GridZone: Turf Wars

GZ Quick Results Engine (QRE) by Jason Graham
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QRE is a optional rule set to resolve games quickly and accurately using teams' players' ratings and the teams' play call matrix. Some simple calculations a couple of dice rolls for each team and you will have a final score based on the actual teams, players and play call.

If you intend to use GZQRE we recommend you calculate all teams' following ratings and note them on the team template or index card for quick reference.

We need to calculate a teams offensive passing rating, OPR; offensive rushing rating, ORR; offensive x rating, OXR; defensive passing rating, DPR; defensive rushing rating, DRR and finally the teams defensive x rating, DXR.

Note these on the team template
OPR   DPR
ORR   DRR
OXR   DXR

Now we add up all seven offensive players pass ratings and jot that total in OPR. Do this again for all seven offense run ratings, jot it in ORR. Continue in this manner until you have all of a teams' team ratings on offense and defense.

Let's look at Birmingham from the game GridZone: Turf Wars.

OPR 6   DPR 6
ORR 11   DRR 9
OXR 3   DXR 10

We can see Birmingham has a strong running offense and a strong x defense.

The Game

To resolve games between teams we use all the dice from the GridZone: Turf Wars (two d12, three d6).

Start the game by rolling the 2d6s for the home team normal play call matrix versus the defense as you do for the full game of GZ. Determine the difference sum between the two teams' respective play calls represented as the appropriate play type, pass, run, x. This total is either added to the home team's total score dice result or subtracted. Now we roll all the dice and sum them adding or subtracting the teams' play call difference to the home teams final score.

Example: Portland @ Birmingham

The game starts with the home team Birmingham rolling it's play call matrix: A 1 & 2...Run versus Run. Birmingham ORR is 11 vs Portland's DRR 7 the difference between these two team match ups is +4 for Birmingham. Birmingham now rolls all the games dice and total them adding 4 to their final game score: 11+8+3+2+1+4=29 points. Add 2 points to the home team's final score.

Birmingham 31

Now we repeat the above process, making all new rolls, for the visiting team Portland. Portland rolls 3 & 2....Pass versus Pass. Portland's OPR is 8 and Birmingham's DPR is 6, a +2 sum for Portland. Portland rolls all the dice: 10+9+3+1+1+2=26 points. Subtract 1 point from the visiting team's final score.

Birmingham 31
Portland 25

Now we add both teams PF rating to their final scores for the teams final result. PF abstractly represents coaches and CRUNCH TIME in the game clock.

Birmingham 34
Portland 29

Birmingham wins the game on the strength of it's running game against Portland's run defense.

If game's result ends in a tie use league rules for ties BUT to determine a winner roll 1d6 for each team the highest team will win by these additional points.

Example to resolve ties:

Birmingham 29
Portland 29

In over-time Birmingham rolls a single d6 for 3 and Portland rolls for a 6.

Birmingham 32
Portland 35