

RIPPERS



SUPER BLITZ: (self-explanatory.)

LOW BLOW: Some clarification needed here, IF you roll a [square]: the Rippers' coach chooses which of his players is injured on the failed "low blow" (think "retaliation"), and the opponent ALSO gets a penalty roll. It makes sense to play this card early in the game, when you can either knock out an opponent's star player or have time to recover from the penalty damage. It might also make sense to put a "goon" in your line-up as a starter, a lesser-talented player whose loss would not be felt as much if he is forced out of the game. NOTE that the "choice" player injured must be from among the players on the field. (You can't injure an opponent's offense player when YOU just scored, for example--it would have to be one of your opponent's defenders.)

GO-TO GUY: This is a pretty valuable card, as it can be played AFTER the d20 roll, to change it to a more favorable result. You can use it when you're on defense to target a weaker offense player, or when you're on offense to get one of your better players involved in the play. NOTE that you can't choose player [12]--it's players 7 through 11.

CHAOS IN PILE: Clearly a card to be played when on defense; you get the loss of yards AND a turnover added at end.

TIP DRILL: Again, you'd play this on defense when the opponent's pass is incomplete: a [square] roll changes it to an INT.

NUKES



JUGGLING CATCH: You'd play this on offense after your star back throws an incomplete pass: a [square] roll changes it to an TOUCH-DOWN. (No downside for a failed roll, it stays an incomplete pass.)

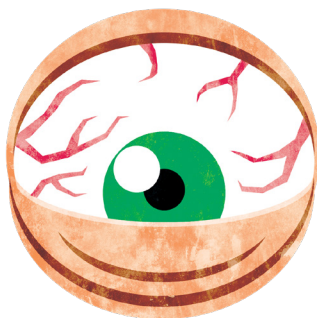
SECOND EFFORT: This can only be played after a GAIN has been made; it can't be used to alter a loss, INT, etc.

LATE FLAG: A [circle] roll will negate a poor play by your offense and earn a penalty roll and a re-play of the down. Not really applicable to play when on defense, because the opponent always has the option to decline the penalty. But in rare cases, it could make sense. (Example, opponent scores, you play LATE FLAG, hoping that opponent will take the penalty instead of the touchdown, perhaps rolling a low penalty point total.)

TARGETED DEFENDER: This is a pretty valuable card, as it can be played AFTER the d20 roll, to change it to a more favorable result. You can use it when you're on offense to target a weaker defense player, or when you're on defense to get one of your better players involved in the play.

GO-TO GUY: The offense version of "targeted defender." You can use it when you're on defense to target a weaker offense player, or when you're on offense to get one of your better players involved in the play. NOTE that you can't choose player [12]--it's players 7 through 11.

LUNATICS



FAST RECOVERY: Pretty straightforward, but to clarify: the card can be played AFTER the medium gain roll is made. (So, if a roll of "2" or "3" is made, maybe you don't play this card!)

TIP DRILL: You'd play this on defense when the opponent's pass is incomplete: a [square] roll changes it to an INT.

JUGGLING CATCH: You'd play this on offense after your star back throws an incomplete pass: a [square] roll changes it to an TOUCH-DOWN. (No downside for a failed roll, it stays an incomplete pass.)

REPLAY CHALLENGE: You'd play this on offense after your star back throws an INT: a [square] roll changes it to an incomplete pass, preventing the turnover.

REFEREE DISTRACTION: Obviously, you'd play this when YOU are on offense. It has to be played before fourth down, though--because after a failed fourth down play, you are technically no longer on offense.

HOMBRES



BIG LOSS: (self-explanatory.)

STRIP SACK: A defense-oriented card; if you roll a [circle] result, you get the loss of yards AND a turnover added at end. (No downside for a failed roll, it stays a loss.)

SHUT DOWN: Only downside to this card is that it can ONLY be played to change an opponent's short gain.

