

Second Season

True-to-Life Pro Football Board Game

“Fab Four Football” Late-Game Scenario Generator

dice roll	HOME score	margin	team with ball	down	yards to go	ball on	timeouts remaining	dice roll
11	3	trailing by 6	home	first	1	home 33	H [3], V [3]	11
12	6	trailing by 6	home	first	1	home 34	H [3], V [3]	12
13	7	trailing by 5	home	first	2	home 35	H [3], V [3]	13
14	9	trailing by 5	home	first	2	home 36	H [3], V [3]	14
15	10	trailing by 4	home	first	3	home 37	H [3], V [3]	15
16	10	trailing by 4	home	first	3	home 38	H [3], V [3]	16
21	13	trailing by 4	home	first	4	home 39	H [3], V [3]	21
22	13	trailing by 3	home	first	4	home 40	H [3], V [3]	22
23	14	trailing by 3	home	first	5	home 41	H [3], V [3]	23
24	14	trailing by 3	home	second	5	home 42	H [3], V [3]	24
25	16	trailing by 2	home	second	6	home 43	H [3], V [3]	25
26	16	trailing by 2	home	second	6	home 44	H [3], V [3]	26
31	17	trailing by 2	home	second	7	home 45	H [3], V [3]	31
32	17	trailing by 1	home	second	7	home 46	H [3], V [3]	32
33	17	trailing by 1	home	second	8	home 47	H [3], V [2]	33
34	20	trailing by 1	home	second	8	home 48	H [3], V [2]	34
35	20	tied	home	second	9	home 49	H [3], V [2]	35
36	21	tied	home	second	9	midfield	H [3], V [2]	36
41	21	tied	visitor	third	10	visitor 49	H [3], V [2]	41
42	21	tied	visitor	third	10	visitor 48	H [3], V [2]	42
43	24	winning by 1	visitor	third	10	visitor 47	H [2], V [3]	43
44	24	winning by 1	visitor	third	10	visitor 46	H [2], V [3]	44
45	24	winning by 1	visitor	third	10	visitor 45	H [2], V [3]	45
46	27	winning by 2	visitor	third	11	visitor 44	H [2], V [3]	46
51	27	winning by 2	visitor	third	11	visitor 43	H [2], V [3]	51
52	27	winning by 2	visitor	third	11	visitor 42	H [2], V [3]	52
53	28	winning by 3	visitor	third	12	visitor 41	H [2], V [2]	53
54	28	winning by 3	visitor	fourth	12	visitor 40	H [2], V [2]	54
55	30	winning by 3	visitor	fourth	13	visitor 39	H [2], V [2]	55
56	31	winning by 4	visitor	fourth	14	visitor 38	H [2], V [1]	56
61	33	winning by 4	visitor	fourth	15	visitor 37	H [2], V [1]	61
62	34	winning by 4	visitor	fourth	16	visitor 36	H [2], V [1]	62
63	35	winning by 5	visitor	fourth	17	visitor 35	H [1], V [2]	63
64	35	winning by 5	visitor	fourth	18	visitor 34	H [1], V [2]	64
65	37	winning by 6	visitor	fourth	19	visitor 33	H [1], V [2]	65
66	38	winning by 6	visitor	fourth	20	visitor 32	H [1], V [1]	66

The “Fab Four Football” late-game scenario generator is designed to provide you with an exciting football experience that can be enjoyed in 30 minutes or less. With a series of dice rolls, you create a late-game scenario for any pairing of teams. You then pick up the game with four minutes remaining, and play the game to its conclusion using the full game materials.

EXAMPLE: You choose Green Bay as your home team, Minnesota as the visitor.

- FIRST dice roll: “53,” Green Bay has 28 points.

- SECOND dice roll: “26,” Green Bay is trailing by 2. Thus, the score with four minutes to play is Minnesota 30, Green Bay 28. (See NOTE below about SECOND dice roll.)

- THIRD dice roll: “45,” Visitor (Minnesota) has the ball.

- FOURTH dice roll: “31,” it’s second down... (see note below about FOURTH dice roll).

- FIFTH dice roll: “51,” 11 yards to go.

- SIXTH dice roll: “12,” ball on the home (Green Bay) 33 yard-line.

- SEVENTH dice roll: “61,” Home team (Green Bay) has 2 time-outs remaining, visitor (Minnesota) has 1.

Play now begins with four minutes remaining, Minnesota leading 30-28, facing second and eleven at the Green Bay 33 yard-line.

NOTES

In a rare instance where the SECOND dice roll generates in an odd score for the visitor (like 5 or 11), you can round that score one point closer. EXAMPLE: FIRST dice roll is a “21,” home team has 13 points. SECOND dice roll is “51,” winning by 2 points. Since that would generate the unusual score of 13-11, you can round it up to 13-12 instead, if you prefer.

If the FOURTH dice roll generates a first down scenario (11-23), then use THIS distribution for the FIFTH dice roll: 11-54, ten yards to go; 55-61, fifteen yards to go; 62-66, 20 yards to go (25 yards to go if using teams from before 1975).



Sports Simulation Board Games

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