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1.0 INTRODUCTION

The number of “units” is small. The sides are usually evenly matched. Attrition and “combat losses” are never fatal to the balance of forces. The game is not “lost” until the very last turn. A high degree of realism is achieved with a remarkably low level of complexity. The rules contain many new concepts. But once you have mastered them you will recognize that there is much in common with older and more familiar wargames. If it were not for the unique play opportunities present in football we would have never published Scrimmage. In developing Scrimmage, we produced many new game ideas that you will see used in future SPI games. But these ideas and concepts all began in Scrimmage.

The title of this SarT game is suggestive of its contents. It is a game about what happens during football between the time action starts with the huddle and ends with the ball blown dead. It is analogous to a tactical level wargame; the players are concerned solely with man to man actions, the results of which determine the success or failure of the play or “battle.” The strategic situation has some bearing, but the “play is the thing.”

This is an attempt to bring to life the X’s and O’s which are drawn and redrawn on blackboards and playbooks and sometimes in the dust of the huddle. Depending on which side is drawing the diagrams the play either goes all the way or is stopped dead or no gain. In Scrimmage just like on the field, the result is usually somewhere in between.

[2.0] GENERAL COURSE OF PLAY

Scrimmage is a two-player game. One person is assigned the role of the Offensive Player, while the other is the Defensive Player. Essentially, the Offensive Player is attempting to move his possession of the ball as far past the Line of Scrimmage as possible, while the Defensive Player is attempting to stop this or even throw the final point of ball possession further down field, behind the Line of Scrimmage.

The game is played in sequence turns, called Game-Turns, in which each Player moves his men and engages in contact and other operations. The game consists of a sequence of varying types and number of Game-Turns. The game begins with a sequence of Pre-Contact Game-Turns, in which the Offensive Player breaks the “huddle,” arranges his men on his side of the Line of Scrimmage, while the Defensive Player rearranges his initial defense for the actions of the Offensive Player.

There may only be a maximum of four Pre-Contact Game-Turns. Play must then proceed to the Snap Game-Turn when the ball is finally put into play, and the sides may cross the Line of Scrimmage. After this single Game-Turn, so-called Contact Game-Turns ensue, in which the final position of the men are determined as the Offensive Player maneuvers to allow a pass (throwing the ball) or running play (carrying the ball), and the Defensive Player attempts to guard against these possibilities. In the midst of these Contact Game-Turns may occur one or more Pass Game-Turns, in which the Offensive Player attempts to transfer the ball from a passer to a receiver.

After the Snap Game-Turn, there are no limits to how long the play may last. The play only ends when the ball is “down.”

[3.0] GAME EQUIPMENT

[3.1] The Game Map: A 22” x 34” mapsheet portrays the field of play, or “gridiron,” 300 feet by 160 yards. The field is marked by yard increment stripes and longitudinal lines representing the inbounds lines or “hashmarks.” A hexagonal grid is superimposed upon the map to regulate movement, range and the position of the playing pieces.

[3.2] Game Charts and Tables: Various visual aids are provided for the Players to simplify and illustrate certain game functions. These are the: Contact Result Table, to show the effects of physical contact; Turn Record, to keep track of elapsed game time; Passing Results Table, to show the results of a pass; Neutralization Recovery Table, to effect the return of a playing piece to action; Each of these are explained in full where presented. See other side of sheet.

Players must provide themselves with a set of two dice for use with these tables.

[3.3] The Playing Pieces: Two differently colored sets of playing pieces (henceforth known as men) are supplied. The Players are assigned certain of these men to represent the opposing teams in each scenario. The men are distinguished by playing position, physical value, mobility, passing ability and receiving ability as represented by numbers on the face of the counter; these numbers are always in the same position for a particular characteristic.

[3.31] SAMPLE UNIT

Passing Ability

Passing Ability

Pass Receiving Ability

Physical Value

Movement Allowance

Jersey Number

[3.32] DEFINITION OF TERMS

Passing Ability is the basic ability of the individual man to pass the ball, quantitatively

xs49
expressed in terms of Passing Points. Thus, a man with a Passing Ability of "8" has eight Passing Points.

Pass Receiving Ability is the basic ability of the individual man to receive the ball, quantitatively expressed in terms of Passing Points again. A man with a Pass Receiving Ability of "8" also has eight Passing Points.

Contact Strength is the relative strength of an individual man for all contact purposes, quantitatively expressed in terms of Contact Strength Points.

Movement Allowance is the maximum number of hexes which a man may be moved in a single Movement Phase, expressed quantitatively in terms of Movement Points. Movement Points are expended for virtually all operations a man may attempt in the game, including Contact, moving, turning, passing, receiving, etc.

Game-Turn is essentially one complete cycle of the Offensive Player (the initial ball possessor), and the Defensive Player being permitted to do all possible operations, in a structured sequence. This may vary depending on what type of Game-Turn it is. There are four basic types: Pre-Contact, The Snap, Contact, and Pass Game-Turns.

Pass is the transfer of the ball from a passer to a receiver. It is distinguished from other forms of ball transfer by the fact that it may take place over more than one hex and runs a risk of not being completed. There are four forms of passes, distinguished by two different types of characteristics (i.e., length and direction). Long passes are those that have the receiver six or more hexes from the passer, while short passes cover five or fewer hexes. Lateral passes are those where the receiver is no closer to the Friendly goal line than the passer, while forward passes are those where the receiver is closer to the Friendly goal line.

[4.0] HOW TO SET UP AND PLAY THE GAME

Scrimmage is essentially a two Player game. To begin the game, one person flips a coin, and the other calls heads or tails. The winning person chooses whether he wishes to be the Offensive or Defensive Player.

[4.1] THE LINE UP AND INITIAL PLACEMENT

Each Player then sets up his Line up (See The Scrimmage, i.e., the mix of men that he receives as either the Offensive or Defensive Player. From this each Player chooses eleven men that he wishes to place on the field. First the Offensive Player places all eleven of his men on the map in any hex at least six hexes from the Line of Scrimmage, between the hash marks (the two stripes of short lines running the length of the field, from one goal line to another). Note that the hexagons which constitute this "inbounds" area are tinted. He also places the ball marker on any hex on his side of the Line of Scrimmage, contiguous to it, between the hash marks. After completing his initial placement, the Offensive Player must select the type of play he will make (this, in effect, is the huddle). See the scenarios for Play Selection.

The Offensive Player then places all of his men individually, one per hex, anywhere on his side of the Line of Scrimmage.

[4.2] PRE-CONTACT GAME-TURNS

After the initial Placement is completed, play may ensue. Essentially, during all play, the Offensive Player calls the tune, i.e., he decides at the beginning of each Game-Turn what type of Game-Turn will be played.

The game starts with the Pre-Contact Game-Turns, during which the Offensive Player moves his men out of the huddle, and begins making his formation for the type of play he has chosen. Of course, the Defensive Player has the opportunity to make precautionary moves as he sees the Offensive formation come into being.

Note that in the Pre-Contact Game-Turns, neither side may move across the Line of Scrimmage, and that Zones of Control (see Facing, Case B1) do not extend across the Line of Scrimmage. After any number up to a maximum of four Pre-Contact Game-Turns, the Offensive Player may call a Snap Game-Turn. After four Pre-Contact Game-Turns, the Offensive Player must call a Snap Game-Turn.

[4.3] SNAP GAME-TURN AND ITS PRE-CONDITIONS

The Snap Game-Turn is the first in which the ball is put into "play," i.e., may be moved around. In order to call a Snap Game-Turn, the Offensive Player must satisfy all the beginning of his Player Turn: three requirements:
1. There must be at least seven Offensive men adjacent to the Line of Scrimmage (see Transferring the Ball, Passing, Case XI).
2. The ball must be able to be "snapped" back from the Line of Scrimmage, see the Transferring the Ball rule, Snapping. (See Case 9.2)
3. The rest of the Offensive man must be at least one hex from the Line of Scrimmage.

