

MATRIX OF PLAYS

ACTION	NEEDED SCORE	EQUATION	SUCCESSFUL	UNSUCCESSFUL
GOALKEEPER ZONE				
PASS TO DF	3	Passing Skill + Dice	DF gets ball	Opposition FW one-on-one versus GK
PASS TO MD	5	Passing Skill + Dice	MD gets ball	Opposition FW has possession in attack zon
PASS TO FW	8	Passing Skill + Dice	FW gets ball	Opposition FW has possession in attack zon
DEFENSIVE ZONE				
RUN	-	Your Speed > Opposition Speed	DF is now in attack zone	Opposition FW gets ball
DRIBBLE	-	Your Skill > Opposition Tackling	DF is now in attack zone	Opposition FW gets ball
PASS TO MD	5	Passing Skill + Dice	MD gets ball	Opposition MD gets ball
PASS TO FW	8	Passing Skill + Dice	FW gets ball	Opposition DF gets ball
SIDE PASS TO DF	3	Passing Skill + Dice	DF gets ball	Opposition FW gets ball
MIDFIELD ZONE				
RUN	-	Your Speed > Opposition Speed	MD is now in attack zone	Opposition MD gets ball
DRIBBLE	-	Your Skill > Opposition Tackling	MD is now in attack zone	Opposition MD gets ball
SHOOT	-	Your Kicking + Dice > GK Skill + Dice + 2	Goal	Opposition GK gets ball
PASS TO FW	8	Passing Skill + Dice	FW gets ball	Opposition DF gets ball
SIDE PASS TO MD	5	Passing Skill + Dice	MD gets ball	Opposition MD gets ball
INDIVIDUAL PLAY	-	Your Speed + Skill + Dice > Opposition Tackling + Power/Speed + Dice	MD one-on-one versus GK	Dice: If 1 or 2, MD gets injured.
THROUGH BALL	-	MD Passing + FW Speed + Dice > DF Tackling + DF Speed + Dice	FW one-on-one versus GK	Dice: If 1 or 2, FW gets Yellow Card.
ATTACKING ZONE				
RUN	-	Your Speed > Opposition Speed	FW one-on-one versus GK	Opposition DF gets ball
DRIBBLE	-	Your Skill > Opposition Tackling	FW one-on-one versus GK	Opposition DF gets ball
SHOOT	-	Your Kicking + Dice > GK Skill + Dice + 1	Goal	Opposition GK gets ball
SIDE PASS TO FW	5	Passing Skill + Dice	FW gets ball	Opposition DF gets ball
ONE VS ONE				
DRIBBLE	-	Your Skill + Dice > One vs One + Dice	Goal	Opposition GK gets ball
SHOOT	-	Your Kicking + Dice > One vs One + Dice	Goal	Opposition GK gets ball
TERRIBLE TACKLE	-	Your Tackle + Power + Dice > Opposition Speed + Skill + Dice	If successful, opponent is substituted. In any case, roll the dice: 1 or 2 you get red card; 3 or 4 you get yellow card; 5 or 6 you get warning.	
SET PIECES				
FREE KICK SHOOT	-	Your Kicking + skill/power + Dice > Opposition heading + GK skill + Dice	Goal	Opposition GK gets ball
FREE KICK CROSS	-	Card 1 Passing + Card 2 Heading + Dice > Opposition heading + GK Aerial + Dice	Goal	Opposition GK gets ball
PENALTY KICK	-	Your Kicking + skill/power + Dice > GK skill + One vs One + Dice	Goal	Opposition GK gets ball