

QUICK PLAY SPORTS - FÚTBOL (SOCCER)

INTRODUCTION

Most matches come down to a few deciding plays. *QPS Fútbol* aims to capture those key moments that generate scoring chances, goals, saves, and lightning counterattacks. We've borrowed the concept of passing dice (d6) versus REP from the Two Hour Wargames engine.

HOW TO PLAY

We've assigned Ratings for each team in the following four areas:

- Offence (O)
- Defense (D)
- Midfield (M)
- Goal Keeping (G)

BUILDING RANDOM TEAMS

Here's a quick and easy way to randomly build teams and leagues.

- Each Manager gets to make his team; he can spread 14 plus a 1/2d6 Rating Points across the four areas with no one being more than 5.

Leagues would be based on Total Ratings.

- Premier Leagues (EPL, Bundesliga) – 16+
- Tier 2 Leagues (MLS, League 1) – 13 to 15.
- Collegiate Leagues – 10 to 12.
- Prep Leagues – 9 or lower.

CHANCES

Each match is divided into two halves with each having four Chances or key moments. Here's how we do it:

1. Start on the Chance Table.
2. Roll 2d6, add the results and go down the left-hand column to the appropriate row.
3. Go across to see the results and follow the directions to the next table.
4. When a Goal is scored, the Chance has been completed.
5. When you have gone through the Chance Table four times roll 1d6. If a 1 or 2 is rolled, play 1 more Chance (extra time). If you do not, the half is over.
6. Go on to the second half and finish the match.
7. If a match results in a tie, and the situation does not allow ties, such as the championship, you play two overtime chances, but a score ends the match.

8. If the match is still tied use the PK Table with each team getting five shots.
9. If the match still tied then go to sudden death Penalty Kicks, with the first attempt determined by a coin flip.

PASSING D6

The numbers found in the upper left-hand corner of each table tells you how many d6 to roll.

When asked "pass" d6 here's how we do it:

- Roll the number of d6 asked for, usually 3.
- Read each d6 result individually and compare each to the Rating.
- If the result is equal or less, you have passed.
- If the result is greater, you have failed.

PLAYMAKER DICE

Every team has one or more Playmaker players. To represent them we use Playmaker Dice. Here's how we do it:

- At the start of each half each player rolls 1d6 and reads the result as rolled.
 - (1 – 2) = 3 Playmaker Dice.
 - (3 – 4) = 4 Playmaker Dice.
 - (5 – 6) = 5 Playmaker Dice.
- Teams playing at Home will receive 1 extra Playmaker Dice each half.
- The Playmaker Dice can be used at any time before rolling on any table.
- Players are allowed to add as many Playmaker Dice to the number of d6 they would normally roll on any table.
- Once used the Playmaker Dice is discarded.

SOLO PLAY PLAYMAKER DICE

When playing solo the Non-Player Team will use their Playmaker Dice based on a 1d6 roll. Here's how we do it:

- Look on the appropriate table to see when the PP Player will use Playmaker Dice.
- Roll 1d6 for each Playmaker Dice. If the number on the table is rolled, the NP will use that Playmaker Dice.
- If the last chance of the half, increase the NPC number to be rolled to use the Playmaker Dice, by 1.

SOLO PLAY

Solo play is very easy and I recommend getting two sets of three dice (3d6) with each set being easily identified such as using white dice for the USA and red dice for

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Germany. Assign one team to be Team A and the other to be Team B.

END OF MATCH HOUSEKEEPING

When playing a season or multiple-game tournament, there is a bit of housekeeping that each player must do at the end of each match:

- Injuries.
- Cards and Suspensions.

INJURIES

Players may get injured during the game. To reflect their loss we take away Playmaker Dice for the next one or two matches. Here's how we do it:

- Roll 1d6, read the result as rolled, and consult the Injury Table.
- Injuries can stack over multiple matches.

1	INJURY TABLE
<i>(Read the result as rolled)</i>	

#	RESULT
1	All players are fine.
2	All players are fine.
3	All players are fine.
4	All players are fine.
5	1 Playmaker die lost for the next match.
6	2 Playmaker dice lost for the next two matches.

CARDS AND SUSPENSIONS

Just like players can get hurt they can receive cards and suspensions that can cause them to miss games. To reflect their loss we take away Playmaker Dice. Here's how we do it:

- Roll 1d6, read the result as rolled, and consult the Cards and Suspensions Table.

1	CARDS AND SUSPENSIONS TABLE
<i>(Read the result as rolled)</i>	

#	RESULT
1	No one was a bad boy and no mishaps.
2	No one was a bad boy and no mishaps.
3	No one was a bad boy and no mishaps.
4	No one was a bad boy and no mishaps.
5	Yellow card; randomly assigned to Defense (1 – 2), Midfield (3 – 4) or Offence. (5 – 6). If you get more than one yellow card on an area the team loses a Playmaker die.
6	Ooooo looks like a red card; roll again. <ul style="list-style-type: none"> • (1-5) = Team loses two Playmaker Dice for two matches. • (6) = It was a leg breaking tackle or a bite! Team loses two Playmaker Dice for the rest of the season.

