

Advanced Stats Football

Welcome to Advanced Stats Football (ASF), a tabletop American football game. The following guide will get you up and running with the game and explain each of the different rolls. If you have any questions or feedback, please use the email at the end of the guide. Here's everything you need to play a game of ASF.

What you need

Player cards
2 D10 dice (any colors)
Notebook
Pen/Pencil

How to play

Kickoffs (0:15)

To perform a kickoff roll 2 D10 dice and combine the number to get the roll result. For example, if the roll is a 5 and 1 then the roll result is 51. Compare the result against the kickoff chart:

1-62 = Touchback
63-80 = 20 yd return
81-90 = 30 yd return
91-100 = Roll 2 D10 dice for yardage

Each kick off return begins at the 2 yard line so add 2 yards to the kickoff return. Kickoffs take 0:15 off the clock.

Play calling

There are two ways to choose plays in ASF. The gamer can choose the play manually and decide whether it will be a run or pass or let the dice decide. Each team has tendencies toward run or pass and those are reflected at the bottom of the RB card. Under the team city and nickname are the auto play calls.

To perform an auto play call, roll 2 D10 dice and check the play calling results.

Gamers can also choose play types manually by simply saying which type of play he/she wants to run. The play will either be a run or pass.

Rushing (0:30)

If the play call is a run play then roll 2 D10 dice and combine the rolls to get the roll result. For example, if the roll is a 3 and 8 then the roll result is a 38. Compare the roll result to the running back's *first contact* chart. This is how many yards the running back gained before the defense makes the first contact on the back. The back will be guaranteed this many yards even if he does not gain any yards after contact.

Not every back goes down at the point of contact on each running play. Sometimes he will get past the first tackler and gain extra yards after the first contact. To simulate that we have the run after contact (RAC) chart. After determining the yards before contact, roll 2 D10 dice, combine the two rolls and compare them against the player's RAC chart.

If the result is No RAC then the back has been tackled on first contact. Whatever his initial gain was is all he got on the play. If the roll result points to RAC then roll 1 D10 die and get the result. Add the yards before contact with the RAC result to get the total yards gained on the run.

Explosive plays

Explosive plays can change a game. For running backs, this means runs of 10+ yards. When the chance for an explosive play presents itself, roll 2 D10 dice and then combine the results to get the roll result. For example, if the rolls are 7 and 1 then the roll result is 71 yards. If the explosive play happens on the first contact chart then the result of the play is a 71 yard run. If the explosive play happens on the RAC chart then add the yards before contact to the explosive play result to get the total yards gained on the play.

If an explosive play goes for more yards than is necessary to score, adjust the total yardage to equal the number of yards needed to score. For example, if the play starts at the opponent's 20 yard line but the explosive play goes for 56 yards, adjust the total gained to 20 yards and credit the running back with a touchdown.

Fumble

If the result of the RAC roll is a fumble, roll 2 D10 dice and combine to see who gets possession of the ball. If the roll result is 1-50 then the offense retains possession. If the roll result is 51-100 then the defense gets possession on the turnover. If the defense gets possession and the roll result is a double then the defense scoops the ball up and returns the ball. To find the return yardage roll 2 D10 dice and combine the roll numbers to get the roll result. The roll result is the number of yards the fumble was returned by the defense. If the return yardage is greater than the distance to the goal line then the result is a touchdown for the defense.

Passing (0:15 or 0:30)

If the result of the play call is a pass (or the gamer has manually chosen a pass play), roll 1 D10 die to get both the direction and depth of the pass. (The gamer can also manually choose the depth and direction of the pass and skip this roll.) There are 6 passing zones in TFBA and each correspond to a single D10 roll:

- 1-3 = Short left
- 4-5 = Short middle
- 6-7 = Short right
- 8 = Deep left
- 9 = Deep middle
- 10 = Deep right

Once the zone has been chosen, roll 2 D10 dice to get the result of the pass. The pass can be complete, incomplete, a sack, a fumble, or an interception.

Complete pass

If the result of the roll is a completed pass then roll 1 D10 to get the yardage gained. For short passes the roll result is the yardage gained on the completion. For deep passes add 15 to the roll to get the yardage of the completion.

To determine which receiver gets the pass follow this chart:

- WR1 = Left
- TE = Middle
- WR 2 = Right

Many pass plays include a gain of yardage after the catch (YAC) is made. After determining the completion yardage, roll 2 D10 dice and compare the result with the chart of the receiver who caught the pass. The receiver can gain YAC, get no YAC, have an explosive play, or fumble the ball after the catch is made.

YAC

To figure YAC, roll 1 D10 and add the roll result to the completion yardage. For example, if the pass is completed deep left for 20 yards (5 + 15) and WR1 gets yards after the catch, roll 1 D10. If that roll result is a 4 then it is added to the 20 yards gained on the play, making the total yardage 24 yards on the catch.