LOW BLOW: Some clarification needed here, IF you roll a [square]: the Hombres' coach chooses which of his players is injured on the failed "low blow" (think "retaliation"), and the opponent ALSO gets a penalty roll. It makes sense to play this card early in the game, when you can either knock out an opponent's star player or have time to recover from the penalty damage. It might also make sense to put a "goon" in your line-up as a starter, a lesser-talented player whose loss would not be felt as much if he is forced out of the game. The "choice" player injured must be from among the players on the field. (You can't injure an opponent's offense player when YOU just scored, for example--it would have to be one of your opponent's defenders.)

GO-TO GUY: You can use this card when you're on defense to target a weaker offense player, or when you're on offense to get one of your better players involved in the play. NOTE that you can't choose player [12]--it's players 7 through 11.

STEVEDORES



HARD HIT I: Play this card after your opponent registers a short gain (either pass or run); roll of [square] creates a turnover at the end of the play. You can't play this card to prevent a touchdown; just like in the pro leagues, once the ball crosses the goal line, it's a score.

HARD HIT II: Same as above, except you play it after your opponent registers a medium gain (either pass or run).

CHAOS IN PILE: Same as above, except you play it after your opponent registers a SACK (pass play) or LOSS (run play).

TARGETED DEFENDER: This is a pretty valuable card, as it can be played AFTER the d20 roll, to change it to a more favorable result. You can use it when you're on offense to target a weaker defense player, or when you're on defense to get one of your better players involved in the play.

SUPER BLITZ: (self-explanatory.)

HEROES



REPLAY CHALLENGE: A defense-oriented card, played after your opponent scores a TOUCHDOWN pass. If you roll a [square], the TOUCHDOWN is changed to an incomplete pass. NOTE that you can't play this card after a run touchdown.

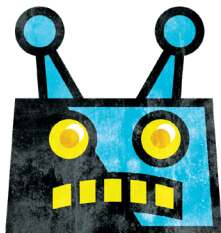
LATE FLAG: Because the penalty will be called on the defense, it makes sense to play this card after you have a poor offensive play result. A roll of [square] will bring out a flag on the defense; roll for penalty points and re-play the down. (Otherwise, the play stands.)

GO-TO GUY: Use this card when you're on offense to get one of your better players involved in the play, or when on defense to target an opponent's weaker offense player. NOTE that you can't choose player [12] in either case--it's players 7 through 11.

JUGGLING CATCH: You'd play this on offense after your star back throws an incomplete pass: a [square] roll changes it to a TOUCHDOWN. (No downside for a failed roll, it stays an incomplete pass.)

BROKEN TACKLE: NOTE that this card can only be played after a SHORT GAIN (run or pass).

DROIDS



GO-TO GUY: Use this card when you're on offense to get one of your better players involved in the play, or when on defense to target an opponent's weaker offense player. NOTE that you can't choose player [12] in either case--it's players 7 through 11.

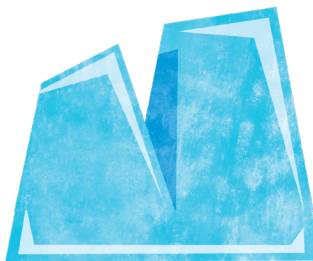
TARGETED DEFENDER: This is a pretty valuable card, as it can be played AFTER the d20 roll, to change it to a more favorable result. You can use it when you're on offense to target a weaker defense player, or when you're on defense to get one of your better players involved in the play.

REFEREE DISTRACTION I: You'd play this card when you're on defense to take away an offensive play from your opponent. NOTE that you can't play it to take away fourth down.

REFEREE DISTRACTION I: You'd play this card when you're on offense to take gain an additional play. It has to be played BEFORE fourth down, though--because after a failed fourth down play, you are technically no longer on offense.

