

Tabletop Football Game

What You Need

- 1 D6
- 2 D10
- Paper
- Pen

Setup

Head-to-head

If the game is head-to-head play then offenses and defenses should be chosen secretly. Each player should write down what type of offense and defense he/she wants to run then reveal them to one another at the same time.

Solo play

For solo play, the player should choose which type of offense to run for the game. There are five offense types:

- **Balanced** (50% Run / 50% Pass)
- **Pass-First** (60% Pass / 40% Run)
- **Run-First** (60% Run / 40% Pass)
- **Pass Heavy** (70% Pass / 30% Run)
- **Run Heavy** (70% Run / 30% Pass)

Choose your defense type

Next, choose your defense type. There are four defense types in the game:

- **5-2** (70% Run / 30% Pass)
- **4-3** (60% Run / 40% Pass)

- **3-4** (60% Pass / 40% Run)
- **Nickel** (70% Pass / 30% Run)

If you are playing the game solo, choose your offense and defense then roll 1 D6 to see which offense you will play against. Then roll 1 D6 to see which defense you will play against. Here are the roll possibilities:

Offenses

- **1-2** = Balanced
- **3** = Pass-First
- **4** = Run-First
- **5** = Pass Heavy
- **6** = Run Heavy

Defenses

- **1** = 5-2
- **2-3** = 4-3
- **4-5** = 3-4
- **6** = Nickel

Game Play

Coin toss

Each game starts with the coin toss. You can use an actual coin to see who receives the ball or you can roll 1 D6 die. 1-3 is the visiting team, 4-6 is the home team. The team that wins the coin toss can choose to receive the ball first or defer to the second half.

Kickoffs

Kickoffs happen at the beginning of each half, at the beginning of overtime, and after each score. Roll 1 D6 die to get the result of the kickoff.

1-3 = Kickoff return

4-6 = Touchback

Kickoff Returns

If the result of the kickoff roll is not a touchback then there is a kickoff return on the play. The kickoff is caught at the 2 yard line. The player should roll 2 D10 dice to figure the return yardage.

For example, if the roll results are 2 and 3, then the return is 23 yards from the 2 yard line. If the roll result was 5 and 1 then it would be a 51 yard return from the 2 yard line.

If the result of the kickoff return yardage is equal to or greater than 100 (a roll of 98-100) then the result of the play is a kickoff return for TD.

Touchbacks

If the result of the kickoff is a touchback then the ball is placed at the receiving team's 20 yard line, starting 1st and 10 from the 20.

Play by play

Each play begins by rolling 1 D10 for the offense and 1 D10 for the defense. The type of play that is run is based on the type of offense and defense each team runs. The possibilities for each offense are:

Balanced Offense

1-5 = Run
6-10 = Pass

Pass-First Offense

1-4 = Run
5-10 = Pass

Run-First Offense

1-6 = Run
7-10 = Pass

Pass Heavy Offense

1-3 = Run
4-10 = Pass

Run Heavy Offense

1-7 = Run
8-10 = Pass

The possibilities for the defenses are:

5-2

1-7 = Run
8-10 = Pass

4-3

1-6 = Run
7-10 = Pass

3-4

1-5 = Run
6-10 = Pass

Nickel

1-4 = Run
5-10 = Pass

If the play type of the offense and the defense are the same (i.e., both roll a pass or run) then the defense has control of the play. If the play types are different (one is run and the other pass) then the offense will control the play.

For example, let's say the offense is Balanced and it rolls a 2, which is a run play. The defense is Nickel and it rolls a 9, which is a pass play. The offensive play is a running play and the offense controls the play in this example. We now know that the play was a run against a passing defense.

Offensive control

Running plays (offense)

To get the yardage for a running play, roll 1 D6 and check it against these roll results:

1-5 = number of yards gained on the play
6 = roll 1 D10

If the roll is a 6 then the offense will roll 1 D10 and check the roll result. If the result is 1-9, then the D10 result is added to the 6 that was initially rolled. For example, if the D10 result was a 7 then that is added to the original roll of 6 to get 13. The run play went for 13 yards.

If the roll result of the D10 is a 10 then the offense should roll both D10 dice and combine them then add the original 6. So if the roll result is a 3 and a 7 then the result of the play is a 43 yard run (3 and 7 to make 37 plus the original 6 to make 43).

If the result of the run is longer than the distance to the goal line then the result of the play is a rushing touchdown.

Passing plays (offense)

If the offense controls the play and the play type is a pass, the offense will roll 1 D10 and check the results against these roll results:

1-9 = number of yards gained on the pass

10 = roll 2 D10s

If the result of the passing roll is a 10 then the offense will roll both D10 dice and combine the roll results to get the passing yardage for the play. For example, a roll of 3 and 9 would result in a 39 yard pass play.