During the Snap Game-Turn, the Offensive Player's men have their Movement Allowance halved, and the Defensive Player's men each lose four Movement Points from their Movement Allowance. There is one exception to this. The Offensive Player may have one man "in motion," i.e., it may use its full Movement Allowance. However, this man in motion is restricted in that he may not pass the ball or move closer from its starting hex to the Line of Scrimmage during the first half of its Movement Point expenditure. Thus, a man with a Movement Allowance of eleven could not carry the ball, or move closer to the Line of Scrimmage for the first five Movement Points expended.

[4.4] CONTACT AND PASS GAME-TURNS

After completion of the Snap Game-Turn, there are only two types of Game-Turns for the rest of the game. Most of them are "Contact" Game-Turns in which the men on each team "contact" ("attack") each other. The Offensive Player is trying to carry the ball counter forward towards the goal line. The Defensive Player is trying to stop him, and the ball. For the rest of the "play" (the technical term for a "game" of Scrimmage), there may also be only one "Pass" Game-Turn. This refers to a long or short, "forward" pass (there may be other non-forward passes during Contact Turn).

Basically, the game is a man-to-man brawl, with one side (the "Offense") trying to advance the ball while the other side (the "Defense") trying to prevent this.

[4.5] HOW TO WIN

Determining which Player wins a particular game is usually straightforward. The Offensive Player has a particular territorial goal of a certain number of "yards" to achieve. Occasionally he has more than one play to accomplish it. In the multi-play scenario, there are additional rules to be taken into account, such as setting up a new Line of Scrimmage, replacing injured men, etc. There are more fully explained under the Scenarios.

[5.0] SEQUENCE OF PLAY

Essentially there are three types of Game-Turn structures: the Pre-Contact Game-Turn, the Snap Game-Turn, and the Pass or Contact Game-Turn. Each of these structures are presented intact.

[5.1] THE PRE-CONTACT GAME-TURN

Essentially this Game-Turn is used only for positioning units.
1. OFFENSIVE PLAYER-TURN
   A. Play Select Phase. The Offensive Player selects what type of play he is committed to.
   B. Movement Phase. The Phasing Player may move any or all of his men up to the limit of their Movement Allowance, each man at a time. But may not cross the Line of Scrimmage.

2. DEFENSIVE PLAYER-TURN
   A. Play Select Phase. The Defensive Player selects what type of play he is committed to.
   B. Movement Phase. The Phasing Player may move any or all of his units up to the limit of their Movement Allowance, each man at a time, but may not cross the Line of Scrimmage.

3. GAME-TURN RECORD

The Players advance the Game-Turn record marker one grade to show the passing of the Game-Turn. At the very beginning of any Game-Turn (except the first), the Offensive Player can institute the Snap or Game-Turn sequence. He must institute the Snap Game-Turn on the fifth Game-Turn (if not sooner).

[5.12] THE SNAP GAME-TURN

1. OFFENSIVE PLAYER-TURN
   A. Movement/Contact Phase.
   B. Contact Sighting Phase. For each of the
Phasing Player’s men on the field it is determined whether he can see (i.e., sight) any of the Defensive men. This is necessary for contact purposes. 

2. Snap Segment. The Phasing Player transfers the ball counter back from the Line of Scrimmage. See Transferring the Ball rules.

3. Movement/Contact Segment. The Phasing Player maneuvers his men, one by one, through any of the following operations, in any order: movement, contact, hand-off, double-teaming, and rolling the die for fumbles. All Offensive men except one may only use one-half their Movement Allowance (See how to Set-up and Play the Game).

B. Pass Commitment Phase (used only in Pass Game-Turn). The Phasing Player now chooses to pass, and announces this to the Defensive Player. He then chooses which of the two possible Pass target hexes he is actually using, if it is a forward pass. This action, in itself, determines that this will be a Pass Game-Turn.

C. Passive Contact Resolution Phase. The Phasing Player must resolve all contacts which have resulted from the presence of a Defensive Player’s man being in the same hex as a Phasing Player’s man, i.e., a passive contact. See the Contact Results table on how to resolve. Immediately after every Contact Hit and Neutralization Markers are placed as dictated by the Contact Results Table.

D. Movement/Contact Phase.

1. Contact Sighting Segment. For each of the Phasing Player’s men it is determined whether he can see (i.e., sight) any of the Offensive men. This is necessary for contact purposes.

2. Movement/Contact Segment. The Phasing Player maneuvers his men, one by one, through any of the following operations, in any order: movement, contact, hand-off, double-teaming, and rolling the die for fumbles. All Offensive men except one may only use one-half their Movement Allowance (See how to Set-up and Play the Game).

Immediately after every Contact Hit and Neutralization Markers are placed as dictated by the Contact Results Table.

C. Hit Recovery Phase.

D. Pass Hex Designation Phase (used in Snaps Game-Turns only). The Offensive Player secretly records two possible hexes as Forward Pass Designation hexes.

3. GAME-TURN RECORD

The Players advance the Game-Turn record marker one grade to show the passing of the Game-Turn. Note that there can only be one Snap Game-Turn per “play.” Play automatically goes to the Contact/Pass Game-Turn sequence after the completion of the Snap Game-Turn.

[5.13] THE CONTACT AND PASS GAME-TURNS

Essentially these two types of Game-Turns have identical structures, except more may happen in a Game-Turn when a pass is thrown, and there are restrictions on certain types of contact during a Pass Game-Turn. (See Contact, Cases F and G).

1. OFFENSIVE PLAYER-TURN

A. Neutralization Recovery Phase. The Phasing Player attempts to remove neutralization markers from those neutralized men. He consults the Neutralization Recovery Table, rolls the die, cross-references the die result with the type of neutralization marker, and applies the result. This is done once for each neutralized man.

B. Pass Commitment Phase (used only in Pass Game-Turn). The Phasing Player now chooses to pass, and announces this to the Defensive Player. He then chooses which of the two possible Pass target hexes he is actually using, if it is a forward pass. This action, in itself, determines that this will be a Pass Game-Turn.

C. Passive Contact Resolution Phase. The Phasing Player must resolve all contacts which have resulted from the presence of a Defensive Player’s man being in the same hex as a Phasing Player’s man, i.e., a passive contact. See the Contact Results table on how to resolve. Immediately after every Contact Hit and Neutralization Markers are placed as dictated by the Contact Results Table.

D. Movement/Contact Phase.

1. Contact Sighting Segment. For each of the Phasing Player’s men it is determined whether he can see (i.e., sight) any of the Offensive men. This is necessary for contact purposes.

2. Movement/Contact Segment. The Phasing Player maneuvers his men, one by one, through any of the following operations, in any order: movement, contact, hand-off, double-teaming, and rolling the die for fumbles. All Offensive men except one may only use one-half their Movement Allowance (See how to Set-up and Play the Game).

Immediately after every Contact Hit and Neutralization Markers are placed as dictated by the Contact Results Table.

C. Hit Recovery Phase. The Phasing Player removes all “Hit” markers from his men.

D. Short Pass Execution Phase. The Phasing Player executes any short passes, and rolls for interceptions. See Transferring of Ball rules for details on how to pass.

2. DEFENSIVE PLAYER-TURN

A. Neutralization Recovery Phase. The Phasing Player attempts to remove neutralization markers from those men under a neutralization result. He consults the Neutralization Recovery Table, rolls the die, cross-references the die result with the type of neutralization marker, and applies the result. This is done once for each neutralized man.

B. Movement/Contact Phase.

1. Contact Sighting Segment. For each of the Phasing Player’s men it is determined whether he can see (i.e., sight) any of the Offensive men. This is necessary for contact purposes.

2. Movement/Contact Segment. The Phasing Player maneuvers his men, one by one, through any of the following operations, in any order: movement, contact, hand-off, double-teaming, and rolling the die for fumbles. All Offensive men except one may only use one-half their Movement Allowance (See how to Set-up and Play the Game).

Immediately after every Contact Hit and Neutralization Markers are placed as dictated by the Contact Results Table.

C. Hit Recovery Phase. The Phasing Player removes all “Hit” markers from his men.

D. Long Pass Execution Phase (used in Pass Game-Turns only). The non-phasing (offensive) Player executes any long passes that he has committed himself to, rolls for fumbles and interceptions. See Transferring of Ball rules for details on resolving passes.

