

FATE Accelerated Football

Draft 1.1 September 30, 2013 - Blue Tyson

Ideas for sport have been running around in my head for a while, so I thought I'd begin with the type of sports game I have played the most.

FAE Football will be a game on several levels. A basic strategy game, an advanced strategy game and a further advanced roleplaying game as you like.

THE BASIC GAME

A game for two players to use FAE and Fate dice to run a simple generic American Football simulation. It can also be four players or more as you like with players running offense/defense platoons. A basic understanding of the game in which you have 4 downs to gain 10 yards is definitely useful.

Starting the Game

Toss a coin or roll dice until someone gets a higher number to determine who gets to choose kicking off or receiving.

Kick Return

Fumble: Roll 4dF, on a negative the kicking team recovers.

-4	10	-4	5 Fumble
-3	8	-3	8
-2	5	-2	10
-1	2	-1	15
0	GL	0	20
+1	TB	+1	30
+2	TB	+2	40
+3	TB	+3	50
+4	TB	+4	TD

Timing

A game is four quarters of 15 minutes each. The clock stops at the final two minutes of each half.

15 seconds: Kicks, Incomplete Pass, Out of Bounds, Penalty, Two Minute Warning, Timeout

30 seconds: Other Plays

Timing Mechanisms

You can use a scoresheet pad with four boxes for each minute of the game, in four fifteen minute quarters. You could utilise polyhedra to count down the boxes with 3 twenty sided dice. Use a deck of cards and take the Aces and Kings from a second deck of a different colour to get 60 cards and use those to count with. If you have tons of FATE Dice you could utilise a placement system, putting a die on the table on a minus face is 30 seconds. Turn it to blank for another 15 and then plus for another 15. Or multiple digital options. Up to you.

Timeouts

Each coach has three timeouts per half. These can be used to reduce a 30 second or two increment play to 15 seconds or 1 increment.

Yardage Mechanisms

A d100 or percentage dice can be used to track how many yards to go to the end zone. A d10 can be used to track how many yards to be gained for a first down. Otherwise, your standard scoresheet methods. Or actual mark it off on a football game board

Basic plays

These are the zones that the coach calling plays on either side of the ball targets.

Offense

Run Inside

Run Outside

Screen Pass

Quick Pass

Short Pass

Long Pass [Outside 20 Yard line only]

Strategy

Play Action [Short or Long Pass Only]

Draw

Punting - if the offense wants to kick the ball away they just declare this and resolve on the table below as per the kickoff method.

Defense

Run

Neutral

Pass

Prevent

Blitz

Resolution

The defense and offense choose their plays and then reveal. If you want a Fate dice implementation. The offense should use two of different colours and a third for Play Action or Draw if they like. The defense can use two of different colours similarly.

Offense Play Selection

Die 1	Die 2	Die 3
- Run Inside	Quick Pass	
0 Screen Pass	Short Pass	Draw
+ Run Outside	Long Pass	Play Action

Face	Die 1	Die 2	Die 3
-	Run Inside	Quick Pass	
0	Screen Pass	Short Pass	Draw
+	Run Outside	Long Pass	Play Action

Defense Play Selection

Face	Die 1	Die 2
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-	Run	
0	Neutral	Blitz
+	Pass	Prevent

Tactical Matrix - Offense Vertical, Defense Horizontal

	Run	Neutral	Pass	Prevent	Blitz
Run Inside	-1	0	0	0	0
Run Outside	-1	0	0	0	0
Screen	-1	0	1	2	2
Quick Pass	0	0	-1	0	2
Short Pass	+1	0	0	-1	Pass Rush
Long Pass	+2	0	0	-2	Pass Rush
Draw	+1	0	-1	-1	+2
Play Action	+1	0	-1	-2	Pass Rush

Yardage

Run Plays

Roll 4dF - +3/+4 gets to roll on Short Gain and then Long Gain tables on a second +3/+4

