

DriveFootball Types of Plays

		Drive will end with:		* Defensive plays if 4th Down				
TYPES OF DRIVES	Description of Drive	Touchdown	4TH down*	SACK	INT	FF	Opportunities	Notes
Passing Drives	1. Choose Player, 2. Roll two dice for the number of	✓	✓	✓	✓	✓	3	Any combination of the three defensive plays can be used.
Rushing Drives	1. Choose Player, 2. Roll two dice for the number of	✓	✓	✗	✗	✓	1	
Quarterback Kneel:	This play simply uses up one of your Drives. Usually to end a half or a game.	✗	Turnover on Downs	✗	✗	✗	0	Loss of 3 Yards
TYPES OF 4TH DOWN PLAYS		RESULT		SACK	INT	FF	Opportunities	Notes
Field Goal Attempt	1. Add 17 yards to Scrimmage, 2. Roll two dice based on Kicker's Skill	Field Goal	Missed Field Goal	✗	✗	✗	0	
RedZone Pass (Passing Drive)	Roll Two dice for result. Based on Quarterback Skill	Touchdown	Interception	✗	✗	✗	0	
RedZone Rush (Rushing Drive)	Roll Two dice for result. Based on Offensive line's Skill	Touchdown	Turnover on Downs	✗	✗	✗	0	
Hail Mary Pass	Roll 2 dice. Any Double = Touchdown.	Touchdown	Incomplete Pass	✓	✓	✗	2	A deperate pass attempt for a Touchdown from anywhere outside the Redzone.
Punt	No Roll - Max distance is Punter's skill	Max Punt	Opposition's 10 Yard line	✗	✗	✗	0	Punter can choose to punt ball for Touchback if within range.
KICK OFFS		RESULT		SACK	INT	FF	Opportunities	Notes
Kick off	Roll 2 dice. Based on Kicker's Skill	Touchback	Returnable	✗	✗	✗	0	On Returnable Kicks. Receiving team can choose a Touchback
Onside Kick	Ball is automatically kicked to the 50 yard line	Kicking team must attempt to force a fumble and recover the		✗	✗	✓	3	Onside Kicks end at the 50 Yard Line.
RETURNS		RESULT		SACK	INT	FF	Opportunities	Notes
Punt Returns:	Roll 2 dice. Double Six = Touchdown	Touchdown	Yards FC	✗	✗	✓	1*	No Defensive Opportunity on a Fair Catch
Kick Returns:	Roll 2 dice. Double Six = Touchdown	Touchdown	Yards	✗	✗	✓	1	
Fair Catch on Punt Return	No Roll: Choose a Fair catch instead of Return	Fair Catch (FC)		✗	✗	✗	0	Safe Return option for Receiving Team
Interception and Fumble Recover	Roll 2 dice. Double Six = Touchdown	Touchdown	Line of Scrimmage	✗	✗	✗	0	All turnovers and recoveries that don't get returned for a Touchdown magically end at the original line of Scrimmage.