

Quick Play Tabletop Football Game

NFL Version

Thanks for downloading this new quick play tabletop football game. In this guide is everything you need to get going and start playing exciting football action!

Setup

Here's what you need to play this football game:

- Team Cards
- 2 d10 dice (different colors)
- Momentum Cards
- Scoresheet or way to keep score
- Clock/timer

Team Cards

Here is a sample team card from the 2021 Champion Los Angeles Rams:

Team Info
Player Info

Team Name —————

Team Attributes —————

Run/Pass Roll Values —————

Offense and Defense Modifiers —————

Punting Value —————

Punt Return Value —————

Kickoff Value —————

Kickoff Return Value —————

Field Goal Value / FG Long —————

Extra Point Value —————

Los Angeles Rams			
Clutch			
Pass	1-59	Rush	60-100
Off	+1	Def	0
Punt		44	
P Return		11	
Kickoff		62	
K Return		20	
FG		94 / 55	
XP		98	

2021
NFC West

Season
Conf/Div

Offense					
Pos	Rushing				
RB	Michel	1-53			
RB	Henderson	54-92			
QB	Stafford	93-100			
Receiving					
Pos	Receiving				
WR	Kupp	1-35			
WR	Jefferson	36-52			
TE	Higbee	53-67			
WR	Woods	68-79			
WR	Beckham, Jr.	80-87			
RB	Henderson	88-94			
RB	Michel	95-100			
Defense					
Pos	Name	Sacks	TFL	FR	Int
DT	Donald	1-33	1-29	1	1
NT	Gaines	34-45	30-35	2	2
DT	Robinson	46-50	36-38	3	3
LB	Floyd	51-74	39-49	4-27	4-10
LB	Reeder	75-78	50-58	28	11-24
LB	Jones	79-80	59	29	25-38
LB	Miller	81-92	60-78	30	39
CB	Ramsey	93	79-92	31-53	40-66
CB	Williams	94	93-96	54-76	67
SS	Fuller	95	97	77	68-73
FS	Rapp	96-100	98-100	78-100	74-100

There are two modes that you can play this game. The first is a quick play mode that does not keep any individual stats. The second mode allows you to slow the game down some and gather individual player stats for each play. How detailed you would like to be depends on you but there is a mechanism to gather individual stats for these categories:

Pass Attempts
 Rush Attempts
 Receptions
 Punt Returns
 Kick Returns
 Field Goals
 Punt Yards
 Kickoff Yards
 Sacks
 Tackles for Loss
 Fumble Recoveries
 Interceptions
 Penalties

American football itself is a complex, heavily strategic game. However, this quick play game brings the gamer down to the field level to watch the players play it out. To improve the flow of the actual play of the game, only a few basic strategies are available to the gamer.

With this simpler presentation of the game also comes a free flowing play-by-play football game that you can play in an hour or two. With a good scoresheet you can also keep both drive-level plays and individual player stats for major categories.

Game Play

The basic game play happens over two rolls—the advantage roll and the yardage roll. To start any play—whether a kickoff, punt, or play from scrimmage—roll 2 d10 dice. This is called the Advantage Roll.

(Note: It is helpful to have two dice of different colors but the game is still playable with dice the same color. You'll just need to work out one for the offense and one for the defense.)

The “winner” of the advantage roll is the team that will control the action on the play and be able to roll for yardage on the Yardage Roll. The offensive team can gain yardage on the Yardage Roll while the defensive team can keep the offensive team from gaining yardage if it wins the Yardage Roll.

For a detailed tutorial on how to play the game, please watch this video demo on YouTube.

Advantage Roll

Each team rolls 1 d10 die. The highest roll value is the team that controls the play.

If the play is a play from scrimmage check to see if the offense or defense has a +1 modifier. If so, add it to the team's advantage roll value.

Offense and defense modifiers do not factor in on punts and kickoffs. The advantage rolls for special teams plays are straight up rolls with no modifiers. In the event there is a tie on a special teams advantage roll, simply reroll until one team has an advantage.

Play Type Roll

The team that wins the advantage roll rolls 2 d10 dice and combine the roll result for a number between 1 and 100. If the result is a 2 and 5 then the roll is a 25.

Compare this roll result with the Pass and Run roll ranges on the team card.

Pass	1-59	Rush	60-100
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Whichever play type range the roll falls into is the type of play for that roll.

Pass Plays

For pass plays, roll 2 d10 dice and add the result together. This is the yardage on the pass. For instance, a roll of 10 and 4 is a gain of 14 yards on the pass play.

Rush Plays

For run plays, roll 1 d10 die. This is the yardage on the run.

Individual Players

If you want to keep track of individual player stats, after the yardage is determined roll 2 d10 dice and combine to get a number between 1 and 100. For rushing plays use the Offense > Rushing chart on the team card to find the player who ran the ball. The player's range that the roll falls into is the player who ran with the football. You should then have the player and how many yards he gained on the play.

For passing plays, consult the Offense > Receiving chart on the team card to find the player who received the pass. You should have the player who made the reception and how many yards he gained on the catch.

It is up to the gamer as to which stats he or she would like to keep. Some might just want to roll the Play Type Roll and move on without tracking individual stats.

Defense

If the defense wins the Advantage Roll then the defense rolls 2 d10 dice to see if the play resulted in an incomplete pass or a big play. Roll 2 d10 dice and combine the roll result to get a number between 1 and 100. If the roll result is not a double (11, 22, 33, etc.) then the result of the play is an incomplete pass. There is no gain on the play and the offense loses a down.

If the result is a double then check the Big Play chart on the Defense column to see if the double results in a big play.

Big Plays

If the play type roll 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. If the result of the roll is a double but not a big play then the play results in an incomplete pass.

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.

Special Teams

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.

Miscellaneous

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:

Los Angeles Rams

Clutch

Here is an explanation of each team attribute:

Clutch

The clutch rating is used on offensive drives that start in the final 5:00 of the 4th quarter (or in overtime). The team must be tied or behind in the game for the modifier to be

applied. This modifier is given to teams that are in the top 10 of the NFL in game-winning drives for the season. To use the rating, add +1 to the advantage roll for the offense. This value is added even if the team has an Offense modifier and/or Momentum modifier.

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 a defensive attribute and is given to 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, etc.. Thanks for trying out the game! Together we can make it better.