3. GAME-TURN RECORD

The Players advance the Game-Turn record marker one grade to show the passing of the Game-Turn.

[5.2] GAME LENGTH

Actually each play for “scenario”) is an indefinite number of Game-Turns. It ends when the ball is “down,” whether by virtue of the ball carrier being neutralized (tackled), an incomplete pass, fumble, the ball carrier running out of bounds, or the ball-carrier voluntarily downs the ball. The game starts with the Pre-Contact Game-Turns, of which there may be no more than four; this is followed by a single Snap Game-Turn. After this come the Contact and Pass Game-Turns, mixed together; these continue until the ball is downs.

[6.0] FACING

GENERAL RULE:

All the individual men in the game have a “face,” i.e., they have a particular side of the counter which represents their front, to a single hexside, as indicated by the facing symbol (the abstract picture of the football player) on each counter. The two adjacent hexides are known as the oblique hexides, and the three non-adjacent hexides are the rear hexides. The hexes adjacent to the occupied hex, connecting through one of these three types of hexides also derive their names from these hexides, viz., there are three rear hexes, two oblique hexes, and one front hex for each man.

PROCEDURE:

As a man moves, it may enter any of the six adjacent hexes, at a varying Movement Point cost, but maintains its facing without regard to the direction moved in. Thus, a unit could move one hex backward 180° opposite the front hex/or cost of two Movement Points, but its facing in the hex grid would remain the same. A unit may only change its facing by remaining in the same hex and expending Movement Points without actually moving.

CASES:

[6.1] MOVEMENT POINT COSTS

(A) Each front hex that a man enters expends one Movement Point; entering any of the other five, rear or oblique, expends two Movement Points. Each hexide that facing is changed expends one Movement Point.

[6.2] ZONES OF CONTROL

(B) Each man has a Zone of Control which extends into the three front and oblique hexes. The hexes covered by this Zone of Control are termed controlled hexes. Men that are under a neutralization marker have no Zone of Control.

(C) The Opposing Player’s controlled hexes affect Friendly Movement and also affect the success of passes. See Movement, Case 7.2(H) and Passing, Case 9.4(VI.

[6.3] EFFECT ON CONTACT

(D) Men may only make contact through their Front hexide, whether actively by being adjacent through their front hexide, or passively by moving into the Opposing occupied hex as a Front hexide. There are restrictions upon contacting an Opposing man through its rear hexides. See Contact, Case G.

[6.4] SIGHTING

(E) In order to engage in contact, or perform certain ball transfer operations, men must be able to see. An individual man may sight down the 120° pattern formed by his Zone of Control (see Diagram). The range of sighting is unlimited, and the presence of any other men or markers does not affect sighting. Any man...
in that field of sighting is thus automatically sighted.

SIGHTING DIAGRAM

(F) Sighting for contact purposes occurs at the beginning of the Movement Phase; sighting for ball transfer purposes occurs at the instant of the transfer.

[7.0] MOVEMENT

GENERAL RULE:

During the appropriate Movement, or Movement/Contact Phase of a Player's Turn, the Player may move as many as or as few of his men as he wishes. Each man must be moved individually, expending Movement Points for any fashion desired. See the Movement Points Expenditure Chart for all the ways in which Movement Points may be expended.

MOVEMENT POINT EXPENDITURE CHART

<table>
<thead>
<tr>
<th>Movement Points</th>
<th>Expended</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. MOVEMENT POINTS</td>
<td>Movement Points</td>
</tr>
<tr>
<td>Enter Front hex (maintain facing)</td>
<td>1</td>
</tr>
<tr>
<td>Enter oblique or rear hex (maintain facing)</td>
<td>2</td>
</tr>
<tr>
<td>Change facing, per hexside</td>
<td>1</td>
</tr>
<tr>
<td>2. CONTACT COSTS:</td>
<td></td>
</tr>
<tr>
<td>Active contact, through opposing man's front or oblique hexsides</td>
<td>4</td>
</tr>
<tr>
<td>Active contact, through opposing man's rear hexsides</td>
<td>2</td>
</tr>
<tr>
<td>Passive contact, entering opposing occupied hex</td>
<td>3</td>
</tr>
<tr>
<td>Resolving Passive Contact (for Phasing Player)</td>
<td>4</td>
</tr>
<tr>
<td>3. BALL TRANSFER COSTS:</td>
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</tr>
<tr>
<td>Snapping, for ball recipient and ball release, per hex of transfer</td>
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</tr>
<tr>
<td>Hand-off, for ball recipient and ball releaser</td>
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</tr>
<tr>
<td>Passing, (for passer):</td>
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</tr>
<tr>
<td>long pass</td>
<td>6</td>
</tr>
<tr>
<td>short pass</td>
<td>2</td>
</tr>
<tr>
<td>Receiving Pass, (for receiver):</td>
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<tr>
<td>long pass</td>
<td>3</td>
</tr>
<tr>
<td>short pass</td>
<td>2</td>
</tr>
<tr>
<td>4. ENTERING HEX WITH ANOTHER MAN (see Movement, Case F. for limitations)</td>
<td>3</td>
</tr>
</tbody>
</table>

CASSEs:

[7.1] HOW TO MOVE MEN

(A) Movement is essentially calculated in terms of hexagons. Basically each man expends one Movement Point for entering a Front hex, and two Movement Points to enter any other adjacent hex (see Facing). Men may only move through the hexes in sequence; they may never skip from one hex to a non-contiguous hex.

(B) In any given Friendly Movement (or Movement/Contact) Phase, a Player may move all of his men, or some, or none. Movement is never required, it is always voluntary.

(C) Men are moved individually, in any direction, or combination of directions. A man may be moved any number of hexes, within the limitations of its Movement Allowance in a single Movement Phase. Unused Movement Points may not be accumulated from phase to phase, or transferred from man to man.

(D) No Opposing movement is permitted during a Friendly Movement Phase. (Exception: see Fumbling).

(E) Each individual man must completely finish expending Movement Points before any other man may expend any Movement Points. Exceptions: Hand-off (see Transferring the Ball rules), and Double-teaming (see Contact rules).

[7.2] MOVEMENT PROHIBITIONS AND INHIBITIONS

(F) Men may only enter a hex containing another man, whether Friendly or Opposing in three cases. They may only end their Movement Phase in the same hex in one case.

1. Passive Contact — A Defensive man may enter the hex occupied by an Opposing man's possible ball carrier and remain there until one of them is neutralized or moves away during a subsequent Movement/Contact Phase.

2. Moving through any other Friendly Man's hex. This is done at a cost of three additional Movement Points to enter the Friendly man's occupied hex. In addition, two men on the same side may not end their movement on the same hex. Two opposing men may end their movement on the same hex (see Case 8.4F).

3. Hurdling (jumping over somebody). Any man may move through a hex containing any "neutralized" man at an additional cost for that hex of three Movement Points. The moving man must move straight over the neutralized man. For example, if the neutralized man is on hex 1441 and the moving man is on hex 1442, the moving man must come off the neutralized man on hex 1442. The neutralized man may be either a Friendly man or an Opposing man.

Men may not begin to perform any of these functions if they do not have sufficient Movement Points to complete it. Thus, a man may not attempt to move through another Friendly man if the moving man does not have sufficient Movement Points to exit that hex.

(G) A man may leave the hexfield of the map, but may not re-enter during that play (see the "Scenarios"). If the ball-carrier leaves the hexfield, the ball is dead and the play is over.

(H) Men must stop immediately upon entering an Opposing controlled hex, unless the moving unit is to enter the Opposing occupied hex to make a Passive Contact. See the Contact rules.

(I) Men may move directly from one Opposing controlled hex to another in a given Movement Phase, but they must have begun movement in the first controlled hex, and may move no further in that phase. Movement Points may be expended in any other way in an Opposing controlled hex, without restriction.

[7.3] CONTACT AND MOVEMENT

(K) During the Movement Phase, many other operations may be performed other than movement. Essentially these are of two types: Contact, and Ball Transferring. Each moving man may perform contact at the beginning, during or after having moved through the hex grid, so long as he has sufficient Movement Points to perform all these operations within the given Movement Phase. To enter a hex with an Opposing man (to set up a Passive Contact) requires the expenditure of three additional Movement Points, above and beyond the cost of entering that hex. To perform an Active Contact (immediately resolved) from an adjacent hex, requires the expenditure of four Movement Points if the Opposing man is being contacted through its Front or Oblique hexsides, and two Movement Points if being contacted through any of its rear hexsides.

