

# BREAKAWAY FOOTBALL

## RULE BOOK

Designed By

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**Breakaway Football** is a 1-4 player, card-driven strategy game where you are the Head Coach calling all the Offensive and Defensive plays. Using realistic football strategies, outwit your opponent and create exciting big plays called "Breakaways" — huge gains on Offense, drive-killing sacks and turnovers on Defense.

### Game Contents

\* Four (4) Team Decks  
(*Maulers, Pharaohs,  
Lightning, & Fire*)

\* One (1) 54-Card "Game Day"  
Deck

\* 8" x 16" Folding board

\* Four (4) Team Summary  
Cards

\* Four (4) Challenge Flag  
Tokens

\* Scoreboard/Field Counters



# 34 TEAMS AVAILABLE!



*Uplink Underground offers very special thanks to our play-testers & innovators!*

**Michael Caplan, Arthur Folse, Anabelle Franz, Richard Ingles, Suzanne Kabrt-Zinsli**

## Artwork Attribution

Artwork for the Game Day cards designed by the following:

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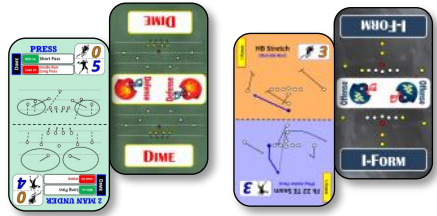
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For Frequently Asked Questions, the Breakaway Football Strategy Guide, and all the latest updates, visit [www.UplinkUnderground.com](http://www.UplinkUnderground.com)

# COMPONENTS

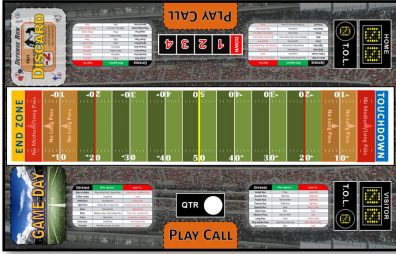


“Game Day” cards

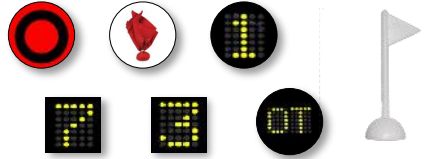


Defense Cards

Offense Cards



Game Board



Counters & 1st Down Flag



Team Summary Cards



Team-specific Solo AI

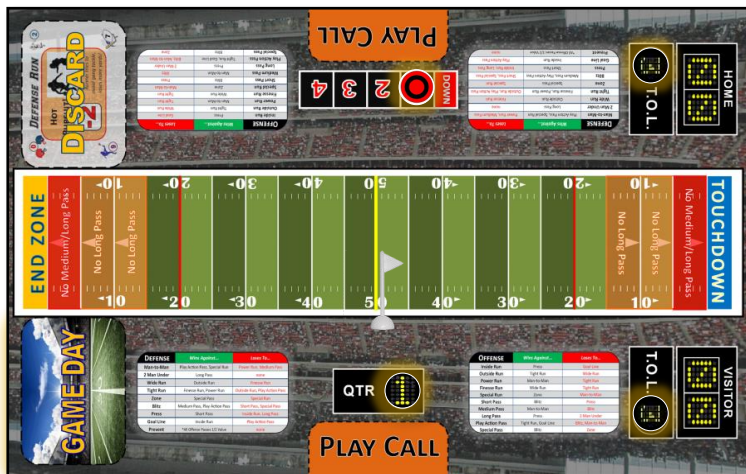
Team decks include 15 Offense play cards and 10 Defense play cards. Offense plays and strength values are color-coded (**Orange = Run** & **Blue = Pass**) and feature a play type (Inside Run, Short Pass, etc.).

Defense cards include which play types create Breakaways in the “Win vs.” and “Lose to” bubbles.



# SETUP

- Place Down Marker on the Down Track and First Down Flag on the field. Place “3” chits on T.O.L. and “1” chit on QTR. Shuffle Game Day deck and place on the board.



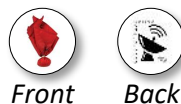
- Set team decks—sort by Offense and Defense formation.



- Place challenge flags on the Team Summary Card.



- Flip coin (or challenge flag) for opening possession/kickoff
- Begin play. Receiving team pulls Game Day card and resolves opening kick return, and places ball marker on the field.



# GAME PLAY

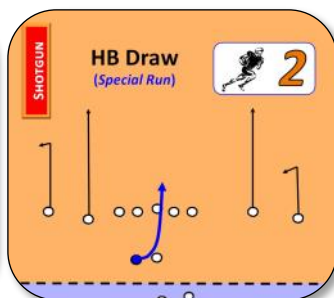
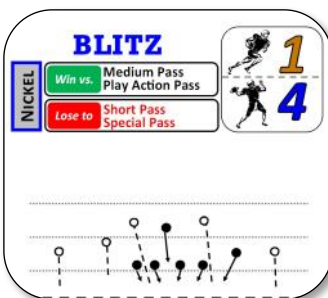
1. The Offense chooses a play from their hand to start the drive, and plays the card face-down (formation up) on the "Play Card" space. Since each card has two plays, the play touching the board gets resolved.



