position.

## INTERCEPTION!

Roll 1d6 on the table below.

- 1 Interception is made in the red zone with no return. **POOR** field position for opponent.
- 2 Defender is tackled immediately after the pick, opponent has **AVERAGE** field position.
- 3 Defender has modest return before sliding to ground. Opponent has **AVERAGE** field position.
- 4 Good return after the interception. Opponent has **GREAT** field position.
- 5 Receiver catches defender for the touchdown-saving tackle, but they will still have **GREAT** field position.
- 6 Roll 1d6: on roll of 5 or 6, interception returned for a **TOUCHDOWN!**; otherwise **GREAT** field position.

## DESPERATION PLAY!

See rules for usage.  
May not be used by  
INEFFICIENT team.

**GREAT Field Position:** Roll 3d6. If the sum of the three dice is 8.... The Hail Mary is caught in the end zone!! What a play!! **TOUCHDOWN!** Otherwise, game is over.

**AVERAGE Field Position:** Roll 3d6. If the sum of the three dice is 6 .... The QB buys time and heaves the ball downfield... it's tipped .... and caught by the wide receiver who dives into the end zone!!! **TOUCHDOWN!** Otherwise, the game is over.

**POOR Field Position:** Roll 3d6. If the result is 6-6-6.... The pass is caught at midfield, there's one lateral... and another... he has a seam.... **TOUCHDOWN!** Otherwise, the game is over.

# ➤ Kickoff & Special Plays

3

## KICKOFF

Roll 2d6 on the table below.

- 11 Returner muffs the catch and is caught before he can get upfield, **POOR** field position.
- 12 Returner finds seam and busts long return before being forced out of bounds. **GREAT** field position.
- 13 Cuts and turns upfield but loses the ball after a big hit! **FUMBLE!**
- 14 Poor tackling and good running combine for an energizing return and **GREAT** field position.
- 15 Roll 1d6. On odd result, returner is **IN THE OPEN!**; otherwise **GREAT** field position.
- 16 **Return Team ELECTRIC?** Returner is **IN THE OPEN!**; otherwise **AVERAGE** field position.
- 21-66 Receiving team takes over with **AVERAGE** field position.

For **IN THE OPEN!** and **FUMBLE!** results, re-roll on the charts on this page

**SQUIB KICK OPTION:** May only be used in final 5 mins of game. Results 11 and 16 changed to "GREAT field position."

## IN THE OPEN!

Roll 1d6 on the table below.

- 1 Shoestring tackle by the kicker! **AVERAGE** field position.
- 2 Pushed out of bounds after a long return, **GREAT** field position.
- 3 Can't beat the last man, but **GREAT** field position.
- 4 Caught from behind after long return. **GREAT** field position.
- 5 Nobody is going to catch him! **TOUCHDOWN!**
- 6 He has one man to beat... **TOUCHDOWN!**

## ONSIDE KICK

Roll 1d6 on the table below.

- 1 Kicking team touches ball too soon. Receiving team has **GREAT** field position.
- 2 Ball grabbed and secured by receiving team. Receiving team has **GREAT** field position.
- 3 Receiving team comes out of scrum with the ball! **GREAT** field position.
- 4 End over end kick fielded cleanly. Receiving team has **GREAT** field position.
- 5 **Pro Season 2017 or earlier?** It works! The kicking team recovers with **AVERAGE** field position! Otherwise **GREAT** field position for the receiving team.
- 6 **Pro Season 2018 or later?** Roll 1d6. On odd result, it works! The kicking team recovers with **AVERAGE** field position. Otherwise **GREAT** field position for the receiving team.

*Note: Onside Kick may only be used in final 5 minutes of the game.*

## FUMBLE!

Roll 1d6 on the table below.

- 1 Kicking Team picks up the loose ball! Roll 1d6. On odd result, the ball is returned for a **TOUCHDOWN!**; otherwise **GREAT** field position.
- 2 Kicking Team recovers in opponents territory! They have **GREAT** field position.
- 3 Kicking Team recovers fumble after a long return! **AVERAGE** field position.
- 4 Return Team recovers quickly but with **POOR** field position.
- 5 Return Team recovers after a mad scramble backwards. **POOR** field position.
- 6 Returner recovers his own fumble for **AVERAGE** field position.