PLAYING THE SEASON

All teams play each other twice, once at home, once away. Teams playing at home get access to an extra playmaker dice.

TRANSFER WINDOW

At the half way stage, there is a *transfer window*. At this point, the Manager may buy players who may add to their team stats (in the form of playmaker dice). On the other hand, the team could lose one of their Playmakers who get a better offer. Here's how we do it:

- Each manager must roll 1d6 on the Transfer Table.
- Modify the score by any applicable Circumstance.
- Immediately carry out the result.

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1 TRANSFER TABLE

(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Top Team in the League	-1
Bottom Team in League	+1

#	RESULT
1	Bought well; add 1 Playmaker dice to your matches for the rest of the season.
2	No change or maybe they bought and sold to same effect.
3	No change or maybe they bought and sold to same effect.
4	No change or maybe they bought and sold to same effect.
5	No change or maybe they bought and sold to same effect.
6	Lose 1 Playmaker dice for the rest of the season due to a Star Player leaving.

WHAT'S NEXT

Please send any feedback or ideas to john.hovey@gmail.com, post a comment on the forum, or my blog [LZBravo](#). I plan to add tweaks to this game and add many more teams with more detail behind the Ratings. I also plan to create similar games for Football and Baseball.

WIN, LOSE OR DRAW – KEEPING TRACK

Teams get 3 points for a win, 1 point for a draw and 0 for a loss.

COMPETITIVE PLAY

Assign one team to be team A and one to be Team B.

- The visiting team rolls on the Chance Table first.
- The teams alternate rolling until all four Chances have been rolled.
- Repeat the process for the second half.

Please keep in mind the Chance Table generates plays that can end with either team getting a scoring chance or goal so there is no advantage to when the team rolls.

SAMPLE TEAMS

I rated World Cup teams very strong (16 to 18) while my club teams average 14 between the four Ratings. Here is an example of a current World Cup Group.

NATIONAL TEAM	GOAL			
	OFFENCE	MIDFIELD	DEFENSE	KEEPING
Germany	4	5	4	4
USA	4	4	4	4
Portugal	5	4	4	4
Ghana	4	4	4	4

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CHALLENGE TABLE

Each Chance starts with 2d6 being rolled and added together.

2	CHANCE TABLE <i>(Adding the scores together)</i>
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#	RESULT
2	Team A makes a perfect run on goal – Go to the Shot Table .
3	Team A makes a perfect run on goal – Go to the Shot Table .
4	Team A is building a nice organized attack – Go to the Offence Table
5	Team A is building a nice organized attack – Go to the Offence Table .
6	Both teams probe for an opening – Go to the Midfield Table .
7	Both teams probe for an opening – Go to the Midfield Table .
8	Both teams probe for an opening – Go to the Midfield Table .
9	Team B is building a nice organized attack – Go to the Offence Table
10	Team B is building a nice organized attack – Go to the Offence Table .
11	Team B makes a perfect run on goal – Go to the Shot Table .
12	Team B makes a perfect run on goal – Go to the Shot Table .

MIDFIELD TABLE

1. Each player rolls 3d6 versus their Midfield Rating counting how many d6 each passes.
2. Subtract the number of d6 passed by Team B, from the number of d6 passed by Team A.
3. Go down the left-hand column to the appropriate row then across for the result.

3	MIDFIELD TABLE <i>(Taken versus Midfield Rating)</i> <i>NP Playmaker Dice on "1"</i>
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#	RESULT
+3	Team A brilliantly finds an opening – Go to the Offence Table and +1 d6 for Team A.
+2	Team A presses forward in a nice organized attack – Go to the Offence Table .
+1	Good build up play from the midfield – Roll again on the Midfield Table, this time with +1d6 for Team A .
0	Spirited play on both sides – no advantage. Roll again on the Midfield Table .
-1	Good build up play from the midfield – Roll again on the Midfield Table, this time with +1d6 for Team B .
-2	Team B presses forward in a nice organized attack – Go to the Offence Table .
-3	Team B brilliantly finds an opening – Go to the Offence Table and +1 d6 for Team B.

