



# GREEN BAY



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

## OFFENSE PLAYS

☐☐☐	RUN ②	SHORT PASS ②	LONG PASS ③
3	Fumbled Snap <sup>1</sup>	Interception <sup>3</sup>	Interception <sup>3</sup>
4	Fumble <sup>2</sup>	Interception <sup>4</sup>	Interception <sup>4</sup>
5	Lose ☐	Mishap ■■	Mishap ■■
6	Lose 1 2 3	Incomplete	Incomplete
7	Lose 1 2 3	Incomplete	QB Pressure ■■
8	No Gain	QB Pressure ■■	QB Pressure ■■
9	Gain 1 2 3	Incomplete	Incomplete
10	Gain 1 2 3	Gain ☐	Incomplete
11	Gain ☐	Gain 1 + ☐	Incomplete
12	Gain 1 + ☐	Gain ☐☐	Gain 2 + B B B
13	Gain ☐☐	Gain B B	Gain 5 + B B B
14	Gain B B	Gain 5 + B B	Gain 10 + B B B
15	Gain B B B	Gain 10 + B B	Gain 10 + B B B
16	Gain 5 + B B B	Gain 15 + B B	Gain 20 + B B B B
17	Gain 20 + B B B B	Gain 30 + B B B	Gain 40 + B B B B
18	Gain 40 + B B B B	Gain 50 + B B B	Touchdown

<sup>1</sup>Lose 1. Roll ■-☐ for recovery

<sup>2</sup>Roll ■■■ again to redo run result. Roll gain/loss for spot of fumble. Roll ■-☐ for recovery.

<sup>3</sup>Roll B|B|B for interception location. Defense rolls 20 + B|B return.

<sup>4</sup>Roll B|B|B for interception location. Defense rolls B|B return.

## DEFENSE ROLLS

### RUN / RUN BLITZ ②

Roll normal Run or Run Blitz Defense Effect dice (2-12).

### SHORT PASS / ROUTE JUMP ①

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

### LONG PASS / QB BLITZ ②

Roll normal Long Pass or QB Blitz Defense Effect dice (2-12).

		OFFENSE PLAY CALL					
ADVANTAGE		RUN	SP	LP	DRW	SCR	PLA
DEFENSE PLAY CALL	Run	■		☐	■		☐
	Short Pass	☐	■		☐	■	
	Long Pass	☐	☐	■	☐	☐	■
	Run Blitz	■	■	☐	■	■	☐
	Route Jump	☐	■	☐	☐	■	■
	QB Blitz	☐	☐	■	☐	■	■
Defense Advantages		None		Offense Advantages			

## SHORT PASS QB PRESSURE

☐☐	SP QBP	RESULT
2	Interception <sup>a</sup>	Return 20+ B B
3	Interception <sup>a</sup>	Return B B
4-7	Sack	Lose 2+Lose B
8	Hurry	Incomplete
9	QB Run	Gain B B - 4
10	Complete	Gain B
11	Complete	Gain B B
12	Complete	Gain B B B

<sup>a</sup>Roll B|B|B for interception location. Defense rolls return per above.

## LONG PASS QB PRESSURE

☐☐	LP QBP	RESULT
2	Interception <sup>a</sup>	Return 20+ B B
3	Sack	Lose 2+Lose B
4-6	Sack	Lose 2+Lose B
7	Hurry	Incomplete
8	QB Run	Gain B B - 4
9	Complete	Gain B
10-11	Complete	Gain B B
12	Complete	Gain B B B

<sup>a</sup>Roll B|B|B for interception location. Defense rolls return per above.

## MISHAP

☐☐	MISHAP ②	RESULT
2-5	Sack & Fumble	Lose 2+Lose B <sup>a</sup>
6	Tipped & Intercepted	Interception <sup>b</sup>
7	Tipped & Incomplete	Incomplete
8	Tipped & Incomplete	Incomplete
9	Catch & Fumble	Gain B B B <sup>a</sup>
10	Catch & Fumble	Gain B B B <sup>a</sup>
11	Catch & Fumble	Gain B B B <sup>a</sup>
12	Fumbled Snap	Lose 1 <sup>a</sup>

<sup>a</sup>Roll gain/loss, then roll ■-☐ for recovery.

<sup>b</sup>Roll B|B|B for interception location. Defense rolls B|B return.