

EXPANSION PLAY SEQUENCE CARD



Follow the standard play sequence, selecting plays from the Play Calls in Steps 1-3.

Refer to or your team card for 4-6.

1 Defense Play Call (Hide in Hand)

To call Defense Play, Defense hides a red, yellow or green play calling die along with either \square or \blacksquare . Defense selects 1 of 6 plays: **RUN** (red + \square), **SHORT PASS** (yellow + \square), **LONG PASS** (green + \square), **RUN BLITZ** (red + \blacksquare), **ROUTE JUMP** (yellow + \blacksquare), **QB BLITZ** (green + \blacksquare)

2 Offense Play Call (Say Out Loud)

Offense makes 1 of the following 6 play calls out loud. Run plays: **RUN, DRAW**; Short Pass Plays: **SHORT PASS, SCREEN PASS**; Long Pass Plays: **LONG PASS, PLAY ACTION**

3 Defense Effect Roll

Defense shows hidden dice to reveal Play Call. Compare Defense Play Call vs. Offense Play Call in the Advantage Chart.

Read the advantage symbol in the chart. Use this advantage symbol to read which column to use for the Defense Effect roll.

Defense rolls both dice for Defense Effect (add for results 2-12).

Apply Defense Effect, if any, in Steps 4 and 5.

		ADVANTAGE CHART							
ADVANTAGE CREATED		OFFENSE PLAY CALL						Defense Advantages	
		RUN	SHORT PASS	LONG PASS	DRAW	SCREEN PASS	PLAY ACTION	None	
DEFENSE PLAY CALL	Run (red + \square)							None	
	Short Pass (yellow + \square)							None	
	Long Pass (green + \square)							None	
	Run Blitz (red + \blacksquare)							None	
	Route Jump (yellow + \blacksquare)							None	
	QB Blitz (green + \blacksquare)							None	
								Offense Advantages	

4 Offense Play Roll

Offense rolls $\blacksquare\blacksquare\blacksquare$. Read play result on (or team card). Apply any Defense Effect (-2, -1, none, +1, or +2) from Step 3.

5 Offense Play Roll

Offense rolls for gain (or loss). Apply any Defense Effect (none, $\square!$ or $\blacksquare!$) from Step 3.

6 Record Play on Board

Move markers on game board for yards, down and time. Begin next play.

		DEFENSE EFFECT ROLL by ADVANTAGE							
2	+1	+1	+1	+1	+1	+2	+2	+2	2
3	none	none	none	none	+1	+1 & $\square!$	+2	+2	3
4	none	none	none	none	$\square!$	+1	+1 & $\square!$	+1 & $\square!$	4
5	none	none	none	none	none	+1	+1	+1 & $\square!$	5
6	$\blacksquare!$	none	none	none	none	$\square!$	+1	+1	6
7	-1	$\blacksquare!$	none	none	none	none	$\square!$	+1	7
8	-1	-1	$\blacksquare!$	none	none	none	none	$\square!$	8
9	-1 & $\blacksquare!$	-1	-1	none	none	none	none	none	9
10	-1 & $\blacksquare!$	-1 & $\blacksquare!$	-1	$\blacksquare!$	none	none	none	none	10
11	-2	-2	-1 & $\blacksquare!$	-1	none	none	none	none	11
12	-2	-2	-2	-1	-1	-1	-1	-1	12