Roll	Run Inside	Short Gain	Long Gain	Run Outsd	Short Gain	Long Gain
-4	-1	10	20	-7	10	22
-3	0	11	22	-5	12	25
-2	1	12	25	-1	13	30
-1	2	13	30	2	14	35

0	3	14	35	4	15	40
+1	5	16	40	6	16	50
+2	7	18	45	8	18	60
+3	9	20	50	9	20	80
+4	Short Gain	Long Gain	60	Short Gain	Long Gain	100

Pass Plays

First you must determine if the pass is complete via the pass difficulty table. Difficulties are adjusted by the modifier from the Tactical Matrix. If the difficulty is bettered, go the yardage matrix. If the difficulty is achieved exactly on a Short or Long, go to the Pass Rush table but add one to the roll.

Pass	Difficulty
Screen	See tble
Quick	-1
Short	0
Long	+1

Screen Pass

-4	Intercepted
-3	Incomplete
-2	Resolve yardage as Run Outside above
-1	Resolve yardage as Run Outside above
0	Resolve yardage as Run Outside above
+1	Resolve yardage as Run Outside above
+2	Resolve yardage as Run Outside above x 2
+3	Resolve yardage as Run Outside above x 3

+4	Resolve yardage as Run Outside above x 4
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If the pass is complete, resolve yardage

Roll	Quick Pss	Short Pass	Long Pass	LG Quick	LG Short	LG Long
-4	1	8	20	20	22	50
-3	2	10	22	22	24	52
-2	3	11	25	24	25	55
-1	4	13	28	25	30	58
0	5	15	30	30	40	60
+1	6	16	38	40	50	65
+2	8	18	45	50	60	80
+3	LG	LG	LG	80	90	95
+4	LG	LG	LG	100	100	100

Pass Rush

-4	Sack
-3	Sack
-2	Sack
-1	QB Run [resolve as Run Outside]
0	Incomplete
+1	Incomplete
+2	Complete [resolve yardage as per play type]
+3	Complete
+4	Complete

Punting

On a Fumble roll 4dF, on a negative result the kicking team recovers.

Roll	Punt	Roll	Return
-4	20	-4	Fair Catch Fumble
-3	25	-3	Fair Catch
-2	30	-2	4
-1	35	-1	6
0	40	0	10
+1	45	+1	15
+2	50	+2	20
+3	55	+3	30
+4	60	+4	100

Like completing a pass, kicking a FG has a difficulty range on a 4dF roll. The distance of a Field Goal attempt is 17 yards from the line of scrimmage. Use the 18-19 range for a kicked extra point after a touchdown.

Distance	Difficulty
18-19	-3
20-29	-2
30-39	-1
40-49	0
50-53	+1
54-57	+2
58-59	+3
60-63	+4

THE ADVANCED GAME

Here a gamemaster/umpire will have a role.

Approaches

Careful
Clever
Flashy
Forceful
Quick
Sneaky

Positions

Wide Receiver
Tight End
Fullback
Running Back
Offensive Tackle
Offensive Guard
Offensive Centre
Kicker
Cornerback
Safety
Outside Linebacker
Inside Linebacker [Middle Linebacker]
Defensive End
Defensive Tackle [Nose Tackle]

Coaches

Players should do the team Coach as a FAE character as a starting point. Then as a possible game starting point you can build out everything from there as you play. From Blinged Out Wideouts to Injury Prone, Glue Handed Tight Ends and Red Rag to a Bull Linebackers.

Rules to come for tactics, but you can of course wing it with the usual rules, aspects and create advantages.

Players are used generically here, without tactical lineups and formations, which comes in the

later version.