## 2-POINT CONVERSION

- 1 Defense wasn't fooled, NO GOOD!
- 2 **PROLIFIC offense** finds the end-zone for 2 points!; otherwise NO GOOD!
- 3 **INEPT defense** allows running back into the end-zone untouched for 2 points!; otherwise NO GOOD!
- 4 **STAUNCH defense** forces QB out of the pocket, pass incomplete; otherwise pass complete for 2 points!
- 5 **DULL offense** fails, running back is stuffed for no gain; otherwise, great play design for 2-point conversion!
- 6 Well defended, but offense makes a spectacular play! The 2-point conversion is GOOD!

*AFL used 2-point conversion from 1960 to 1969.*

*NFL has used 2-point conversion since 1994.*

## 4<sup>th</sup> Down - Go For It!

See rules for usage.

- 1 Ball carrier stopped well short of the first down.\*
- 2 **HOME offense?** First down!\*\* Otherwise, crowd energy propels defense to big stop.\*
- 3 **SOFT defense?** First down!\*\* Otherwise, the defense tackles the runner short of the first down.\*
- 4 **DYNAMIC offense?** First down!\*\* Otherwise, the pass falls incomplete.\*
- 5 **HOME defense?** Ball batted away!\*. Otherwise, receiver makes spectacular catch in coverage! First Down!\*\*
- 6 Amazing play keeps the drive alive! First down!\*\*

\* Turnover on downs. Opponent takes over with **AVERAGE** field position.

\*\* Offense will re-roll on Drive Results chart with **GREAT** field position.



# ► Punts

4

## PUNT - BU

Roll 2d6 on the table below

- 11** Punt Return Team **ELECTRIC?** Returner is **IN THE OPEN!**; otherwise **AVERAGE** field position.
- 12** Roll 1d6: on odd result, returner is **IN THE OPEN!**; otherwise **AVERAGE** field position.
- 13** Punt returner drops the ball! **FUMBLE!**
- 14-21** Great punt and beneficial roll deep into opponent territory. **POOR** field position.
- 22-41** Receiving team takes over with **AVERAGE** field position.
- 42-66** Long punt, but negated by a nice return. **GREAT** field position.

For **FUMBLE!** result, roll 1d6: 1-3 Punting Team Recovers with **GREAT** field position; otherwise receiving team has **AVERAGE** field position. For **IN THE OPEN!** results, roll on the table to the right.

## IN THE OPEN! PUNT - BU

- 1** Defender comes out of nowhere to flatten returner! **AVERAGE** starting field position.
- 2** Pushed out of bounds, **GREAT** starting field position.
- 3** Tackled after crossing midfield stripe, **GREAT** starting field position.
- 4** Shoestring tackle by punter! **GREAT** starting field position.
- 5** Nobody is going to catch him! **TOUCHDOWN!**
- 6** He has one man to beat... **TOUCHDOWN!**

## PUNT

Roll 2d6 on the table below

- 11** Punt Return Team **ELECTRIC?** Returner is **IN THE OPEN!**; otherwise **AVERAGE** field position.
- 12** Roll 1d6: on odd result, returner is **IN THE OPEN!**; otherwise **AVERAGE** field position.
- 13** Punt returner hit as he fields the ball! **FUMBLE!**
- 14-32** Perfect punt execution pins return team deep in their own end. **POOR** field position.
- 33-62** Receiving team takes over with **AVERAGE** field position.
- 63-66** Exciting return! **GREAT** field position.

For **FUMBLE!** result, roll 1d6: 1-3 Punting Team Recovers with **GREAT** field position; otherwise receiving team has **AVERAGE** field position. For **IN THE OPEN!** results, roll on the table to the right.

