SECOND SEASON -- OUT OF TOWN SCOREBOARD

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21	0	0	3	7	7	7	7	10	10	10	10	10	10	13	14	14	14	21	21	27			
22	0	0	0	6	7	7	7	7	7	10	10	10	10	13	13	13	14	22	21	26			
23	0	0	0	3	6	7	7	7	7	7	10	10	10	10	13	13	13	23	21	25			
24	0	0	0	3	6	6	7	7	7	7	7	10	10	10	10	10	13	24	21	23			
25	0	0	0	0	3	6	7	7	7	7	7	7	10	10	10	10	13	25	20	22			
26	0	0	0	0	3	3	7	7	7	7	7	7	7	10	10	10	10	26	20	22			
31	0	0	0	0	3	3	6	7	7	7	7	7	7	10	10	10	10	31	16	22			
32	0	0	0	0	0	3	6	6	7	7	7	7	7	7	10	10	10	32	12	22			
33	0	0	0	0	0	3	3	6	7	7	7	7	7	7	10	10	10	33	12	22			
34	0	0	0	0	0	0	3	3	6	7	7	7	7	7	7	10	7	34	9	22			
35	0	0	0	0	0	0	3	3	6	7	7	7	7	7	7	7	7	35	9	19			
36	0	0	0	0	0	0	0	3	6	6	7	7	7	7	7	7	7	36	9	19			
41	0	0	0	0	0	0	0	0	3	6	7	7	7	7	7	7	7	41	9	18			
42	0	0	0	0	0	0	0	0	3	6	7	7	7	7	7	7	7	42	9 9	15			
43	0	0	0	0	0	0	0	0	3	3	6	7	7	7	7	7	7	43	9	15			
44	0	0	0	0	0	0	0	0	3	3	6	7	7	7	7	7	7	44	9	15			
45	0	0	0	0	0	0	0	0	0	3	3	6	7	7	7	7	7	45	9	15			
46	0	0	0	0	0	0	0	0	0	3	3	6	7	7	7	7	7	46	8	15			
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53 54		0	0	0	0	0	0	0	0	0	0	0	3	3	6	7	7	55 54	2	11			
55	0	0	0	0	0	0	0	0	0	0	0	0	3	3	3	6	7	55	2	11			
56	0	0	0	0	0	0	0	0	0	0	0	0	0	3	3	3	6	56	2	11			
61	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	3	3	61	~	11			
62		0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	3	62 62	R л	11			
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66		U	U										-		U	U	U	66	Ь	4			
						,		9					66UNUSUAL Score! Roll again using the UNUSUAL column664										

This chart allows you to simulate scores by guarter for Second Season Football. For example, while playing a full game, at the end of each guarter you could use this chart to produce scores for the other games that week, a sort of "let's take a look at scores around the league" report from the broadcast.

How it works: First, determine the Game Rating for each team. (See next page for more on team ratings) For the visiting team, take its Offense Rating and add or subtract the home team's Defense Rating. Do the same for the Home Team, but add 3 points to its Offense Rating to simulate "home field advantage".

Getting a score: Find the appropriate Game Rating column (For an oddnumbered Game Rating, use lower column and roll a Decider Die if the higher column would produce more points). Roll the black & white die to produce a 11 to 66 result. This is the score for the quarter. (If you roll a 66, roll again using the UNUSUAL column, and if you roll a 61 to 66 there you roll again on the RARE column)

Example: Philadelphia is visiting Chicago. Its Offense Rating is 23 and Chicago's Defense Rating is -6, so Philadelphia's Game Rating is 17. Using the "16" column, you roll a 31, which would produce 3 points. But the "18" column is 6 points, so roll a decider die to see which to use for Philly's 1Q score. Repeat for Chicago (remember: add 3 points to its Offense Rating for being the home team.)

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1	Overtime Chart									
1	TD	FG	No Score							
1	11 to 13	14 to 31	32 to 66							
1	If no score af	ter 5 drives,	OT period is							
4	over. (See next page for full OT rules)									

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Example: New England is playing at Philadelphia, using the 2018 Pro Season ratings below. New England's "Game Rating" is 25 (Offense Rating of 27 combined with Philly's -2 Defense Rating). Philadelphia's Game Rating is 23 (Offense Rating of 23 plus 3 points for home team, combined with New England's -3 Defense Rating).

Roll for New England's first quarter: it's a 32. Because New England's Game Rating is 25, you would use the "24" column, which says New England scores 7 points in the 1Q. (Note that the "26" column has the same result so the Decider Die is not needed).

Roll for Philadelphia's first quarter: it's a 34. Because Philadelphia's Game Rating is 23, you would use the "22" column, which says Philly scores 6 points. Note that the "24" column says 7 points so you would roll a Decider Die to see if Philly's scores 7 instead of 6 in the 1Q.

Overtime Rules: When a game goes into OT, you then simulate each drive for the teams. Determine who gets the ball first, the roll on the OT chart for that team to see if they score on its first drive. Continue until you have a winner or 5 drives have been completed. After 5 drives the OT period is over, and either the game is a tie or a new OT period begins.

For example, the New England and Philadelphia game goes into OT tied 24 to 24. New England wins the toss, and rolls a 16 on the OT Chart, which says they score a FG. Under current NFL rules, Philadelphia gets one drive to try to tie or win. Philly rolls a 26, a FG too, so it's now 27 to 27. New England gets possession, and rolls a 52, no score. Philly rolls a 46, no score. New England rolls again and it's a 62, so no score. Because we've rolled 5 drives, the OT period is over, and we'd have a tie in the regular season.

Rating Teams: Each team has an Offense Rating and a Defense Rating. The Offense Rating is simply the points scored per game rounded to nearest whole number. The Defense Rating is calculated by taking the points allowed per game and subtracting the league average points per game from it, rounding to the nearest whole number. For example, in 2018 Arizona scored 14.1 points per game and gave up 26.5 points per game. The league average was 23.3 points per game. Arizona's Offense Rating for 2018 is 14, and its Defense Rating is +3 (26.5 miuns 23.3, rounded).

2018 Pro Season Ratings										
AFC	Offense	Defense	NFC	Offense	Defense					
Baltimore	24	-5	Arizona	14	+3					
Buffalo	17	0	Atlanta	26	+3					
Cincinnati	23	+5	Carolina	24	+1					
Cleveland	22	+1	Chicago	26	-6					
Denver	21	-2	Dallas	21	-3					
Houston	25	-4	Detroit	20	-1					
Indianapolis	27	-2	Green Bay	24	+2					
Jacksonville	15	-4	Los Angeles (N)	33	+1					
Kansas City	35	+3	Minnesota	23	-2					
Los Angeles (A)	27	-3	New Orleans	32	-1					
Miami	20	+4	New York (N)	23	+2					
New England	27	-3	Philadelphia	23	-2					
New York (A)	21	+4	San Francisco	21	+4					
Oakland	18	+6	Seattle	27	-2					
Pittsburgh	27	-1	Tampa Bay	25	+6					
Tennessee	19	-4	Washington	18	-1					