LOW BLOW: Some clarification needed here, IF you roll a [square]: the Droids' coach chooses which of his players is injured on the failed "low blow" (think "retaliation"), and the opponent ALSO gets a penalty roll. It makes sense to play this card early in the game, when you can either knock out an opponent's star player or have time to recover from the penalty damage. It might also make sense to put a "goon" in your line-up as a starter, a lesser-talented player whose loss would not be felt as much if he is forced out of the game. The "choice" player injured must be from among the players on the field when the card is played. (You can't injure an opponent's offense player when YOU just scored, for example--it would have to be one of your opponent's defenders.)

CHILL



LATE FLAG: Because the penalty will be called on the defense, it makes sense to play this card after you have a poor offensive play result. A roll of [circle] will bring out a flag on the defense; roll for penalty points and re-play the down. (Otherwise, the play stands.) NOTE that the Chill gets TWO of these cards!

REPLAY CHALLENGE: An offense-oriented card, played after you've committed a turnover, FUM or INT. If you roll a [square], the turnover is changed to "no gain." NOTE that earlier versions of the game changed this result to INCOMPLETE, which would suggest that it couldn't be played after a run play. Commissioner's ruling here is that, like the corrected card, the original card CAN be played after run or pass.

REFEREE DISTRACTION I: You'd play this card when you're on defense to take away an offensive play from your opponent. NOTE that you can't play it to take away fourth down.

REFEREE DISTRACTION I: You'd play this card when you're on offense to take gain an additional play. It has to be played BEFORE fourth down, though--because after a failed fourth down play, you are technically no longer on offense.

BADA BINGS



BADA BOOM: Mostly self-explanatory--but note that this card can only be played after a GAIN result. Can't be used after a loss, "no gain," INT, etc.

HANDS LIKE GLUE: You'd play this on offense after your star back throws an incomplete pass: a [circle] roll changes it to a medium gain. (No downside for a failed roll, it stays an incomplete pass.)

REF INTIMIDATION: (self-explanatory.)

PENALTY SPREE: Can be used when you or your opponent are PENALIZED to either maximize/minimize the penalty point damage.

HIT MAN: Can only be played after a TOUCHDOWN, but could be your TOUCHDOWN or one scored by your opponent. If you roll a [circle], the "choice" player injured must be from among the players on the field. (You can't injure an opponent's offense player when YOU just scored, for example--it would have to be one of your opponent's defenders.) No downside for a failed roll, the touchdown stands.

MAELSTROM



STORM FRONT: A card that's limited in usage--it can only be used after a short loss--but helpful to an offense nonetheless.

MIDFIELD SCRUM: Similarly limited in usage--it can only be used when a play ENDS on the midfield stripe. NOTE that you can't play this at the start of the game if your opponent has first possession, because the play STARTED on the stripe rather than ended there. However, if the first play of the game is "no gain" or "incomplete," the card COULD then be played.

THUNDER STRUCK: A defense-oriented card, self-explanatory.

REPLAY CHALLENGE: A defense-oriented card, but can only be played after a SACK result. If you roll a [circle] result, you get the loss of yards AND a turnover added at end. (No downside for a failed roll, it stays a loss.)

TARGETED DEFENDER: This is a pretty valuable card, as it can be played AFTER the d20 roll, to change it to a more favorable result. You can use it when you're on offense to target a weaker defense player, or when you're on defense to get one of your better players involved in the play.

INFERNO



JUGGLING CATCH: You'd play this on offense after an incomplete pass: a [square] roll changes it to a "tipped" TOUCHDOWN pass.

BREAKAWAY GAIN: Self-explanatory, gives you a (small) chance to turn a short gain into a TOUCHDOWN. Can ONLY be played after "short gain" result.

SPIN MOVE: Can only be played after short loss--but with a roll of [square], turns into a medium gain.

THROW AWAY: (self-explanatory.)

PASS INTERFERENCE: (self-explanatory.)

