

LONG BALL

Play instead of PITCH ACTION
Roll one die...

1

On-target SHOT for o1, o3 ASST

2

If o1 is STRONG, On-target SHOT for o1, o3 ASST; OTHERWISE turnover.

3

If o1 has TOUCH, On-target SHOT for o2, o1 ASST; OTHERWISE turnover.

4-5

Turnover

6

Foul on o1; HOSTILE referee also issues YELLOW CARD

SOCCER BLAST Pro Soccer Game

UNLOCK the DEFENSE

Play instead of BUILD UP
Mark off 3 minutes, roll one die...

1

If o1, o2 and o3 have TOUCH, o1 SPEC SAVE shot; OTHERWISE turnover.

2

If o1, o2 and o3 have TOUCH, [choice] SHOT and ASSIST; OTHERWISE turnover.

3

If o1, o2 and o3 have TOUCH, ATTACK; OTHERWISE turnover.

4-5

Turnover

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Opponent gets immediate COUNTER-ATTACK

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SOCCER BLAST Pro Soccer Game

UP the WINGS

Play instead of BUILD UP
Roll one die...

1

If o2 has PACE, HEADER shot for o1; OTHERWISE ATTACK.

2

If o2 has PACE, On-Target SHOT for o1; OTHERWISE turnover.

3-5

Turnover

6

Opponent gets immediate COUNTER-ATTACK

SOCCER BLAST Pro Soccer Game

PRESSING GAME

Play after failed ATTACK
Roll one die...

1

STEAL! If o1 or o2 is STRONG, they get on-target SHOT; OTHERWISE, Attack.

2

If o4 or o5 have PACE, steal and ATTACK; OTHERWISE opponent advances.

3-5

Turnover

6

Opponent gets immediate COUNTER-ATTACK

NOTE: If 5 or 6 and 60th min. or later, o2 must be subbed; if no subs left, o2 is injured.

SOCCER BLAST Pro Soccer Game

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SOCCER BLAST Pro Soccer Game

MEN BEHIND the BALL

Play by defense at beginning of opponent's ATTACK; Roll one die...

1

ATTACK fails, GK collects.

2

CLEARED; sideline battle (2 min).

3

CLEARED: corner kick.

4

Additional ■ for each STRONG; ATTACK continues.

5

[choice] makes LONG RANGE SHOT.

6

On-Target SHOT, [choice] shooter and ASST.

SOCCER BLAST Pro Soccer Game

SWEEPER

Play by defense before On-Target SHOT
Roll one die...

1

If d5 is STRONG, he collects ball; OTHERWISE, Corner Kick.

2

If d5 is HARD, he collects ball; OTHERWISE, Direct Free Kick.

3-4

If d5 has TACTICS, he collects ball, BUILD UP; OTHERWISE, Add ★ to On-Target SHOT

5-6

If d5 has ■, collects ball; OTHERWISE, Add ★ to On-Target SHOT, and if HARD must play Intentional Foul card.

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