

# Quick Play Tabletop Football Game

## NFL Version

### Possible Names for the Game

Air Raid Football  
Run and Shoot Football  
Wildcat Pro Football  
Red Zone Football  
Hurry Up Football  
Kick Six Pro Football  
Pick Six Pro Football  
No-Huddle Pro Football  
Quick Kick Pro Football

## Rolls

### Advantage roll

Each play from scrimmage starts with the advantage roll. Roll 1 d10 die for each team. The winner of this roll controls the rest of the play.

If the offensive team has an Offense value of +1 then they are able to add 1 to their advantage roll on plays from scrimmage. The +1 is not added to kicking plays, only plays from scrimmage.

If there is a tie on the advantage roll then the offense controls the play.

### Roll for yardage

The winner of the advantage roll gets to roll for yardage on the play.

If the offense wins the roll and they have a momentum card then they roll 2 d10 dice and add the roll values to get the yardage gained on the play. For example, a roll of 3 and 6

would be 9 yards on the play. If the offense does not have a momentum card they roll 1 d10 die to determine the yardage on the play.

If the result of the play is a first down then the downs are reset and the offense gets four more downs to gain ten yards. On 4th down the offense can try for a first down, punt the ball, or try for a field goal.

If the defense wins the roll and the roll result is not a double (e.g, 11, 22, etc.) then the result of the play is a gain of zero yards for the offense.

## Big Plays

If the roll for yardage is a double (11, 22, 33, etc.), a big play is activated. When the double is rolled look at the Big Play card to determine which big play to execute. If the result of the big play is a penalty then roll 1 d10 die and consult the penalty card to determine the penalty.

When a big play is made it will swing momentum in the favor of the team making the big play. The team with the big play draws a card from the Momentum pile and uses the effects on that card for the duration of the time indicated on the card or until the other team makes a big play. Think of these as team boosts or special abilities. They may last for a drive, a quarter, or a half. Once time indicated on the card runs out—and if the opponent has not hit on a big play—the team with the Momentum card must discard the Momentum card to the bottom of the Momentum pile.

When one team pulls a card from the Momentum pile then the other team must discard any Momentum cards it is using. Momentum cards cannot be used by both teams at the same time.

## Penalties

If a big play results in a penalty, roll 1 d10 die. Compare the roll result against the Penalties card being sure to look at the appropriate unit that committed the penalty—either the offense or defense. Here are the penalties and how they should be applied:

### Offense

Holding	10 yd penalty, repeat the down
False Start	5 yd penalty, repeat the down

Illegal Formation	5 yd penalty, repeat the down
Delay of Game	5 yd penalty, repeat the down
Illegal Block in the Back	10 yd penalty, repeat the down

## Defense

Pass Interference	1st down at the spot of the foul. Roll 2 d6 dice and combine the roll results to determine the spot of the foul.
Holding	5 yd penalty, automatic 1st down
Offside	5 yd penalty
Illegal Hands to the Face	5 yd penalty, automatic 1st down
Facemask	15 yd penalty

## Explosive

If the result of a big play is an Explosive play then roll 2 d10 dice and combine to get the yardage of the explosive play. For example, if the roll is a 3 and 8 then the yardage of the explosive play is 38 yards. If the yards to go for a touchdown are less than the yardage gained then the result of the play is a touchdown.

## RAC

If the result of the play is run after contact (RAC) then roll 1 d10 die and add the roll result to the initial yardage of the play. For example, if the initial roll is a 3 and 3 then roll 1 d10 die and add that value to the initial 6 yard gain.

## YAC

If the result of the play is yards after catch (YAC) then roll 2 d10 die and add the roll result. Take that result and add it to the initial big play roll. For example, if the initial roll is a 5 and 5 then roll 2 d10 die and add that roll result to the initial 10 yard gain.

## TD

If the result of the big play is a touchdown (TD) then the offense automatically scores a touchdown. The distance of the touchdown is the distance from the line of scrimmage to the opposing team's endzone. Count 6 points then kick the extra point.

### Tackle for Loss

If the result of the big play is a tackle for loss then roll 1 d10 die to determine how many yards were lost on the play. Take the roll result and move the line of scrimmage back that distance.

### Sack

If the result of the big play is a sack then roll 1 d10 die to determine how many yards were lost on the play. Take the roll result and move the line of scrimmage back that distance.

### Fumble Rec.

If the result of the big play is a fumble recovery then possession goes to the defense at the line of scrimmage.

### Pick

If the result of the big play is an interception (pick) then roll 2 d10 dice and add them together to determine how many yards down the field from the line of scrimmage the interception was made. Move the line of scrimmage that many yards down field. That is where the defense has made the interception and now the intercepting team takes possession at the new line of scrimmage.

### Goal line offense

If the offense is rolling for the yardage from inside the opponent's 10 yard line and the result of the yardage is greater than the yardage needed for a touchdown + 10 then the play is an incomplete pass. There is no gain on the play and the play goes to the next down. The yardage of the play must be greater than the distance needed for a touchdown but less than the distance needed for a touchdown + 10. For example, a gain of 17 yards from the 3 yard line is greater than the 13 yards available (3 yards to the goal line + 10 yards for the endzone). The result would be an incomplete pass.