[7.4] BALL TRANSFER AND MOVEMENT

(L) Again, there are a variety of Ball transfer operations that are performed during the Movement Phase. These also may be performed at the beginning, during, or at the end of the Movement Phase, so long as the man has sufficient Movement Points to allow this. The Movewing man may hand off, pass (or receive), or snap the ball, all at varying Movement Point Costs. See the Movement Point Expenditure Chart.

[7.5] STACKING (more than one unit per hex) AND PASSIVE CONTACT

With one exception, there is no stacking of units ("men") in Scrimmage. A Player may move over his own men and both side's neutralized men. But he may never move together in the same hex with another man. A Player may never end his movement with two men in the same hex. The sole exception to the stacking prohibition is the Passive Contact. In a Passive Contact, a Defensive man may move into the same hex as an Offensive man. The Defensive man may remain in that hex at the end of the Defensive Movement/Contact Phase. This forces the Offensive man to contact the Defensive man in the next Offensive Movement/Contact Phase. Only certain Offensive men may be subject to Passive Contact. These men must all be actual or possible ball carriers (that is, men carrying the real ball or dummy balls) as well as all eligible pass receivers (see case 9.4X). As long as both men are not neutralized, and the Offensive man remains a ball carrier or eligible receiver, the Defensive man may continue to remain on the same hex with him and use Passive Contact. The Offensive man must always contact the man on his hex. It costs the Defensive man three additional Movement Points to enter the same hex with an Offensive man. It costs the Offensive man four Movement Points to make the contact on the Defensive man. Neither man pays an additional Movement penalty for leaving the hex which they both occupy. The Defensive man may leave at the beginning of his own Movement/Contact Phase (if he is still able to move). The Offensive man (in his turn) may also move after making his contact (if he is still able to move).

[8.0] CONTACT

GENERAL RULE:

Contact is performed during each Player's Movement Phase, and the Passive Contact
Resolution Phase. Contact is the act of attempting to neutralize an Opposing Man, or to interfere with him. There are two basic types of Contact: Active Contact, where the contacting man attempts to actually neutralize the Opposing man from an adjacent hex, and Passive Contact, where the moving man enters the Opposing occupied hex, and forces that Opposing man to actively contact in his ensuing Movement/Contact Phase. The Phasing Player is called the contacting Player, while the non-Phasing Player is called the contacted Player.

PROCEDURE:
During his Movement/Contact Phase, the Phasing Player may engage in Active Contacts with his individually moving men (and sometimes others; see Double-teaming, Case H). As each contact action is announced, it is resolved. Contact is resolved by comparing the Contact Strength of the contacting man, and subtracting the Contact Strength of the contacted man. This resulting Strength differential is referenced to the Contact Results Table. The two dice are then rolled, and by cross-indexing the die result and differential column, a result is obtained and immediately applied. The moving man may then continue expending Movement Points, assuming he has not been affected by the contact result. Passive Contacts are resolved in the same fashion, except they are resolved outside of the Movement/Contact Phase.

CASES:

[8.1] HOW AND WHEN TO CONTACT
(A) A contacting man may only actively contact through his front hexside, and may only move onto an opposing man to passively contact if that Opposing man is in his front hex. Thus, a single Opposing man may be contacted at a time.
(B) Active Contact is resolved immediately (exception: see Double-teaming, Case H). Passive contact is always resolved in the ensuing Opposing Player's Passive Contact Resolution Phase.

[8.2] CONTACT PROHIBITIONS
(C) No Opposing man may be contacted, whether actively or passively, more than once in the same Movement/Contact Phase.
(D) No "neutralized" or "injured" man may be contacted again. However, men with a "hit" marker on them from a prior Movement Phase, may be contacted again.

[8.3] SIGHTING AND CONTACT
(E) In order to actively or passively contact a man in a given Movement/Contact Phase, the contacting man must have been able to sight the contacted man or the phase begins in the appropriate segment. (See Facing for definition of Sighting, Case E). If the man could not sight, he may not contact. The apparent difficulties in this rule are less so since each man must be moved individually.

[8.4] RESTRICTIONS ON CONTACTS
(F) Only the Defensive Player is permitted to make Passive Contacts; the Offensive Player never may make a Passive Contact. Furthermore, the Defensive Player may only make Passive Contacts against a man who is a ball-carrier (whether a real or fake ball; see the Transferring of Ball rules, Hand-offs) during any Game-Turn, or a potential receiver in a Pass Game-Turn (see Transferring the Ball, Case X).
(G) All men may always make Active Contacts, except for two cases.

1. Active Contact may only be made against an Opposing man through his rear hexides that he is a ball carrier (whether a real or fake ball).
2. The Defensive Player may not make Contacts on Line, or on Game/Turns against the ball-carrier (whether a real or fake ball) potential, eligible, long pass receivers. Thus, a man who was not more than five hexes from any ball-carrier, but an eligible receiver, could be actively contacted, since he could not receive a long pass.

[8.5] DOUBLE-TEAMING
(H) If any more than one man contacts a single man, this is a double team. Generally, each man independently resolves his contact, thus all the Movement Points that he is going to in a Movement Phase before any other man may begin to expend Movement Points. However, up to six men may "double-team"a single Opposing man, i.e., have the Opposing man in their front hex, and each of these styled men have sufficient residual Movement Points to make a contact. All of the contacting men's Contact Strengths are added together and compared to the contacted man's Strength; Contact resolution is performed in a normal manner. After resolution, only the last moving man may continue to move; the others must remain in place.

(J) Double-teaming is subject to all the normal restrictions of Contact.

[8.6] VOLUNTARY AND INVOLUNTARY CONTACT
(K) Men engaging in ACTIVE Contacts in their own Movement/Contact Phase always do so voluntarily. The presence of Opposing men on their controlled hexes never forces a given man to engage in contact. However, any Offensive man who is, or who may be carrying the ball (including dummy balls), as well as all eligible pass receivers (see Case 9.4A), are subject to Passive Contact. Any Defensive man may set up a Passive Contact by entering and remaining on the hex occupied by an Offensive ball carrier or eligible receiver. This forces the Offensive man, in his next Movement/Contact Phase, to contact the defensive player. As long as both men are un-neutralized and the Offensive man remains a ball carrier or eligible receiver, the Defensive man may continue to remain on the same hex with him and use Passive Contact. It costs a Defensive man three additional Movement Points to enter the same hex with an Offensive man for a Passive Contact. It costs the Offensive man four Movement Points to make the contact on the Defensive man. Neither man pays an additional Movement penalty for leaving the hex they both occupy.

(L) The Offensive Player may at any time during his Contact Movement Phase voluntarily down the ball and end the play. The ball-carrier voluntarily neutralizes himself. The Fumble rules do not apply.

[9.0] TRANSFERRING THE BALL

GENERAL RULE:
The Offensive Player may engage in transferring the ball. Transferring the ball is defined as any time in which possession of the actual ball counter is transferred from one man to another. Transferring the Ball takes place in the Friendly Movement/Contact Phase for Snapping, and Hand-offs, and during either the Short Pass Execution Phase in the Offensive Player-Turn, or the Long Pass Execution Phase in the Defensive Player-Turn, depending on the type of Pass.

PROCEDURE:
In each type of ball transferring, there are generally three steps to complete the transfer.
1. Sighting. In each case, either the ball-releasing man or the ball-receiving man must sight the other. This varies depending on the specific operation.
2. Movement Point Expenditure. Both the ball-releasing and ball-receiving men always must expend a certain number of their Movement Points in order to actually execute the ball transfer. This is true even if a dummy ball marker is created (see Hand-offs).
3. Ball Movement Execution. If all conditions for transferring the ball have been made, the ball is taken out from underneath the ball-releasing man, and placed under the receiving Player. This again varies by type of transfer. Snapping is automatic; if it can be done, the ball is transferred. In Hand-offs, the real ball marker is removed, mixed with a dummy ball marker, and both replaced. In passing, the real ball marker is removed, and then pass resolution takes place to see if the pass is successful.

