

Effective Injury Results

As you know not all football injuries are serious, but some are serious enough to effect a players ability. Below are changes made to a player's card if he should suffer an effective injury during a game.

Quarterbacks

Subtract 5 from all completion ranges. Add 1 to all interception ranges (quarterback cards only). Add 2 to Run number when rushing. Add 5 to sack range.

Running Backs and Receivers

Add 2 to Run Number when rushing or receiving. Subtract 1 from blocking value.

Offensive, Defensive Lineman, and Linebackers

Subtract 1 from blocking value. Subtract 1 from pass blocking value (can go no lower than 0. Add 1 to tackling value. Subtract 1 from pass rush value (can go no lower than 0). Add 2 to pass defense. Subtract 2 from interception range. (47 becomes 48?). Any Linebacker with a 48? does not intercept. Add 2 to run number on interception returns.

Defensive Backs

Add 2 to pass defense. Subtract 2 from interception range. (47 becomes 48?). Any Back with a 48 or 48? does not intercept. Add 2 to run number on interception returns.

Kickoff and Punt returns

Add 2 to all returns. A fumble can only occur on a natural run number 12 or a Z.

Miscellaneous

--If on visiting team any fumble or fumble(s) is automatically lost. If on home team any fumble is automatically lost, for any fumble(s) check fumbles lost.

-- Automatically go to table 2 if an effective injury occurs to a player who is already playing with an effective injury.