2. The Defense chooses a play and places it on their side of the board, face-down.

3. Flip both cards over and compare the strength values.

A run play with strength "2" goes up against a Blitz with run strength of "1" for a gain of (2-1) "1".



4. Flip one (1) Game Day card & modify the play.

Add "2" strength to your run!  
The gain is now 1+2 = "3"



5. Move the ball (🏈) on the board & the down marker (🟡).

6. **Discard the Offense card.**

*Note: Always keep the Defense card. Defenses are never discarded.*

# GAME DAY CARDS



The Game Day deck helps tell the game's story and injects the variety of real player actions.

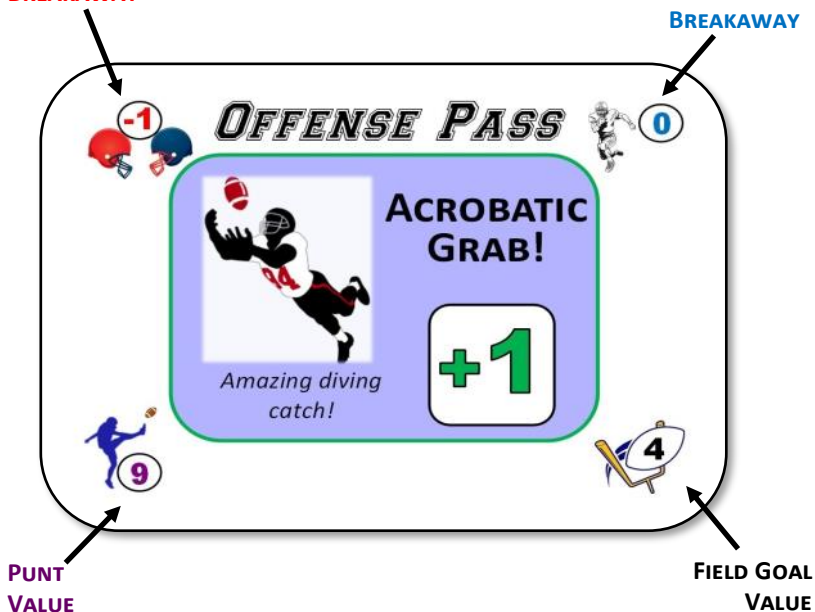
The main modifier is called the "Play Event," which **only affects one team (Offense or Defense) and one play type (run or pass).**



**Play Events must match the Offense play call. Otherwise, ignore them for no effect.**

DEFENSE  
BREAKAWAY

OFFENSE  
BREAKAWAY



# BREAKAWAYS

Breakaways are opportunities for huge gains or losses after the perfect play call. All Defensive cards identify which plays they “Win Vs...” (creating a Defense Breakaway) and “Lose To...” (triggering an Offense Breakaway).

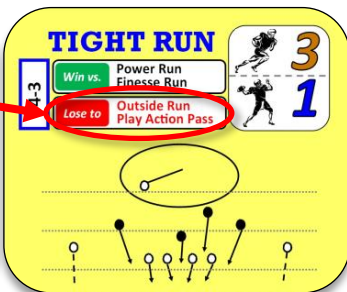
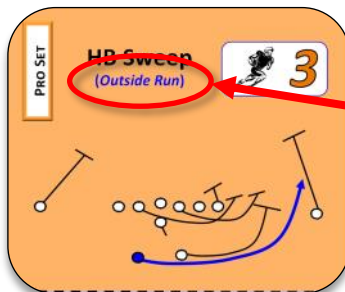
The board also has Offense and Defense tables for easy reference.



## OFFENSE BREAKAWAYS

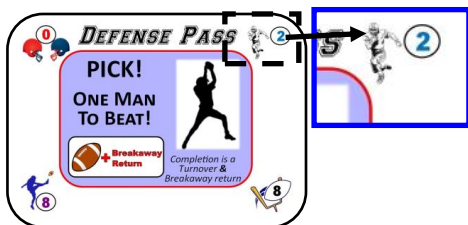
When the Offense wins the matchup, you have a chance for a big gain.

*Outside Run vs a Tight Run defense is an Offense Breakaway.*

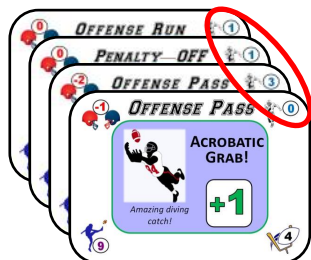


1. When you compare strength values, **all matchups start with minimum value of “1.”**

2. When you draw the Game Day card, **Offense chooses which modifier to apply** — the main Play Event or the Offense Breakaway corner value.



3. Continue to **draw extra Game Day cards**, one at a time, adding the Offense Breakaway corner values to the big play until you pull a “0” (tackle) or 🏈 (fumble).