CASES:

[9.1] BALL POSSESSION
(A) The Ball marker begins the game placed on the map adjacent to the Line of Scrimmage. During the Pre-Contact Game-Turns, the Offensive Player merely moves any one man on top of the ball marker, and thus takes possession of it. This man is now in position to Snap the Ball. However, he cannot snap the ball to become the Ball possessor. When that man moves, the Ball marker is automatically moved with him, unless possession is transferred by operation of Hand-off, Passing, Fumbling, or Interception. Any Ball recipient is then the Ball possessor.

(B) The Offensive Team retains possession of the Ball until it Fumbles it away, has a Pass intercepted, fails to gain a First Down in four plays (see Multi Play Scenario) or voluntarily gives up possession to the Defensive Team (see Multi-Play Scenario). An incomplete Pass does not cause loss of Ball possession.

(C) Possession of the ball by a given man is denoted by the ball marker being under that man's counter. The Opposing Player may not look under any ball-carrier to discover whether the real ball is there or not.

SNAPPING DIAGRAM (see Case E)

[9.2] SNAPPING THE BALL
(D) The ball is first put in motion by being snapped, i.e., being moved back from the Line
of Scrimmage. This occurs by definition in the Snap Game-Turn, if the snap occurs, you are in a Snap Game-Turn.

(E) The ball is snapped by one man being in the same hex with the ball marker, and moving the ball through his central rear hexside, directly backwards as many as six hexes or as few as one hex. The ball may only be snapped in a straight line configuration (see diagram).

(F) The ball may only be snapped once in the play. It is snapped at the beginning of the Movement Phase, before any movement.

(G) In order to snap the ball, there must be another Offensive man in the straight line pattern of the snap to receive the ball. This recipient must be in the snapping man's field of sighting (see Facing, Case E).

(H) The first Offensive Player in the Snapping field must be the recipient; the ball may not be snapped through any other men.

(J) For each hex that the snapped ball must pass through before reaching a recipient, both the ball snapper and ball recipient expend one Movement Point. Thus, if they were adjacent at the instant of the snap, they would each expend one Movement Point. If they were not adjacent, i.e., the ball was snapped more than one hex, then the Offensive Player must roll the dice. If he rolls a twelve, the snap is Fumbled (see Rule 12.0). Any other result, and the snap is considered caught; Movement Points are expended, and Play proceeds.

(K) If for any reason, such as insufficient Movement Points, blocking of the snap by a man not able to receive it, or the unavailability of a snapping man, a snap would contradict the above rules, there is no snap and there is no Snap Game-Turn. Thus a Snap Game-Turn may only be called by the Offensive Player if a snap is possible. See How to Set-up and Play the Game for other restrictions.

[9.3] HAND-OFFS

(L) Hand-offs occur during any Snap, Contact or Pass Game-Turns. Handing-off is the possible passing of the ball from one adjacent Friendly man to another. The Play may only make two hand-offs in a given Friendly Movement Phase.

(M) Hand-off situations form an exception to the rules regarding more than one man moving at one time. Because you may make only two hand-offs in a given Movement Phase, you may have as many as three men moving at one time. All three must be involved in a hand-off during that Movement Phase.

(N) A hand-off is accomplished as follows:

1. The ball releasing man must have the ball recipient in his line of sight before the start of the Movement/Contact Phase.
2. The ball releasing and ball receiving men may move adjacent to transfer the ball. This transfer completes the hand-off man Movement Point.
3. The Defensive Player does not know if the ball has been transferred. That's because the Offensive Player may use one dummy ball for each hand-off. The real ball may stay with the ball releasing man or go to the ball receiving man. The Offensive Player places the real ball and dummy ball counter where he wishes. The ball-markers are placed under the releasing and receiving man before they resume movement (if they have sufficient Movement Points for moving).

(P) Remember, the ball marker may be a real or dummy marker. The dummy ball markers may be handed-off, giving rise to an additional dummy ball marker just as easily as the real ball marker. Each of the possible ball-carriers are treated in all respects as real ball-carriers.

[9.4] PASSING

(R) Passes occur only during Pass Game-Turns, by definition. To make a pass, the Offensive Player must commit himself to pass in the Pass Commitment Phase of his Player-Turn. This commits him to make a pass in that Game-Turn, if for any reason, a pass cannot be made, the ball is considered down and the game (or that play) is considered to be over. Basically, there are four types of passes: long forward, short forward, long lateral, and short lateral.

(S) Pass Game-Turns may only occur after the Snap Game-Turn, since there is no Snap Game-Turn. Thus a Snap Game-Turn may only be called by the Offensive Player if a Snap is possible. See How to Set-up and Play the Game for other restrictions.

[9.5] INTERCEPTION

(FA) Whenever a pass is not completed, the Defensive Player has a chance to make an interception (gain Possession of the ball). He may designate any man within three hexes of the designated receiver as the potential interceptor. He then rolls the two dice, and if the result is a “7,” the interception is completed. The Defensive Player gains ball possession, and the Play immediately ceases. The Interception is not allowed to continue play action. The ball is considered down. When the ball is down it may no longer be moved.

[10.0] CONTACT RESULTS TABLE

[11.0] PASSING TABLES

[11.1] PASSING COMPLETION TABLE

[11.2] PASSING POINTS DEDUCTION SCHEDULE

[12.0] FUMBING

GENERAL RULE: Fumbling is the accidental dropping of the ball by the ball-carrier, due to a snap, a hand-off or being contacted.

PROCEDURE: Each time the ball-carrier snaps the ball more than one hex, hands-off, or receives an Active or Passive Contact, the Defense rolls the dice. If a “12” is rolled, the ball is fumbled. The current Player-Turn immediately ceases at the instant of the fumble. The Defensive Player then has the opportunity to recover the ball, by
receiving an immediate Movement/Contact Phase if the ball is fumbled during a snap, a hand-off or a Passive Contact, or by the ball being moved to one of the contacting Defensive men during play if due to an Active Contact.  

**CASES:**  
(A) In either type of fumble, the Defensive Player rolls the dice. In any die result except "7," he recovers the fumble. The ball is down, and the play ends, with the Defensive Player having possession of the ball.  
(B) If the Defensive Player rolls a "7," not gaining possession of the ball, the Offensive Player gets a chance to recover the ball. He also rolls the dice, and anything but a "7" as a die result gives the fumbling man possession of the ball. This sequence of the two Players rolling to recover possession continues until one Player succeeds. Whichever Player recovers, the ball is still down, and the play over.  
(C) During all of this fumbling, the ball is constantly shifting about. In a Fumble due to a snap, a hand-off or a Passive Contact, the ball possessor before the fumble has the ball marker placed on top of that man. The Defensive Player may move men into the same hex to regain possession, with the ball staying on top of the hex until one Player or the other gains possession. In the case of a fumble due to Active Contact, the ball is moved from the contacted Offensive Player to any one of the Defensive men (at the Defensive Player's choice). If the Defensive Player does not recover, the ball marker is shifted back on top of the Offensive man. This continues until recovery is made.  
(D) Only one Defensive man may try to recover a fumble.  
(E) If an apparent fumble involves a dummy ball marker, it is immediately removed, and play resumes as if there were no fumble.  

**[13.0] PLAY SELECTION**  

**COMMENTARY**  

The preceding rules have dealt with the mechanics of playing the game. This section concerns the tactical planning and commitment each side makes to execute whatever their Play Markers call for.  

**GENERAL RULE:**  

Play selection occurs any time prior to the snap of the ball. In terms of the Sequence of Play this means the Players select the play for their team during the Pre-Contact Game-Turns.  

**PROCEDURE:**  

During the Movement Phase of the Pre-Contact Game-Turn the Phasing Player selects two Play Markers and places them face down on the field. These Play Markers commit his linemen to a specific type of charge and his backs to definite course of action. The markers may be changed by the Phasing Player on any subsequent Pre-Contact Game-Turn. Once the ball has been snapped both Players are committed to execute whatever their Play Markers call for.  