DREADNOUGHTS



CHAOS IN PILE: Clearly a card to be played when on defense; with a [square] roll, you get the loss of yards AND a turnover added at end. Can only be played after a "loss" (run) result--SACK result (pass) doesn't count.

HARD HIT: Same as "Chaos In Pile," except that it can (only) be played after short gain.

GO-TO GUY: You can use this card when you're on defense to target a weaker offense player, or when you're on offense to get one of your better players involved in the play. NOTE that you can't choose player [12]--it's players 7 through 11.

BELL RINGER: To clarify, "completed pass" would be a short, medium or long gain, or TOUCHDOWN result on a PASS play. You get a free shot on your choice of offense players--a roll of [square] knocks him out. No effect for a failed roll, the gain stands.

KNOCK WOOZY: Can only be played after SACK result; a [square] roll knocks out player [12], the opponent's Star Back.

WILD BLUE



SUPER BLITZ: (self-explanatory.)

TARGETED DEFENDER: Note that this card is DIFFERENT for the Wild Blue than for other teams, it has to be played BEFORE the d20 roll to have the opportunity to change it to a more favorable result. You can use it when you're on offense to target a weaker defense player, or when you're on defense to get one of your better players involved in the play. But if you play it, and the d20 roll is 7-20, the card has NO effect.

GO-TO GUY: Again, this card is DIFFERENT for the Wild Blue than for other teams, it has to be played BEFORE the d20 roll to have the opportunity to change it to a more favorable result. If the d20 roll is 1-6 or 13-20, the card has NO effect. (We made the Wild Blue cards weaker because they, as a team, are stronger!)

DEFENSE 911: (self-explanatory.)

REPLAY CHALLENGE: You'd play this on offense after you commit a turnover, FUM or INT. A [square] roll changes it to "no gain."

MALCONTENTS



STAR BACK TAUNT: You'd play this card on offense, you get to choose which defender is ejected. But if you roll a [square], then your star back [player 12] is ejected instead! NOTE that the card can only be played after a TOUCHDOWN is scored.

LATE FLAG/OFFENSE: A [circle] roll will negate a good play by your opponent's offense and earn a penalty point roll for you and a loss of the down for him. Not really applicable to play when on offense (i.e., to change an INT or FUM to a PENALTY), because the opponent always has the option to decline the penalty. But in rare cases, it could make sense. (Example, you play LATE FLAG after you throw an INT, hoping that opponent will take the penalty instead of the turnover. If the opponent declines, though, the card is lost.)

LATE FLAG/DEFENSE: A [circle] roll will negate a poor play by your offense and earn a penalty point roll for you and a replay of the down. Not really applicable to play when on defense (i.e., to change an TOUCHDOWN to a PENALIZED result), because the opponent always has the option to decline the penalty. But in rare cases, it could make sense. (Example, you play LATE FLAG after allowing a touchdown, hoping that opponent will take the penalty instead of the score. If the opponent declines, though, the card is lost.)

LOW BLOW I: Some clarification needed here. IF you roll a [circle], the Malcontents are PENALIZED for the "low blow" and the opposing player targeted for injury escapes without being hurt. (In other words, the low blow fails.) Otherwise, the low blow succeeds and the Malcontents disable their choice of opposing players. The "choice" player injured must be from among the players on the field. (You can't injure an opponent's offense player when YOU just scored, for example--it would have to be one of your opponent's defenders.)

LOW BLOW II: Same as above, except IF you roll a [square], the Malcontents are PENALIZED for the "low blow" and one of their players is ejected. YOU choose the player to be ejected, if this happens.)

BINGE



FORWARD PROGRESS: (self-explanatory.)

BREAKAWAY GAIN: Both this card and "Forward Progress" can only be played after a short gain.

SPIN MOVE: (self-explanatory.)

BINGE BOOST: (self-explanatory.)