If the result of the pass is longer than the distance to the goal line then the result of the play is a passing touchdown.

Defensive control

If the offense play type and the defense play type are the same on the initial roll then the defense controls the play.

Passing plays (defense)

If both offense and defense have rolled a passing play then roll 1 D10 and check the result against the following:

1-9 = Incomplete pass

10 = Interception

If the result of the roll is an interception, the defense rolls both D10 dice and combines the results. This gives the yardage for the interception return. For example, if the roll is a 2 and 6 then the interception is returned 26 yards. If the interception return yardage is greater than the yardage to the goal line then the result of the play is a touchdown.

Rushing plays (defense)

If both offense and defense have rolled a rushing play on the initial roll then roll 1 D6 to get the result of the rushing play checking it against the following:

1-5 = Yardage of the rushing play

6 = roll 1 D6 again

If the roll is a 6 then the rushing play resulted in a tackle for loss. Roll 1 D6 again to find out how many yards the offense lost on the play. For example, if the roll is a 5 then the rushing play resulted in a 5 yard loss on the play.

Punting

If the offense chooses to punt on 4th down then the offense should roll 1 D6 and 1 D10. Combine the two results (D6 first) and that will tell you the yardage of the punt and return combined. For example, if the D6 roll is a 4 and the D10 roll is a 2 then the combined yardage for the punt is 42 yards. If the kicking team was kicking from the 50 yard line then the ball would be spotted at the 8 yard line of the receiving team. The receiving team takes over 1st and 10.

Field goals and extra points

To go for a field goal or an extra point, the offense will roll 2 D10 dice and combine the roll results. For example, if one D10 result is a 5 and the other is an 8 then the roll result is a 58.

XP

1-93 = Good

FG

0-29 yards

1-99 = Good

30-39 yards

1-93 = Good

40-49 yards

1-75 = Good

50+ yards

1-67 = Good

Keeping time

Each play in the game takes some time off the clock. You should keep up with the time throughout the game to determine when each quarter and half ends. Different plays take different amounts of time off the clock:

Incomplete Pass, Punt, Kickoff, Field Goal = 15 seconds

Run, Complete Pass = 30 seconds

2 minutes

Inside of 2 minutes before each half ends all plays take only 15 seconds off the clock.

Hail Mary

The offense can run a Hail Mary when they have 60 yards or less to get to the endzone. Typically, this is a last-ditch effort to score a touchdown at the end of the half or the game. To throw a Hail Mary the offense should roll 2 D10 dice and refer to the following:

1-99 = Incomplete pass

100 = Touchdown

Feedback

This game is genuinely in the infant stages but I'd love for you to roll a game or two and let me know what you think. I don't have much experience with playing football cards and dice games and I could definitely be out of my league here (pun intended). If this game is too long, drawn out, or too similar to another successful game please let me know. I don't want to spend a lot of time working on a game that shouldn't be made. If there is some merit here, though, please let me know and I'll continue to put some time into it. You can email me at brianhaferkamp@gmail.com.

Begin Play

Roll for Offense (1 D10)

Roll for Defense (1 D10)

Offense Types	Defense Types	Kicking
Balanced 1-5 = Run 6-10 = Pass	5-2 1-7 = Run 8-10 = Pass	Kickoffs 1-3 = Kickoff return 4-6 = Touchback
Pass-First 1-4 = Run 5-10 = Pass	4-3 1-6 = Run 7-10 = Pass	XP 1-93 = Good
Run-First 1-6 = Run 7-10 = Pass	3-4 1-5 = Run 6-10 = Pass	FG <i>0-29 yards</i> 1-99 = Good
Pass Heavy 1-3 = Run 4-10 = Pass	Nickel 1-4 = Run 5-10 = Pass	<i>30-39 yards</i> 1-93 = Good
Run Heavy 1-7 = Run 8-10 = Pass		<i>40-49 yards</i> 1-75 = Good
		<i>50+ yards</i> 1-67 = Good

Different play types	Same play type
Offensive control <i>Passing (1 D10)</i> 1-9 = Completion yardage 10 = Roll 1 D10, result + 10 for yardage 10 = Roll 2 D10, combine for yardage <i>Rushing (1 D6)</i> 1-5 = Rushing yardage 6 = Roll 1 D10, result + 6 for yardage 10 = Roll 2 D10, combine then + 6	Defensive control <i>Passing (1 D10)</i> 1-9 = Incomplete pass 10 = Interception, roll 2 D10 for yardage <i>Rushing (1 D6)</i> 1-5 = Rushing yardage 6 = Roll 1 D6, result is negative yardage