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<i>TEAM</i>	<i>PLAYMAKER DICE</i>	<i>OFFENCE</i>	<i>MIDFIELD</i>	<i>DEFENSE</i>	<i>GOAL KEEPING</i>	<i>CH</i>	<i>CH</i>	<i>CH</i>	<i>CH</i>
	1 2 3 4 5 1 2 3 4 5					1	2	3	4
	1 2 3 4 5 1 2 3 4 5					1	2	3	4

<i>TEAM</i>	<i>PLAYMAKER DICE</i>	<i>OFFENCE</i>	<i>MIDFIELD</i>	<i>DEFENSE</i>	<i>GOAL KEEPING</i>	<i>CH</i>	<i>CH</i>	<i>CH</i>	<i>CH</i>
	1 2 3 4 5 1 2 3 4 5					1	2	3	4
	1 2 3 4 5 1 2 3 4 5					1	2	3	4

<i>TEAM</i>	<i>PLAYMAKER DICE</i>	<i>OFFENCE</i>	<i>MIDFIELD</i>	<i>DEFENSE</i>	<i>GOAL KEEPING</i>	<i>CH</i>	<i>CH</i>	<i>CH</i>	<i>CH</i>
	1 2 3 4 5 1 2 3 4 5					1	2	3	4
	1 2 3 4 5 1 2 3 4 5					1	2	3	4

<i>TEAM</i>	<i>PLAYMAKER DICE</i>	<i>OFFENCE</i>	<i>MIDFIELD</i>	<i>DEFENSE</i>	<i>GOAL KEEPING</i>	<i>CH</i>	<i>CH</i>	<i>CH</i>	<i>CH</i>
	1 2 3 4 5 1 2 3 4 5					1	2	3	4
	1 2 3 4 5 1 2 3 4 5					1	2	3	4

<i>TEAM</i>	<i>PLAYMAKER DICE</i>	<i>OFFENCE</i>	<i>MIDFIELD</i>	<i>DEFENSE</i>	<i>GOAL KEEPING</i>	<i>CH</i>	<i>CH</i>	<i>CH</i>	<i>CH</i>
	1 2 3 4 5 1 2 3 4 5					1	2	3	4
	1 2 3 4 5 1 2 3 4 5					1	2	3	4

<i>TEAM</i>	<i>PLAYMAKER DICE</i>	<i>OFFENCE</i>	<i>MIDFIELD</i>	<i>DEFENSE</i>	<i>GOAL KEEPING</i>	<i>CH</i>	<i>CH</i>	<i>CH</i>	<i>CH</i>
	1 2 3 4 5 1 2 3 4 5					1	2	3	4
	1 2 3 4 5 1 2 3 4 5					1	2	3	4

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OFFENCE TABLE

1. The Attacking player rolls 3d6 versus its Offence Rating, counting how many d6 he passes.
2. The Defending player rolls 3d6 versus its Defense Rating, counting how many d6 he passes.
3. Subtract the number of d6 passed by the Defender from the number of d6 passed by the attacker.
4. Go down the left-hand column to the appropriate row then across for the result.

3	OFFENCE TABLE
<i>(Taken versus Offence/Defense Rating)</i>	
<i>NP Playmaker Dice on "1" or "2"</i>	

#	RESULT
+3	The Attacker has the perfect chance on goal – Go to Shot Table and +1 d6 for the Attacker.
+2	The Attacker sets up a good opportunity – Go to the Shot Table .
+1	Good play down the wings – Roll again on the Offence Table, this time with +1d6 for the Attacker .
0	Spirited play on both sides – no advantage. The chance is over Go to the Chance Table .
-1	Good defensive play – go to the Midfield Table .
-2	The Defender counter attacks and goes on offence – Go to the Offence Table .
-3	The Defender expertly counter attacks and has a shot on goal – Go to the Shot Table .

SHOT TABLE

1. The Attacking player rolls 3d6 versus its Offence Rating, counting how many d6 he passes.
2. The Defending player rolls 3d6 versus its Goal Keeping Rating, counting how many d6 he passes.
3. Subtract the number of d6 passed by the Defender from the number of d6 passed by the attacker.
4. Go down the left-hand column to the appropriate row then across for the result.

3	SHOT
<i>(Taken versus Offence/Goal Keeping Rating)</i>	
<i>NP Playmaker Dice on "1", "2", or "3"</i>	

#	RESULT
+3	Goal!
+2	Rebound – Go to Shot Table and +1d6 for the Attacker.
+1	Rebound – Go to Offence Table , staying on the attack.
0	Save! The chance is over Go to the Chance Table .
-1	Save! The chance is over Go to the Chance Table .
-2	Save! The chance is over Go to the Chance Table .
-3	Counter Attack – Goal Tender's team, Go to Offence Table .

PENALTY KICK TABLE

1. Teams alternate shots.
2. Shooter rolls 1d6 and Goalie rolls 1d6.
 - a. If the rolls are equal the goalie guessed right and the shot is stopped.
 - b. Otherwise look at the Penalty Kick Table.

1	PENALTY KICK
<i>(Read the result as rolled)</i>	

#	RESULT
1	Roll 1d6 – (1-4) Goal! (5-6) Miss!
2	Goal!
3	Goal!
4	Goal!
5	Goal!
6	Goal!