REF HELP: You'd naturally play this after a failed/poor offensive play. A roll of [circle] creates a PENALIZED result on the defense--penalty points and replay the down. Otherwise, you're stuck with the original result.

BIG FUN



INTOXICATED REF: Not the most effective strategy card, to be honest, as it has to be played BEFORE the d20 roll. (The Big Fun have a great team, so their strategy cards are weaker.) Basically, you can play it any time and hope for a penalty.

EXCESSIVE CELEBRATION: You'd play this on defense when the opponent's pass is incomplete: a [square] roll changes it to an INT.

REFEREE DISTRACTION: Obviously, you'd play this when YOU are on offense. It has to be played before fourth down, though--because after a failed fourth down play, you are technically no longer on offense.

TIP DRILL: You'd play this on offense after an incomplete pass: a [square] roll changes it to a "tipped" TOUCHDOWN pass. NOTE that this is different than the TIP DRILL card for the Lunatics--for them, the defense benefits from the "tipped" pass.

BIG GULP: (self-explanatory.)

BUZZ



INTOXICATED REF: Gives triple penalty points--IF a penalty occurs on the play. However, you must play before the d20 roll, which makes it difficult to time.

REPLAY CHALLENGE: Play this card after you have suffered an INT or FUM result; if you roll a 5 or 6, the turnover goes away and you get "no gain" instead.

MELLOW YELLOW: Roll a d6, [circle] result means you disregard the penalty (i.e., it either goes unseen or is ignored by the ref). There's some potential confusion on this card, because it could be played after a stand-alone PENALIZED result (in which case, you'd roll again on the play, same play/defense setting), or a 20+ penalized roll, which would include a play result. In the latter case

SMOOTH FINISH: When you play this card, you roll a die and adjust the play result by that many yards. Pretty straightforward.

HAPPY HOUR: Play this any time and get an extra down for the offense.

DRIFTERS



SIDE-SWIPE: You would play this after an opponent's gain, with a [square] result resulting in a FUMBLE. Note that you can't play this to negate a touchdown.

FRAME JOB: This card could be played to attempt to negate an opponent's good play or your own team's poor play result. You are substituting the PENALIZED result (on an opponent player) for the play result, if you roll a [circle].

SHADY SNAP: This card essentially has to be played during or before your opponent's first down play.

VANDALIZED PLAY: Same as the SHADY SNAP, except it could be played during or before your opponent's first OR second down play. NOTE that you could play these cards back-to-back, suddenly making it a third down play for your opponent.

HIT MAN: Playing this card and rolling a [circle] doesn't negate the touchdown. It can be played after EITHER team scores a touchdown. "Choice" here means any player on the field. So if you play it after you score, you'd choose an opponent's defense player.

GEMS



DIAMOND IN THE ROUGH: (self-explanatory.)

GOLDEN WHISTLE: This card could be played to attempt to negate an opponent's good play or your own team's poor play result. You are substituting the PENALIZED result (on an opponent player) for the play result, if you roll a [circle].

SAPPHIRE WHISTLE: You could play this either to attempt to lessen your own PENALIZED result, or increase an opponent's.

BURIED TREASURE: You would play this after an opponent's SACK or LOSS to gain possession of the ball. However, if you rolled a [square], you would be PENALIZED, and this would negate the SACK or LOSS result. Your opponent would Roll for penalty points and replay the down.

HIDDEN VALUABLES: This is a pretty valuable card, as it can be played AFTER the d20 roll, to change it to a more favorable result. You can use it when you're on offense to target a weaker defender, or when you're on defense to get one of your better defenders involved in the play.

MONGRELS



PACK MENTALITY: This card could be played to attempt to negate an opponent's good play or your own team's poor play result. You are substituting the PENALIZED result (on an opponent player) for the play result, if you roll a [square].

WHO LET THE DOGS OUT?: (self-explanatory.)

DAWG POUND: You'd obviously play this after you SACK the opponent's star back (not when your own player gets sacked!). [circle] injures the opponent's player [12].