**CASES:**  

1. During the Offensive Contact/Movement Phase of the Snap Game-Turn all defensive linemen have one point added to their Contact Strength. The benefit does not extend into the subsequent Defensive Player-Turn.  
2. During the Defensive Movement/Contact Phase the Offensive linemen may take a free turn step, i.e., before moving the Defensive linemen may turn through one hexside without paying the normal cost of one Movement Point.  

**[13.1] DESCRIPTION OF THE PLAY MARKERS AND THEIR MEANING**  

A — THE OFFENSIVE PLAYER must select one of two blocking options for his linemen. They are as follows:  

- **Aggrsv Bckng**  
  Aggressive Blocking: This simulates the line firing out the snap of the ball. The effect is limited to the Offensive Movement/Contact Phase of the Snap Game-Turn. All Offensive linemen have one Point added to their Contact Strengths and the Movement Points necessary to aggressively contact an opponent through his front hexides are reduced from four to three. This marker is labeled "Aggrsv Bckng."  

- **Pass Bckng**  
  Pass Blocking: This simulates the effect of the linemen dropping back to form a protective pocket around the passer. On the Snap Game-Turn the Offensive linemen must move back from the Line of Scrimmage at least one hex. On the Snap-Turn and all Game-Turns thereafter they have one point added to their Contact Strength during the Defensive Movement/Contact Phase, i.e., when they are hit by a defensive man. This marker is labeled "Pass Bckng." For Aggressive and Pass Blocking only, the Offensive linemen are defined as ineligible receivers deployed at the Line of Scrimmage at the start of the Snap Game-Turn.  

B — THE DEFENSIVE PLAYER must select from two options available to his Defensive linemen. For purposes of this section the Defensive linemen are defined as any Defensive men at the Line of Scrimmage at the start of the Snap Game-Turn.  

- **Lat. Pass Right**  
  If this play is chosen, a Forward Pass may not be made.  

1. **Run Right**  
  The Offensive team must attempt to carry the ball (See Ball Possession Case A) across the Line of Scrimmage through any of the hexides on the right-hand side of the map. The right hand side is as defined as that row of hexes extending from the hex the ball was snapped from to the out of bounds line on Offensive Player's right.  

2. **Run Left**  
  The Offensive team must attempt to carry the ball across the left-hand side of the Line of Scrimmage.  

3. **Forward Pass**  
  The Offensive team must attempt a Forward Pass. It can either be a Long Pass or a Short Pass.  

- **Lateral Pass Right**  
  If this play is chosen, a Forward Pass may not be made.  

4. **Lateral Pass Left** ("Lat. Pass Left") on the marker). The Offensive team must throw a Lateral Pass and assuming it is caught the resultant ball carrier must attempt to cross the Line of Scrimmage on the right hand side of the field.  

- **Reactn Charg**  
  Reaction Charge: This simulates the defensive line hesitating at the snap of the ball and "reading the offense." The effect is two-fold:  

1. **Run Right**  
   If this play is chosen, a Forward Pass may not be made.  

2. **Run Left**  
   The Offensive team must attempt to carry the ball across the left-hand side of the Line of Scrimmage.  

3. **Forward Pass**  
   The Offensive team must attempt a Forward Pass. It can either be a Long Pass or a Short Pass.  

- **Lat. Pass Right** ("Lat. Pass Right") on the marker). The Offensive team must throw a Lateral Pass and assuming it is caught the resultant ball carrier must attempt to cross the Line of Scrimmage on the right hand side of the field.  

4. **Lateral Pass Left** ("Lat. Pass Left") on the marker). The Offensive team must throw a Lateral Pass and assuming it is caught the resultant ball carrier must attempt to cross the Line of Scrimmage on the right hand side of the field.  

5. **Option Right**  
  If the play is chosen, a Forward Pass may not be made.  

6. **Option Play Right** ("Option Right") The Offensive team must do one of the following:  
   a. Run Right  
   b. Lateral Pass Right  
   c. Forward Pass  

   However, the execution of the play cannot occur before the third turn after the Snap Game-Turn. For example, on the Snap Game-Turn the quarterback laterals the ball to the right back who runs with it to the right.
The running back may not throw a Forward Pass nor run across the Line of Scrimmage until the third Game-turn after the Snap.

7. Option Play Left ("Option Left"). Same as above only to the left.

D — THE DEFENSIVE PLAYER selects from two courses of action available to his defensive backs, who are defined as any Defensive men deployed behind the Line of Scrimmage at the start of the Snap Game-Turn. These alternatives apply only in the event a Forward Pass is attempted.

1. Man-to-Man. The Movement Point cost for passively contacting a potential receiver during the Defensive Movement/Contact Phase of the Pass Game-Turn is reduced from 3 to 1 Point.

2. Zone Defense. The Sighting Restriction which would normally prevent a defensive back from making a passive contact on a potential receiver is relaxed. The defensive men need not sight the potential receivers at the start of the Defensive Movement/Contact Phase in order to execute a Passive Contact. They must, however, expend the full three Movement Points to do so.

WHEN THE PLAY MARKERS ARE REVEALED

E — At the very beginning of the Snap Game-Turn prior to putting the ball in play both Players reveal the Play Markers which pertain to their respective linemen. The Offensive would either reveal an "Aggrsv Blckng" or a "Pass Blckng." The Defense would reveal either an "Aggrsv Charge" or "Reactn Charge." The appropriate effects are then applied as play develops.

F — The Offensive Player does not reveal the marker dealing with the movement of the ball ("Run Right, Run Left, Forward Pass, Lateral Pass Left, Lateral Pass Right, Option Left," or "Option Right") until the moment that his team either carries the ball across the Line of Scrimmage or he announces that he is throwing a Forward Pass.

G — The Defensive Player does not reveal the Play Marker pertaining to his defensive backs until the start of the Defensive Player-Turn of the Pass Game-Turn. If the Offense does not throw a Pass the marker would never be revealed as it would not pertain to the play. CHANGING THE PLAY

H. The Offensive Player may change the Play Marker dealing with movement of the ball at the start of any Game-Turn subsequent to the Snap Game-Turn. To do so he reveals the original Play Marker, announces that he is changing the play and places a different Play Marker face up so that Defensive Player can read it. During the subsequent Offensive Movement/Contact Phase the ball may not be carried, handed-off, passed, or in any fashion moved. Nor may the ball-carrier turn within the hex he started the Phase in. On all subsequent Game-Turns the Offensive Player must attempt to carry out the new Play.

[14.0] SCENARIOS

There are two Scenarios to Scrimmage; the single play scenario which makes for a short game (twenty to thirty minutes) and the multi-play scenario which is indeterminate, lasting as long as the Players wish.

14.1 THE LINE-UP

Both Players should consult the counter sheet. They will note after comparing the relative strengths and abilities of the men represented that some men are stronger or faster or pass or catch better than other men. They will observe that the Defensive team has "zero" passing or receiving values given to its men (as is so with some of the Offense). Why? Because the Designer has no interest in encouraging the Offensive Player in experimenting with a tackle eligible play even though in reality the average pro tackle probably can catch the ball almost as well as a tight end. In point of fact the various men are identified by their normal playing positions. These are:

[14.2] OFFENSE POSITIONS

Center (C) This is the man who normally snaps the ball and the Offensive Player places him over it at some point in the Pre-Snap Turns.

Guards (G) These men deploy on either side of the center along the Line of Scrimmage.

Tackles (T) These men deploy on the outside of each Guard along the Line of Scrimmage.

Tight End (TE) This man deploys along the Line of Scrimmage outside either one of the Tackles.

Quarterback (QB) He is the best Passer on the team and he receives the snap from the center. Which means he lines up directly in back of the center. Why does he get the ball rather than some other man? Because as soon as he gets it, the threat of a pass is credible. Try running the ball against a nine man line.

Wide Receivers (WR) Usually these men combine the best speed and pass receiving ability. They are usually deployed "wide" of the ball (hence the name).

