

ACTION CHART		(2d10) Read as 1 - 100 with "0" and "0" = 100	
1	PENALTY (L2)	19	PUNISH (BL) {H}
2	PRESS (Y)	20	POINT ATT (BL)
3	PUSH {H}	21	PASS (BL)
4	POINT ATT (GR)	22	POINT ATT (Y)
5	PENALTY (L3)	23	PRESS (BL)
6	POINT ATT (Y) {B}	24	POINT ATT (Y)
7	POINT ATT (GR)	25	PENALTY (L2)
8	POINT ATT (BL)	26	PUNISH (Y)
9	POINT ATT (GR)	27	PASS (BL)
10	PRESS (BL)	28	POINT ATT (BL)
11	PASS (BL)	29	POINT ATT (GR)
12	POINT ATT (Y)	30	PENALTY (L1) {H}
13	PASS (Y)	31	POINT ATT (BL)
14	PRESS (Y)	32	PASS (BL)
15	POINT ATT (BL)	33	POINT ATT (BL)
16	PUSH	34	PUSH
17	PENALTY (L1)	35	PENALTY (L2)
18	POINT ATT (GR)	36	POINT ATT (BL)
37	POINT ATT (GR) {B}	38	POINT ATT (Y)
39	PENALTY (L2)	40	PASS (BL)
41	PRESS (BL)	42	POINT ATT (BL)
43	POINT ATT (GR)	44	PUNISH (GR)
46	POINT ATT (Y)	47	PENALTY (L1)
48	POINT ATT (Y)	49	PRESS (BL)
50	PENALTY (L1)	51	PUNISH (GR)
52	PRESS (BL)	53	POINT ATT (Y)
54	PASS (BL)	55	PENALTY (L2) {H}
56	POINT ATT (Y)	57	PENALTY (L1)
58	PASS (BL)	59	POINT ATT (GR)
60	POINT ATT (BL)	61	PUSH
62	PENALTY (L3) {H}	63	POINT ATT (Y)
64	PASS (BL)	65	POINT ATT (GR)
66	PRESS (Y)	67	POINT ATT (GR)
68	PASS (BL)	69	PUNISH (Y)
70	POINT ATT (Y)	71	PASS (Y)
72	POINT ATT (BL) {B}	73	PRESS (Y)
74	POINT ATT (GR)	75	PASS (Y)
76	PUNISH (BL)	77	PENALTY (L3)
78	POINT ATT (GR)	79	PASS (BL)
80	PENALTY (L1)	81	PUSH
82	POINT ATT (BL)	83	PASS (BL)
84	POINT ATT (BL)	85	PRESS (BL)
86	PENALTY (L2)	87	PASS (Y)
88	POINT ATT (Y)	89	POINT ATT (BL)
90	POINT ATT (Y)	91	PASS (Y)
92	POINT ATT (BL)	93	POINT ATT (Y)
94	PUNISH (BL) {H}	95	PENALTY (L1) {B}
96	POINT ATT (GR)	97	PRESS (BL)
98	POINT ATT (GR)	99	POINT ATT (GR)
100	PENALTY (L2)		

POINTS ATTEMPTED										
Cross Check the ATT Shooting Rating with the DEF Defending Rating. Roll 1d20. If the roll is equal to or less than the number in the box, the shot is made!										
DEF Defend	ATTACKER'S SHOOTING RATING									
Rating	1	2	3	4	5	6	7	8	9	10
** UNCON	12	13	14	15	16	16	17	17	18	18
1	11	12	13	14	15	16	16	17	17	18
2	10	11	12	13	14	15	16	16	17	17
3	9	10	11	12	13	14	15	16	16	17
4	8	9	10	11	12	13	14	15	16	16
5	7	8	9	10	11	12	13	14	15	16
6	6	7	8	9	10	11	12	13	14	15
7	5	6	7	8	9	10	11	12	13	14
8	4	5	6	7	8	9	10	11	12	13
9	3	4	5	6	7	8	9	10	11	12
10	2	3	4	5	6	7	8	9	10	11

If the Shot is missed, roll 1d6 to find the Result:

1, 2 = Shot was missed. Check for Rebound!

3, 4 = Shot was Smothered! Both teams head to the Drop Zone.

5, 6 = Shot was Blocked! Check for Rebound!

PASSING CHART										
Cross Check the Passer's Rating and Receiver's Rating and roll 1d20. If the roll is in Range, the Pass is Complete!										
PASSER'S RATING										
	1	2	3	4	5	6	7	8	9	10
RECEIVER'S RATING	1	1	2	3	4	5	6	7	8	9
	2	1	2	3	4	5	6	7	8	9
	3	2	3	4	5	6	7	8	9	10
	4	3	4	5	6	7	8	9	10	11
	5	4	5	6	7	8	9	10	11	12
	6	5	6	7	8	9	10	11	12	13
	7	6	7	8	9	10	11	12	13	14
	8	7	8	9	10	11	12	13	14	15
	9	8	9	10	11	12	13	14	15	16
	10	9	10	11	12	13	14	15	16	17

If the Pass was not Completed, Roll 1d6 to Determine What Happened

1 = INTERCEPTION: DEF Team Gets Ball to their Ace who makes a 4 Pt shot

2 = DROPPED BALL: ATT Team regains the Ball. The Netter makes a 2 Pt Shot

3, 4 = INTERCEPTION: DEF Team smothers the ball. Back to the Drop Zone

5 = DROPPED BALL: DEF Team gains Control. Change of Possession

6 = BALL BOUNCES OUT OF BOUNDS: Both Teams head to the Drop Zone