Player Position Approach Template Guidelines

Ap	WR	TE	FB	RB	OT	OG	OC	K	CB	SF	OL	IL	DE	DT	P
Ca	+1	+3	+2	+1	+3	+2	+2	+3	+2	+3	+2	+3	+1	+2	+3
Cl	+1	0	+1	0	+2	+2	+3	0	+1	+1	+1	+2	0	+1	0
Fl	+3	+1	0	+2	+1	+1	+1	+2	+2	0	+3	0	+2	+1	+2
Fo	0	+2	+2	+1	+2	+3	+2	+1	0	+1	+1	+2	+2	+3	+1
Qu	+2	+1	+1	+3	0	0	0	+2	+3	+2	+2	+1	+1	0	+2
Sn	+2	+2	+2	+2	+1	+1	+1	+1	+1	+2	0	+1	+3	+2	+1

Play Types and Approaches Guidelines

Play	Approach 1	Approach 2	Approach 3
Run Inside	Forceful	Careful	Quick
Run Outside	Quick	Flashy	Clever
Screen Pass	Sneaky	Clever	Quick
Quick Pass	Careful	Quick	Clever
Short Pass	Clever	Careful	Flash
Long Pass	Flash	Forceful	Careful
Play Action	Sneaky	Clever	Flashy
Draw	Sneaky	Clever	Forceful

1 = Approach 1 on Play List, 2 = Approach 2 on List, 3 = Approach 3 on Play List

Roll	Run Inside	Roll	Run Outside
-4	IL + DT 3	-4	DE + OL 3

-3	DT 2	-3	DE 2
-2	IL 1	-2	OL 1
-1	OC vs DT 2	-1	OT vs DE 2
0	FB vs IL 1	0	FB vs OL 1
+1	OG vs IL 3	+1	OG vs OL 3
+2	OG 1	+2	OT 1
+3	OC 2	+3	OC 2
+4	OC + OG 3	+4	OT + OG 3

If only a defender rating or the defender rating is higher than an offensive player rating, then subtract that number from the yardage. The most you can lose on Run Inside is 3 yards. If only an offensive player rating of the offensive player rating is higher then add that number to the yardage. If a contest and the ratings are equal, use the original yardage.

Passing Approaches are applied to determine whether the pass is complete, not for yardage. Here the differential is applied, not the highest in a contest. So if the offensive rating is +2 and the defensive rating is +3 then subtract 1 from the completion roll. If the offensive rating was +1 and the defensive rating 0 then add 1 to the completion roll.

Roll	Quick Pass	Roll	Short Pass	Roll	Long Pass
-4	DT vs OG 3	-4	DT vs OG 3	-4	DT vs OG 2
-3	DE vs OT 2	-3	DE vs OG 2	-3	DE vs OG 3
-2	DT vs OC 1	-2	OL vs FB 1	-2	OL vs FB 2
-1	OL vs FB 2	-1	OL vs FB 2	-1	OL vs FB 1
0	QB vs FS 1	0	QB vs FS 1	0	QB vs FS 1
+1	FB vs IL 1	+1	WR vs CB 3	+1	WR vs CB 1
+2	RB vs OL 1	+2	TE vs SS 1	+2	WR vs CB 2
+3	TE vs SS 2	+3	WR vs CB 2	+3	TE vs SS 2
+4	WR vs CB 3	+4	RB vs OL 3	+4	RB vs OL 3

FATE events

Each play the GM/Umpire [or defensive player not rolling] should roll 4dF. On a -2 or less something has happened on the play, a penalty, injury or fumble, roll again. On an incomplete pass, roll another 4dF. An interception occurs depending on the roll and type of pass:

Roll	Play Type
-4	Quick, Short, Long
-3	Short, Long
-2	Long [only if second 4dF roll is negative]
-1	Incomplete
0	Incomplete
+1	Incomplete
+2	Incomplete
+3	Incomplete
+4	Incomplete

Roll twice once for interception point from the line of scrimmage, and once for the return.

Roll	Quick Pass	Short Pass	Long Pass	Roll	Return
-4	0	10	20	-4	-1
-3	1	12	24	-3	0
-2	2	14	26	-2	2
-1	3	16	28	-1	5
0	4	18	30	0	10
+1	5	20	35	+1	20
+2	6	22	40	+2	30
+3	7	24	45	+3	50

+4	10	25	50	+4	100
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On a Fumble on the second roll, 4dF again and if the roll is 0 or less, the defensive team recovers.