If there is no YAC then the completion result is the total catch result of the play. In our example above the catch would go for 20 yards.

Fumble

If the result of the receiver's roll is a fumble then roll 2 D10 dice to see whether the offense or defense gets possession of the ball. If the roll result is 1-50 then the offense retains possession. If the roll result is 51-100 then the defense recovers and takes over possession.

If the defense recovers the ball and the result of this roll is a double (5/5, 6/6, 7/7, 8/8, 9/9, 10/10) then the defense gets the opportunity to return the fumble. Roll 2 D10 dice and combine the results to get the roll result. For example, if the roll is a 1 and 4 then the fumble is picked up and returned 14 yards from the spot of the reception.

Explosive plays

For an explosive play on a catch, roll 2 D10 dice and combine the results (see the rushing section for an explanation on how to figure explosive plays). Add the explosive play result to the completion yardage to get the total yardage for the completion. In our example above, if the explosive play result is 29 then add 29 to the completion result of 20. The total yardage would be 49 yards on the completion.

If an explosive play goes for more yards than is necessary to score, adjust the total yardage to equal the number of yards needed to score. For example, if the play starts at the the gamer's own 20 yard line but the explosive play goes for 86 yards, adjust the total gained to 80 yards and credit the quarterback and receiver with a touchdown.

Interception

If the result of the pass is an interception, roll 2 D10 dice and combine the rolls to find the roll result. For example, if the two rolls are 1 and 8 then the roll result is 18. If the roll result is a double then the defense can return the interception. To find the interception yardage, roll 2 D10 dice and combine the two rolls. The roll result is the return yardage on the interception. Figure the return yardage from the line of scrimmage on short passes and from the line of scrimmage + 15 for deep passes.

For example, if an interception happens on a pass to the deep middle and the interception return is 29 yards, figure the line of scrimmage + 15 yards then that is where the return yardage should begin to be marked off on the field.

Kicking (0:15)

To attempt a field goal, you first need to figure the distance of the field goal attempt. Starting at the yardline where the play begins add 17. This accounts for the 10 yard endzone and the holder setting up 7 yards behind the line of scrimmage. The result of the line of scrimmage + 17 will be the yardline from which the kicker will be attempting the field goal.

To perform the kick, roll 2 D10 dice and consult the kicker's probability chart. Combine the dice rolls to get the roll result. If the rolls are 7 and 2 then the roll result is 72.

Compare the roll result against the kicker's probability chart. If the roll result is *less than* the result on the kicking chart then field goal is good. Note that kickers are rated at certain distances and the probability of making longer kicks is less than shorter kicks.

Extra points are figured the same way. Roll 2 D10 dice, combine the rolls to get the roll result, and compare the roll result with the kicker's XP probability.

Punting (0:15)

To punt the ball, roll 2 D10 dice and combine the results of the rolls. For example, if the rolls are 6 and 9 then the roll result is 69. Compare that result to this table to get the distance of the punt:

1-10 = 20 yards
11-40 = 30 yards
41-60 = 40 yards
61-80 = 45 yards
81-90 = 50 yards
91-100 = 60 yards

This is considered the net result of the punt and the return. There is no separate return on the play. Set the new line of scrimmage according to the punt yardage.

Clock management

It is necessary to keep track of the time that has elapsed in each game. Here is the amount of time each play takes off the clock in normal situations:

Kickoff = 15 seconds
Rush = 30 seconds
Pass (Complete) = 30 seconds
Pass (Incomplete) = 15 seconds
Punt = 15 seconds

Field Goal = 15 seconds

In the event that play that takes 30 seconds is run with only 15 seconds left on the clock, run the play as normal and run the clock down to 0:00.

If there are less than 2 minutes in the 2nd or 4th quarters, each play only takes up 15 seconds of time. Each quarter is 15 minutes long and teams play a 10-minute overtime period if the score is still tied at the end of the 4th quarter. If the team receiving the ball scores a touchdown on its first possession in overtime the game is over. Please see [the official NFL site for more overtime rules](#).

Keeping track of game action

The easiest way to keep track of the game action is with a pen or pencil and paper. Here is a good format to use:

Team	Down	Distance to go	Line of scrimmage	Play type	Play result	Time
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Feel free to keep track of detailed results or not. All of the skill position players have attributes that will affect every play but all of the skill position players are not available in the game. Only the key contributors factor into the results.

Feedback

Advanced Stats Football is a brand new game that has only been played a few times. It's being released at the earliest possible stage for play testing and creating a better game overall. Please play with the demo teams and let me know what needs to be improved or added. If you have suggestions or find errors in the game or game play guide please email Brian at brianhaferkamp@gmail.com.

Download game parts

You can download any of the game parts here:
<https://brianhaferkamp.github.io/tabletopfootballgame/>

Please do not distribute the game components themselves. If you'd like to share the game with others, please share the link above and have them download the game components. ASF is still very much in development and changes to the demo will be made at the above URL until the game is ready for sale.