

Kickoff Distance Table

	1	2	3	4	5	6	7	8	9	10
1	13	14	15	16	17	18	19	20	21	22
2	12	13	14	15	16	17	18	19	20	21
3	11	12	13	14	15	16	17	18	19	20
4	10	11	12	13	14	15	16	17	18	19
5	9	10	11	12	13	14	15	16	17	18
6	8	9	10	11	12	13	14	15	16	17
7	7	8	9	10	11	12	13	14	15	16
8	6	7	8	9	10	11	12	13	14	15
9	5	6	7	8	9	10	11	12	13	14
10	4	5	6	7	8	9	10	11	12	13
11	3	4	5	6	7	8	9	10	11	12
12	2	3	4	5	6	7	8	9	10	11
13	1	2	3	4	5	6	7	8	9	10
14	GL	1	2	3	4	5	6	7	8	9
15	GL	GL	1	2	3	4	5	6	7	8
16	GL	GL	1	1	2	3	4	5	6	7
17	GL	GL	GL	GL	1	2	3	4	5	6
18	GL	GL	GL	GL	GL	1	2	3	4	5
19	GL	GL	GL	GL	GL	GL	1	2	3	4
20	GL	GL	GL	GL	GL	GL	GL	1	2	3

Kickoff Return Adjustment Table

	1	2	3	4	5	6	7	8	9	10
1	+2	+2	+2	+3	+3	+2	+1	+2	+2	+2
2	--	+1	+2	+3	+2	+2	+1	+1	+2	+3
3	--	--	+1	+2	+2	+2	+1	+1	+2	+2
4	--	--	--	+2	+1	+2	--	+2	+1	+2
5	--	--	--	--	--	--	--	--	--	--
6	--	--	--	-1	-2	-1	--	-1	-2	-1
7	--	--	-1	-2	-2	-2	-1	-1	-2	-2
8	--	-1	-2	-3	-3	-2	-1	-2	-3	-3
9	--	-2	-2	-3	-3	-3	-2	-2	-3	-3
10	-1	-2	-3	-3	-3	-3	-2	-3	-3	-3

Kickoffs are handled in the same manner as if player cards were in use. Roll 2d10 on the Kickoff Distance Table and reference the left column then 1d10 and reference the top row.

Then roll 1d10 on the Kickoff Return Adjustment Table and reference the left column. Roll another 1d10 and reference across the top row and adjust the return number on the player card.