

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. On 4th down the offense can punt the ball or kick a field goal.

If the defense wins the roll 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 (1/1, 2/2, 3/3, etc.), that activates a big play. Big plays can swing the momentum of the game. 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 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 or for the rest of the quarter.

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
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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 33 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 55 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 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 that yard line.

Momentum

Big plays can increase momentum for a team. If a big play has happened, then the team that made the big play draws a Momentum card. Each card gives the team a small boost in its advantage roll. These boosts can last for a drive, a quarter, or a half. If the opposing team makes a big play and draws a Momentum card, then all other Momentum cards must be placed on the bottom of the Momentum card pile. Only one team can have an active Momentum card at a time.

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 2 d10 dice and add the roll results. If the receiving team wins the confrontation roll then the roll result will be added to their Return value. If the kicking team wins the advantage roll then the roll result is subtracted from the return team's Return value.

Punts

Roll a confrontation roll to see which team will control the yardage on the punt. The team with the advantage will roll 2 d10 dice and add the roll results. If the receiving team wins the advantage roll then the roll result will be subtracted from the punting team's Punt value. If the punting team wins the advantage roll then the roll result will be added to the punting team's Punt value.

Field Goals

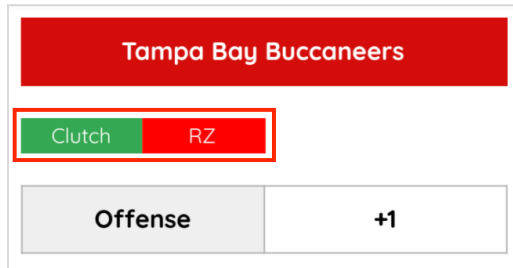
To attempt a field goal roll 2 d10 dice and add the roll results. If the roll result is equal to or less than the team's FG value then the kick is good. If it is higher than the team's FG value then the kick is missed.

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:



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. 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. 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.