## IN THE OPEN! PUNT

- 1** Return man can't stay inbounds after making his cut upfield. **AVERAGE** starting field position.
- 2** He's taken to the ground after running into his own blocker. **AVERAGE** starting field position.
- 3** He follows his blockers across midfield, **GREAT** starting field position.
- 4** Touchdown saving tackle brings returner to the ground. **GREAT** starting field position.
- 5** The returner finds a seam and accelerates! **TOUCHDOWN!**
- 6** He stiff-arms the punter and is home free! **TOUCHDOWN!**

## PUNT - CO

Roll 2d6 on the table below

- 11** Punt Return Team **ELECTRIC?** Returner is **IN THE OPEN!**; otherwise **AVERAGE** field position.
- 12** Exciting return! **GREAT** field position.
- 13** Oh no! He should have let that one bounce into the end zone! **FUMBLE!**
- 14-43** Decision to play the field position game works out, pinning the opponent deep. **POOR** field position.
- 44-64** Receiving team takes over with **AVERAGE** field position.
- 65-66** Exciting return! **GREAT** field position.

For **FUMBLE!** result, roll 1d6: 1-3 Punting Team Recovers with **GREAT** field position; otherwise receiving team has **POOR** field position. For **IN THE OPEN!** results, roll on the table to the right.

## IN THE OPEN! PUNT - CO

- 1** Where did that defender come from! Wow, great tackle! **AVERAGE** starting field position.
- 2** The returner is pushed out of bounds, saving a big return. **AVERAGE** starting field position.
- 3** Brought down after crossing midfield. **GREAT** starting field position.
- 4** Punter gets just enough of runner to trip him up! **GREAT** starting field position.
- 5** Returner is caught from behind! **GREAT** starting field position.
- 6** He is racing up the sideline and nobody is going to catch him! **TOUCHDOWN!**

# ► Unusual Results

5

## Table A

Roll 2d6 on the table below. Read in ascending order.

- 1-1** Punt blocked and returned by the defense for a **TOUCHDOWN!**
- 1-2** Offense fails to convert on 4th and inches! Defense takes over with GREAT field position.
- 1-3** QB recovers own fumble, scrambles, and fires pass downfield for a **TOUCHDOWN!**
- 1-4** Flea-flicker works to perfection! **TOUCHDOWN!**
- 1-5** Quarterback throws it right to the linebacker .... but it's dropped! Lucky break. Re-roll on main chart.
- 1-6** Punt is blocked! Defense takes over with GREAT field position.
- 2-2** Field goal attempt is blocked! AVERAGE starting field position for the defense.
- 2-3** WR end-around! He could... go... all... the... way... **TOUCHDOWN!**
- 2-4** The QB is sacked in the end-zone for a **SAFETY**. Free kick using **PUNT-BU** mini-chart.
- 2-5** Pinned inside their 5 yard line, the QB throws a quick slant to the WR and he's GONE!!! **TOUCHDOWN!**
- 2-6** Personal foul wipes out a touchdown pass, offense has to **PUNT**.
- 3-3** Fake punt leads to a key first down followed by a **FG ATTEMPT**.
- 3-4** Huge loss of yards when snap sails over QB's head! Offense has to **PUNT-BU**.
- 3-5** Field goal attempt is blocked! POOR starting field position for the defense.
- 3-6** Defense wins coaches challenge, touchdown pass overturned. Offense has to **PUNT-BU**.\*
- 4-4** First play after a roughing-the-passer penalty is a strike to the tight end in the end zone, **TOUCHDOWN!**
- 4-5** QB flagged for intentional grounding in end zone. **SAFETY**. Free kick using **PUNT-BU** mini-chart.
- 4-6** Receiver and defender collide! Ball flies into the air! It's caught by the running back who sprints for end zone! **TOUCHDOWN!**
- 5-5** **HOME TEAM on defense?** Crowd noise leads to delay of game penalty, **PUNT**; otherwise re-roll on main chart.
- 5-6** Receiver fumbles the short pass and it's picked up by the defense... **TOUCHDOWN!**
- 6-6** **Roll again on TABLE C**

## Table B

Roll 2d6 on the table below. Read in ascending order.