[14.13]

How do the men get into position to start play? Well, the Offensive Player starts in a stack for "huddle" of eleven men six hexes behind the ball. He moves each man through the hexes until they are in position. Obviously, if he wants a wide receiver to split far out from the
ball (more than twelve hexes from the huddle) it may take 2 Pre-Contact Game-Turns for the man to reach his position, since men must pay movement costs in order to move during the Pre-Contact Game-Turns.

The Defensive Player deploys his eleven men in any fashion he sees fit (behind his side of the Line of Scrimmage). Once deployed they also expend Movement Points in order to change position. Thus, it is suggested that the Defensive Player keep his team concentrated until he sees what formation the Offense comes out with.

[14.2] SINGLE PLAY SCENARIO
This makes for a short game. The duration is the number of Pre-Snap-Turns plus the Snap Turn, plus however many Game-Turns thereafter it takes until the ball is dead, that is until play stops.

The Offensive Player rolls one die before set-up. The number rolled is the number of hexes he must advance the ball during the subsequent play. If, for instance, he rolls a "four" his play must cease with the ball blown dead at least four hexes beyond the Line of Scrimmage. Players are provided with Line of Scrimmage markers which can be placed at either side of the field. The Offensive Team must retain possession of the ball at the end of the Play. If the Offensive Player achieves or surpasses his objective he wins. If he doesn't the Defensive Player wins.

The initial set-up of the Ball is on the fifty yard line, approximately between the two hashmarks. Note that the inbounds area is actually described by the color variation on the field of hexes.

[14.3] MULTIPLE-PLAY SCENARIO
This scenario makes use of the actual rules of football which require the Offensive Team to gain ten yards in four plays or give up possession of the ball to the Defensive Team (in which case the Defensive Team becomes the Offensive Team and vice versa). Within the scale of Scrimmage this means that the Offensive team must advance the ball six hexes within four plays or the Defensive Team gets the ball. Not even through six hexes equals ten yards, the ball must be advanced seven hexes for a First Down since, according to the rules of football, the ball must be advanced more than ten yards for a First Down.

[14.31] INITIAL SET-UP
The ball is placed at the center of the field on the Offensive Team's twenty yard line. The "First Down" marker is placed seven hexes in front of the twenty along the Offensive Players side of the field. The Line of Scrimmage markers are placed to identify the Line of Scrimmage as the twenty yard line. Both Players now Line-Up their respective teams and begin the first play.

[14.32] RECOVERY OF THE LINE OF SCRIMMAGE
After the first play or "down" the Line of Scrimmage markers are advance or retreated as necessary to mark the displacement of the ball. If the Offensive has failed to gain the necessary seven hexes they try again. On this second, third, and possibly fourth attempt the first down marker remains in place while the Line of Scrimmage moves forward and back with the results of each play or down. If the Offensive gains two hexes on its first attempt it then has only five hexes to advance on the remaining attempts. When the Offensive succeeds in achieving the necessary advance

the cycle is repeated, i.e., the First Down Marker is advanced seven hexes beyond the Ball and the Offense now has four attempts to gain at least seven hexes. The series of downs is repeated over and over until one of four events occur. 1. The Offense succeeds in advancing the Ball the entire length of the field and exiting if off the far edge. This is known as scoring a Touchdown.
2. The Offensive Player fails to advance the Ball and gain a first down in four plays.
3. The Defense gains possession of the Ball during a play by recovering a fumble or intercepting a pass.
4. The Offensive Player decides that he will voluntarily give possession of the ball to his Opponent.

[14.33] CALCULATION OF VICTORY POINTS
Whenever one of the four events described above takes place Victory Points are calculated. Basically the Offensive Player gets one Victory Point for each hex he is able to advance the Ball beyond his original starting point. Scoring a Touchdown is always worth sixty Victory Points irrespective of the distance the Ball was advanced. So if this Offensive Player was able to advance the Ball twenty-three hexes before losing possession, he would score twenty-three Victory Points. The Defensive Player gets no Victory Points for playing Defense. He is solely interested in restricting the amount of hexes the Offensive Player gains and eventually gaining possession of the Ball so he can play Offense.

[14.34] WHEN PLAYERS REVERSE ROLES
1. If the Player on Offense scores a Touchdown he records his sixty points. Players now reverse roles, i.e., the ball is placed back at the hitherto Defensive Player's twenty-yard line and the hitherto Defensive Player takes the Offensive Team and tries to advance the ball. He is now the Offensive Player. The hitherto Offensive Player becomes the Defensive Player.
2. If the Offensive Player fails to gain a first down in four plays the Ball and the Line of Scrimmage remain where the fourth attempt left them. The Players exchange teams.
3. If the Defensive Team gains possession of the Ball during the course of play either by recovering a Fumble or Intercepting a Pass then the Line of Scrimmage is moved to the new position of the Ball, and the Players exchange teams.
4. If the Offensive Player decides that it is to his advantage to voluntarily give the Ball to the Defensive Player, he announces that he is kicking the Ball. The Offensive Player can only kick the Ball (punt) on his fourth down. He may not attempt a fourth play, fail to gain his first down and then kick the ball. Essentially, what happens to the Ball is entirely up to his judgment. The roll of the dice is absolutely useless. There is no provision for a punt-return running play. The Ball is immediately moved to the hitherto Defensive Player's twenty yard line and the Players exchange teams.

The hitherto Defensive Player now has his opportunity to gain Victory Points by advancing the Ball.

[14.35] WHO WINS: HOW VICTORY IS DETERMINED
The Winner is the Player who scores the most Victory Points. The Players can repeat the cycle of Offense and Defense for as many cycles as they wish so long as each is the Offensive Player an equal number of times, since that is the only time they can score points.

[14.36] SOME HINTS ON SCORING
Obviously if a Player scores a Touchdown every time he has possession of the ball, he can never be beaten. He cannot, however, if his opponent also scores a Touchdown every time he is the Offensive Player. The essence of the game is to retain possession of the ball, advance it, score if possible but never give up where it will be relatively easy for you opponent to score a Touchdown. Thus, if the Ball is at your twenty-yard line, you have used up three plays and failed to gain you first down objective, you're better off kicking the Ball rather than attempting a fourth down. If you fail, your opponent will have many less hexes to advance for a score from the vicinity of your twenty-yard line than his twenty-five yard line. Likewise, if you constantly use plays involving multi-hand-offs, lots of laterals, or throw lots of passes deep in your own territory the roll of the dice can catch up and you lose the ball (and bingo your opponent gets another easy touchdown).

[14.37] INJURIES
In the multi-play scenario injury to men is a factor. If the end result of a neutralization is an injury to your man you are prohibited from using him for the remainder of the game. Your opponent can use him after a team exchange but you can't. Players should keep track of who they injure.

So if you use your best passing quarterback as an option threat consistently, eventually, some big Defensive end will "wind his clock" and you'll be playing the second string.

It is possible to have so many injured men that a full team of eleven uninjured players is impossible. In that case the opponent picks which man will be reactivated.

[14.38] PLACING THE BALL AFTER EACH PLAY IS OVER
Players should examine the field. They will note two parallel rows of tick markers enclosing an area of shaded hexes running the length of the middle of the field. These are known as the inbounds lines or "hashmarks." The long edges of the field are of course the out-of-bounds lines. The areas on each side of the field between the inbounds line and the side zones. The purpose of the "hashmarks" is to aid the Players in relocating the Ball after each Play. The Ball must always be put in play from a hex in the approximate middle of the field, i.e., the area between the two "hashmarks." Likewise, if the previous play had resulted in the Ball being downed within the middle area it would not be moved after the play was over. It would be snapped from that same hex at the start of the next play. If, however, the previous play resulted in the Ball being downed in one of the side zones the Ball must be relocated to the nearest hashmark hex, i.e., physically moved, before the next play can begin. The relocation takes place before the Player's set-up for the following play.

[14.39] PORTRAYING THE ENDZONES
The limitations of our printing press have dictated the size of the field. We were unable, therefore, to show two areas of the field of play which can have a vital bearing on the
actual play of the Game. These areas are the End Zones. They extend six hexes beyond each Goal-line. Why are they vital? Well in the real game of football, players of both teams can maneuver in the End Zones without going outside the field of play. This is of particular importance to the Offense since it means they can throw a pass to a receiver waiting in the opponent's End Zone and, assuming the receiver catches the Ball, score a Touchdown. The Player's must simulate the presence of the End Zone in Scrimmage. Two Goal Line Markers are provided. Whenever either Player feels the necessity of creating an End Zone, the Goal Line Markers are placed six hexes forward of the Goal Line printed on the Map. The team and Ball positions are then displaced an equal six hexes so that the distance a team must advance to score remains the same.