Roll	Type	Roll	Result
-4	FATE	-4	Fumble, 4dF <= 0
-3	FATE	-3	Fumble, 4dF <=0
-2	FATE	-2	Penalty
-1	Normal	-1	Penalty
0	Normal	0	Injury
+1	Normal	+1	Injury
+2	Normal	+2	Injury
+3	Normal	+3	Injury
+4	Normal	+4	Injury

Injured Player - BC = Ball Carrier on the current play

-4	Quarterback	-4	Season
-3	Wide Receiver	-3	Game
-2	RB/FB	-2	Half
-1	OC/OG/OT	-1	Quarter
0	Ball Carrier	0	Series
+1	DE/DT	+1	4 Plays
+2	OL/IL	+2	3 Plays
+3	SF	+3	2 Plays
+4	CB	+4	1 Play

Take it in turns to pick the injured position if there is a choice. The first player chooses the first time, the other player the next time. If a generic player in the advanced game is injured, their replacement has the same Approaches order, but all ratings are 1 less. If there is a second injury at that position, use the same system: all Approaches are two less, etc.

If you have lots of FATE dice one way to represent this would be to set out 11 dice for each offense and 11 for each defense. If the starter at a position is playing, show the “+” face. If a backup, show the “ “ face. If third string, show the “-” face, etc. Packs of 12 FATE dice from Evil Hat are enough for one platoon and a kicker! Any dice would do for this strategy, of course. A whole bunch of little cheap d6, too.

Penalties

1. Offside - 5 yards
2. Movement - 5 yards [No Option]
5. Personal Foul - 15 Yards [From end of play if on Defense, Line of Scrimmage Offense]
6. Facemask - 5 Yards [From end of play if on Defense, Line of Scrimmage Offense]
7. Holding - 10 Yards if Offense, 5 Yards and 1st Down if Defense
8. Pass Interference - 15 Yards if Offense, Down and Play count, 1st Down at spot of foul if Defense. Determine spot of foul the same way as the point of interception.
10. Intentional Grounding - 15 yards, down counts. Only on an incomplete pass, or ignore.
14. Illegal Procedure - 5 yards [No Option]
15. Kickoff out of bounds - 5 yards and rekick, or take ball at team's own 35

Column 1 = Runs, Quick, Screen and Field Goal

Column 2 = Short and Long Passes

Column 3 = Punts and their returns

Column 4 = Kickoffs and their returns

Roll	1	Roll	2	Roll	3	Roll	4
-4	Off 5	-4	Off 5	-4	Kick 14	-4	Kick 15
-3	Off 7	-3	Def 7	-3	Kick 5	-3	Kick 1
-2	Off 2	-2	Off 8	-2	Return 5	-2	Return 5
-1	Def 1	-1	Off 7	-1	Kick 1	-1	Return 5
0	Off 1	0	Off 1/2	0	Return 1	0	Kick 5

+1	Def 2	+1	Def 1/2	+1	Kick 5	+1	Return 5
+2	Def 5	+2	Def 8	+2	Return 5	+2	Return 5
+3	Def 7	+3	Def 5	+3	Return 5	+3	Return 5
+4	Def 7	+4	Def 7	+4	Return 1	+4	Return 1

SUPER ADVANCED

More to come

Tactical Positioning of individual players, zones, aspects and other roleplaying options to come.

Solitaire system.

Off-field shenanigans.

Fast one-roll game results and short game tactics.

A bit more rules of the game clarification for the not so familiar.

Other genres. cf Blood Bowl

Advancement.

Different player ability levels.

More play options

Weather effects.

Chain measurement.

Big plays and Fate Points.

Gadget Plays

Inspirations

Statis Pro Football, Strat-O-Matic Football and Diaspora.