- 1-1** Punt snap is muffed! Picked up and returned by the defense for a **TOUCHDOWN!**
- 1-2** Offense fails to convert on 4th and inches in the red zone! Defense takes over with POOR field position.
- 1-3** Under pressure, QB heaves a desperation pass... and it's caught!!! **TOUCHDOWN!**
- 1-4** Double reverse with the QB providing the key block to spring the runner! **TOUCHDOWN!**
- 1-5** Both sidelines come onto the field after violent hit. Offsetting penalties. Re-roll on main chart.
- 1-6** **HOME TEAM on defense?** Crowd noise leads to delay of game penalty, **PUNT**; otherwise re-roll on main chart.
- 2-2** Field goal attempt is blocked! POOR starting field position for the defense.
- 2-3** Confused defense leaves receiver uncovered. Easy pitch and catch for the **TOUCHDOWN!**
- 2-4** Multiple penalties bring up 4<sup>th</sup> down and "forever". Offense will **PUNT-BU**.
- 2-5** Offense catches defense in a blitz with a perfectly executed screen pass... **TOUCHDOWN!**
- 2-6** Personal foul brings back a beautiful TD run, offense has to **PUNT**.
- 3-3** Fake punt leads to a key first down followed by a **FG ATTEMPT**.
- 3-4** Three incomplete passes along with three offensive penalties, ouch! The offense must **PUNT-BU**.
- 3-5** Field goal attempt is blocked! POOR starting field position for the defense
- 3-6** First down catch is overturned on a coaches challenge. Offense has to **PUNT**.\*
- 4-4** Highlight reel run "wows" both the home and away fans, **TOUCHDOWN!**
- 4-5** Quarterback and Head Coach have some words following a quick three and out. Offense will **PUNT** •.
- 4-6** Quarterback scrambles for the first down to keep the drive alive! GREAT field position. Re-roll on main chart.
- 5-5** Defender hurdles running back on his way to sacking the QB!! Offense will **PUNT**.
- 5-6** Ball pops into the air after crossing-route collision, caught by the defense!! Returned for a **TOUCHDOWN!**
- 6-6** **Roll again on TABLE C**

## Table C

Roll 2d6 on the table below. Read in ascending order.

- 1-1** Defense returns interception 101 yards for the **TOUCHDOWN!**
- 1-2** The offense fakes the field goal and the trickery works... **TOUCHDOWN!**
- 1-3** Ball pops into the air after receiver and defender collide! Caught by the trailing running back!! He's gone! **TOUCHDOWN!**
- 1-4** Halfback takes the direct snap, fakes the run, and passes to the QB for a **TOUCHDOWN!**
- 1-5** Offense wins coach's challenge after pass ruled incomplete in back of end-zone, **TOUCHDOWN!** \*
- 1-6** Field goal is missed, but defensive penalty gives the offense another chance! **FG ATTEMPT**.
- 2-2** Defense blocks the field goal attempt and returns it for a **TOUCHDOWN!**
- 2-3** Punt returner runs backwards to avoid punting team but is tackled for the **SAFETY!** Free kick using **PUNT-BU** mini-chart.
- 2-4** Quarterback scrambles over 40 yards for the **TOUCHDOWN!**
- 2-5** RB fumbles ball at goal line, defender picks it up and fumbles it right back to the offense who score the **TOUCHDOWN!**
- 2-6** WR makes diving catch in coverage, but defenders don't touch him... He gets up and runs for the **TOUCHDOWN!**
- 3-3** Fake punt catches the defense sleeping! **TOUCHDOWN!**
- 3-4** QB is hit in the pocket, fumble! Picked up by WR who runs it in for the **TOUCHDOWN!**
- 3-5** Field goal is blocked and returned by the defense for a **TOUCHDOWN!**
- 3-6** Defender intercepts pass, but his lateral attempt is intercepted by a receiver who races for the **TOUCHDOWN!**
- 4-4** QB throws the pick, but it's fumbled by the defender and scooped up by the offense.... **TOUCHDOWN!**
- 4-5** Receiver high stepping towards end-zone has ball knocked out from behind before scoring! Touchback!
- 4-6** Receiver attempts a lateral before being tackled, but it's grabbed by the defense! **TOUCHDOWN!**
- 5-5** Fumble is recovered by the defense and returned 99 yards for a **TOUCHDOWN!**
- 5-6** Fan runs onto field, must be chased down by police and escorted off the field. Re-roll on main chart.
- 6-6** Offense scores **TOUCHDOWN!** followed by a surprise onside kick that they recover!!

\* For seasons other than 1986-1991 and 1999 to present day, the result is NOT overturned! Table A result is **TOUCHDOWN!**, table B and C results are **FG ATTEMPT**.