## Safeties

If the yardage of the play pushes the offense into their own endzone then the result of the play is a safety. The defense gets 2 points and the offense must punt the ball to the defensive team from the punting team's 20 yard line.

## Kickoffs

Roll a confrontation roll to see which team will control the yardage on the kickoff. The team with the advantage will roll 1 d10 die and add the roll results. If the receiving team wins the confrontation roll then the roll result will be subtracted from the kicking team's kickoff average. This is where the return will start. If the kicking team wins the confrontation roll they will add the roll result to their kickoff average. In many cases this will result in a touchback. If there is no touchback then the return will start at the spot of the kickoff average plus the result of the d10 roll.

## Kickoff Returns

Roll a confrontation roll to see who will control the kickoff return. If the kickoff team wins the confrontation roll they will roll 1 d10 die and subtract that from the return team's kick return average. This is where the return team will start the drive.

If the receiving team wins the confrontation roll they will roll 1 d10 die and add the roll value to their kick return average. This is where the drive will begin.

If the receiving team rolls a 10 on the yardage roll then they can roll for the chance at a big return. Roll a second d10 die. If the initial roll and second roll are both 10s then roll 2 d10 dice and combine the roll result to get the final return yardage.

If the roll result is greater than the distance needed for a touchdown then the result of the play is a return for a touchdown. Otherwise, mark off the return yardage from the spot where the return began. That is where the drive begins.

## Punts

Roll a confrontation roll to see which team will control the yardage on the punt. The team with the advantage will roll 1 d10 die. If the receiving team wins the confrontation roll then the roll result will be subtracted from the kicking team's punt average. This is where the return will start. If the kicking team wins the confrontation roll they will add the roll result

to their punt average. In some cases this will result in a touchback. If there is no touchback then the return will start at the spot of the kickoff average plus the result of the d10 roll.

## Punt Returns

Roll a confrontation roll to see who will control the punt return. If the punting team wins the confrontation roll they will roll 1 d10 die and subtract that from the return team's punt return average. This is where the return team will start the drive.

If the receiving team wins the confrontation roll they will roll 1 d10 die and add the roll value to their punt return average. This is where the drive will begin.

If the receiving team rolls a 10 on the yardage roll then they can roll for the chance at a big return. Roll a second d10 die. If the initial roll and second roll are both 10s then roll 2 d10 dice and combine the roll result to get the final return yardage.

If the roll result is greater than the distance needed for a touchdown then the result of the play is a return for a touchdown. Otherwise, mark off the return yardage from the spot where the return began. That is where the drive begins.

## Field Goals

To attempt a field goal roll 2 d10 dice and combine the roll results. If the roll result is equal to or less than the team's FG value then the kick is good. If it is higher than the team's FG value then the kick is missed.

## Home Field Advantage

The home team starts out with home field advantage in the game. Find the Momentum card for Home Field Advantage and apply the instructions to the home team to begin the game. All momentum rules apply normally after the game begins.

## Team Attributes

Some teams have special attributes that can be applied to their advantage rolls in special situations or at specific times of the game. These attributes are color coded and listed under the team name:

Tampa Bay Buccaneers	
Clutch	RZ
Offense	+1

Here is an explanation of each team attribute:

## Clutch

The clutch rating applies to offensive drives that start in the final 5:00 of the 4th quarter. This is applied to teams that are in the top 10 of the NFL in Game-Winning Drives. To use the rating add +1 to the advantage roll for offense. If the offense already has a +1 for Momentum then the total addition is +2. If the Offense value is +1 then the offense value is also added to the advantage roll.

## RZ

The red zone (RZ) attribute applies to teams when they get into the red zone—between the opponent’s 20 yard line and the goal line. To apply the RZ attribute, add +1 to the offensive team’s advantage roll once the team enters the red zone.

## ToP

The time of possession (ToP) attribute is for teams that chew up the clock. Teams are given this attribute if they are in the top ten in the NFL for average time of possession per drive. To apply the ToP attribute take off 1 extra block of time on the clock while the team is on offense. For a defensive stop take off :30 and for an offensive gain take off :45.

## 3rd

The third down (3rd) attribute is for teams that are in the top 10 of the NFL in 3rd down conversion percentage against. To apply this attribute the defense can add +1 to their advantage roll on any third down play.

## Game Clock

Each play that results in yardage takes :30 off the game clock. If the defense makes a stop then only :15 comes off the game clock.

## Feedback

This is a game demo for a tabletop game that is still in production. Please play the game a few times and send your feedback to [advancedstatsfootball@gmail.com](mailto:advancedstatsfootball@gmail.com). I want to hear what doesn't work, what works really well, errors on the cards, things that will make the game have better flow, things that could be improved. Thanks for trying out the game! Together we can make it better.