PLAY EXAMPLE #1
RUNNING PLAY, OFF-TACKLE (RUN LEFT)

What follows is a series of diagrams illustrating three typical plays in the game of Scrimmage. In all cases, the counters are shown in their Phase-ending positions (their Phase-start positions are indicated by the ghost-line boxes). Movement Patterns are indicated by the arrow lines.

KEY TO SYMBOL:
Contact situation = •
Pass Target Hex = ♦

[14.4] PLAYING AN ENTIRE GAME
Good Luck! Scrimmage simulates about two-thirds of the action that takes place in a real football game. The other third, the "Kicking Game" has been deliberately avoided. Punting the Ball on fourth down has been crudely simulated in the Multi-Play Scenario, but field-goal attempts and free kicks are not even mentioned since the game mechanics necessary to use them do not exist at this time.

[15.0] DESIGN CREDITS
Game System Design: James F. Dunnigan
Physical Systems Design and Graphics: Redmond A. Simonsen
Rules Composition: John M. Young
Game Development: Irad B. Hardy, Tom Wolczak
Production: Manfred F. Mikuhln, Al Zygier, Marsha Treiber
PLAY EXAMPLE #2
RUNNING PLAY, WEAK SIDE SWEEP

2A. SNAP GAME-TURN, OFFENSIVE PLAYER-TURN: Offensive team lines up in normal Pro-set. Offense selects Aggressive Blocking and Run Left. Quarterback #12 takes the snap, steps back, pivots and hands off to #31 who runs left following the interference being established by #36 and the two pulling Guards (#65 and #66). Left Tackle #71 hits Defensive End #91. The two Wide Receivers release downfield.

2B. SNAP GAME-TURN, DEFENSIVE PLAYER-TURN: The Defense is set with a Reaction Charge and Zone Defense. Defensive End #61 penetrates and closes with the Quarterback. The other Defensive End, #91, obtains a Hit on #71. Right Linebacker #89 and Right Cornerback #5 move up to shut off the sweep. The Middle Linebacker #64 slides with the flow. The other Defensive Backs rotate to cover a possible pass. The two Defensive Tackles neutralize their opponents.
PLAY EXAMPLE #3
DEEP PASS PATTERN

3A. SNAP GAME-TURN, OFFENSIVE PLAYER-TURN: The Offensive Team has a wide Pro-set and selects Pass Blocking planning to throw a Forward Pass. Quarterback takes the Snap and steps back. The Offensive Linemen drop back to protect the Quarterback. The Wide Receivers, Tight End, and Running Back #36 attempt to get downfield.

3B. SNAP GAME-TURN, DEFENSIVE PLAYER-TURN: The Defense reacts to the apparent Pass Play. The line moves forward and the Backs drop into their zones. The Offensive Player notes his Pass Target hexes on a concealed sheet of paper.
### SCRAMMAGE CONTACT RESULTS TABLE

<table>
<thead>
<tr>
<th>Dice Roll (use two dice)</th>
<th>2</th>
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**EXPLANATION OF RESULTS**

- **C** = pass is completed; place the Ball marker under the receiving man.
- **-** = pass is not completed; Defensive Player has a chance to perform an interception (see Transferring the Ball rules, Case AA).

### SCRAMMAGE NEUTRALIZATION RECOVERY TABLE

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**EXPLANATION OF RESULTS**

- **R** = recover; remove the marker from the field for the rest of the play.
- **L** = injured; remove the Neutralization marker, and the man from the field for the rest of the play.
- **-** no effect; another full Game-Turn, in place.

### SCRAMMAGE PASS COMPLETION TABLE

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**EXPLANATION OF RESULTS**

- **C** = pass is completed; place the Ball marker under the receiving man.
- **-** = pass is not completed; Defensive Player has a chance to perform an interception (see Transferring the Ball rules, Case AA).

### PASS COMPLETION TABLE EXPLANATION

The explanation on how to resolve, or attempt to complete passes, is included in Transferring the Ball, Passing, Case V. Essentially, the Passing Points of the Passes and receiver are added, and deductions from this aggregate are made according to the Passing Points Deduction Schedule. These Net Passing Points are then used to resolve the pass by rolling the dice and comparing the two columns.
18. SNAP GAME-TURN, OFFENSIVE PLAYER-TURN: (a) Wide Receiver #85 (the Wing Back) goes in motion to the left (11 MP); (b) Tight End #83 turns (11 MP); (c) Right Tackle #77 sidesteps and turns (3 MP); (d) Right Guard #65 turns (1 MP); (e) Center #51 Snaps the Ball and sidesteps, turns (4 MP); (f) Left Guard #66 moves forward and turns (2 MP); (g) Right Tackle #71 contacts Defensive Left End #91 with a Hit result on #91 (3 MP); (h) The left set Back, #36, sprints out to the left (5 MP); (i) The Quarterback accepts the snap and steps back, pivots and hands-off (5 MP) to the right set Back #31 who moves to the left. Hand-off occurs in the hex vacated by the Quarterback (6 MP); (k) Split End #21 releases downfield (6 MP).

1C. SNAP GAME-TURN, DEFENSIVE PLAYER-TURN: (a) Ends and Tackles penetrate or contact; (b) Cornerback #13 moves up to force play inside (6 MP); (c) Right Linebacker #89 comes up to meet first man out of backfield (3 MP); (d) Middle Linebacker slides to cover hole (2 MP); (e) Weak Safety #26 sees Guard #66 release and comes up to hex vacated by Defensive Tackle #99; (f) Strong Safety #11 slides with flow of play (8 MP); (g) Left Lineback #55 slides with play flow (6 MP); (h) Cornerback #5 penetrates to shut off reverse (7 MP).

1D. CONTACT GAME-TURN, OFFENSIVE PLAYER-TURN: (a) Center neutralizes Safety (4 MP); (b) Guard neutralizes Middle Linebacker (4 MP); (c) Running Back #31 hurdles over Guard and voluntarily downs the Ball (10 MP) ending play. Total Gain: 2 hexes.
2C. OFFENSIVE TEAM CONTACT PLAYER-TURN: #36 and #65 Double Team the Cornerback #5, neutralizing him. #36 then continues on to cut off the defensive pursuit. #66 obtains a Hit on #89. #71 is neutralized. The ball-carrier, #31, hurdles #5 (who has been neutralized) and runs for daylight.

2D. DEFENSIVE TEAM CONTACT PLAYER-TURN: #94 and #64 catch the ball-carrier from behind, contacting him from a Rear hexside, resulting in a Neutralization —2. There is no fumble. The ball is dead and the play is over. Total Gain: 8 hexes.
3C. PASS GAME-TURN (OFFENSIVE AND DEFENSIVE): The Offensive Player announces his Pass and reveals his Forward Pass Marker. He then indicates on the hidden sheet of paper to which of the two target hexes he is actually throwing. The Quarterback steps back. The receivers maneuver. The Ball is then removed from underneath the Quarterback until the result of the pass is established.

The Defensive line obliterates the Offensive line. Right Linebacker #89 blitzes the QB through the hex vacated by Offensive Guard #65. The remaining Defensive Backs maneuver to cover the receivers. #21 is indicated to be the receiver. The Pass Completion Table is consulted. The net Passing Points are calculated in the following manner:

PASSER  
RECEIVER  
DISTANCE  
DISTANCE OF RECEIVER FROM TARGET HEX  
DEFENDER ON TOP OF RECEIVER  
PASSER IN DEFENDER'S ZONE OF CONTROL  
NET TOTAL

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</table>

The dice are rolled. The Pass is indicated to be incomplete (not caught). The Defense rolls for an Interception but fails. The Ball is placed back at its original hex on the Line of Scrimmage, and the play is over. Total Gain: 0 hexes.