

## **Effective Injury Results**

### **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.

--If an injury result occurs resulting in an effective injury when that player already has an effective injury then automatically go to table 2 results.