DAWG POUND TWO: Same as above, except [square] injures opponent [12].

SPIN MOVE: (self-explanatory.)

PANIC



PANIC IN THE PILE: You would play this after an opponent's SACK or LOSS result, with a [square] resulting in a FUMBLE. You would observe the yardage loss--you're not substituting a FUMBLE result, you're adding one on.

FEARSOME FOCUS: This is a pretty valuable card, as it can be played AFTER the d20 roll, to change it to a more favorable result. You can use it when you're on defense to target a weaker offense player, or when you're on offense to get one of your better players involved in the play. NOTE that you can't choose player [12].

PANIC ATTACK: Pretty straightforward--playing this card cancels out the card your opponent just played.

HASTY RETREAT: NOTE that you would need to roll a [circle] in order to get the additional loss yardage.

MULTIPLE INFRACTIONS: You can only play this card after an opponent PENALIZED result. When you do, you'll get TWO penalty rolls.

SPLASH



TIDAL WAVE: NOTE that you would need to roll a [circle] in order to get the "no gain" result.

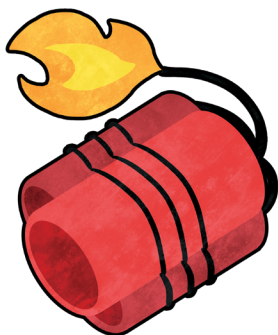
TSUNAMI SNAP: Playing this card adds [dice + dice] yards to whatever yards the original gain netted. If you don't score a touchdown, you then roll to see if there's a FUMBLE at the end of the play [triangle]. NOTE that you can only play this card after a GAIN result (not incomplete, SACK, FUMBLE. etc.)

RAINING FLAGS: This is a powerful card in that no dice roll is required to negate a play, either a poor one of your own, or an opponent's good play. However, there will be three PENALIZED results on this play, each resulting in points. It's possible that your one PENALIZED roll could be more costly than the opponent's two PENALIZED rolls.

SUPER SPLASH: (self-explanatory.)

EYE OF THE STORM: This is a pretty valuable card, as it can be played AFTER the d20 roll, to change it to a more favorable result. You can use it when you're on defense to target a weaker offense player, or when you're on offense to get one of your better players involved in the play. NOTE that you can't choose player [12].

TNT



EXPLODE THE LINE: (self-explanatory.)

BOMBS AWAY: NOTE that this card must be played after a PASS play result, and you must roll a [circle] to get the extra yards.

REF INTIMIDATION: (self-explanatory.)

QB KABOOM: NOTE that "player [12]" refers to the player [12] currently on the field. In other words, you can't play this card when YOUR player [12] gets sacked and roll to injure your opponent's player [12].

SHORT FUSE: NOTE that you can play this card after either team scores a touchdown. The "choice" player ejected must be from among the players on the field. (You can't eject an opponent's offense player when YOU just scored, for example--it would have to be one of your opponent's defenders.)

TWANG



STAR BACK TAUNT: You would want to play this card your team scored a touchdown. The "choice defender" ejected must be from among the players on the field. (You can't eject an opponent's reserve defender, for example.) ALSO, note that if you roll a [square], your player [12] is ejected instead--NO defenders are ejected.

BRAWL: This is a risk/reward card, it can be played when you're on offense or defense to try to knock out an opposing player. If you roll a [circle], though, your player is PENALIZED for roughing and the opponent is NOT injured. The PENALIZED result would give the opponent the option to decline the penalty and accept the result of the previous play (i.e., if it were a touchdown), or re-play the down.

CHORUS OF BOOS: You can play this on offense after an unfavorable play result to try to get a PENALIZED result on your opponent. Low risk--if you don't roll [circle], the play result simply stands as-is.

GENEROUS SPOT: (self-explanatory.)

KEEP ON PLAYIN': (self-explanatory.)