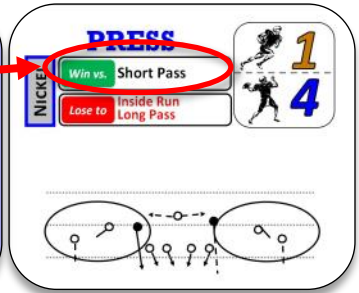




# DEFENSE BREAKAWAYS

When the Defense wins the matchup, there is no gain on the play and an increased chance of a turnover.

Short Pass vs a Press defense is a Defense Breakaway.



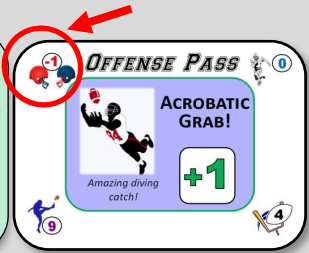
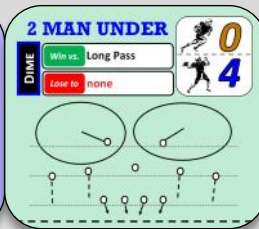
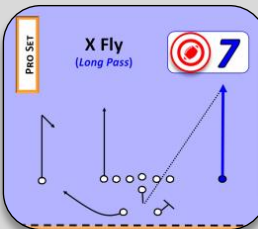
1. When you draw the Game Day card, **Defense chooses which modifier to apply** — the main Play Event or the Defense Breakaway corner value.



2. If chosen, the **Defense Breakaway value becomes the play result!** The play ends.

## Example

1. **Long Pass vs. 2 Man Under** is a Defense Breakaway.
2. The Defense coach chooses the **-1 Defense Breakaway Value** as the result of the play.



3. **Play = Loss of 1**

# CHALLENGE FLAGS

Challenge Flags allow you to ignore the Play Event on a Game Day card, which minimizes the effect of luck on the game and acts as a catchup mechanism. **To spend a challenge flag, flip it over.**



"Ready"



"Spent"

**Challenge Flags CANNOT be used on Breakaways!**

**Challenge flags can be earned back through game play.** Teams that find themselves tied or losing AND without a challenge flag can earn one back the next time they create any breakaway (Offense or Defense).

## NOTES:

- **A winning team cannot earn back a challenge flag.**
- Can only earn back one challenge flag.
- No limit to how many times a challenge flag can be earned, spent, and re-earned.

## How "Challenge Flags" Work

Challenge Flags are ideal for avoiding some turnovers; negative play events; or costly, drive-killing penalties.

1. Either Offense or Defense can use their challenge after Game Day card is revealed.
2. IGNORE the main Play Event.
3. Resolve the play with no modifier.



# PENALTIES

Penalties are specific to runs or passes. Penalties only apply when the play type (run/pass) matches the Play Event.



**PENALTY—RUN** (TD)

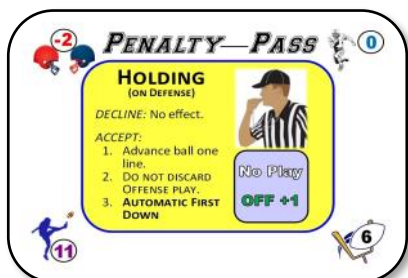
**FALSE START**  
(ON OFFENSE)  
Cannot DECLINE

No Play  
**OFF -1**

Offense loses 1 line.

Do NOT DISCARD OFFENSE PLAY. REPLAY THE DOWN.

8 4



**PENALTY—PASS** (0)

**HOLDING**  
(ON DEFENSE)

DECLINE: No effect.

ACCEPT:

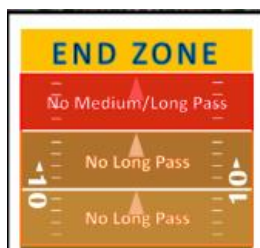
1. Advance ball one line.
2. DO NOT DISCARD OFFENSE PLAY.
3. AUTOMATIC FIRST DOWN

No Play  
**OFF +1**

6 11

## PENALTIES NEAR THE GOAL LINE

Penalties cannot result in a score. If Penalty yardage would move the ball marker to or across the Goal Line, simply stop at the 5 yard-line.



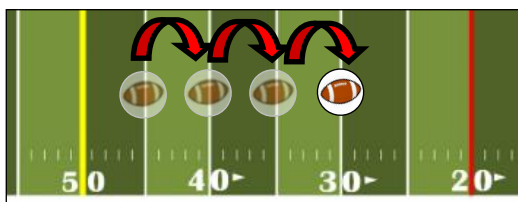
If a player calls one of these restricted plays (even by accident), **they will lose one (1) yard line:**

- Long Pass on opponent's 5, 10, or 15 yard line
- Medium Pass on opponent's 5 yard line

**PENALTY: Offense loses one (1) yard line.**  
**No play. Replay the down.**

### REMEMBER:

Ball marker moves ON yard lines.



# AUDIBLES

An “audible” lets you rotate your current card to change your play call before the plays are revealed. **Both players may audible.**

*To Audible:*

1. Before Offense or Defense plays are revealed, announce your intent to “audible.”
2. **Spin your card on the board 180°.**

**NOTE:** You cannot replace the card, only rotate your current card. Peeking at the potential plays on the card prior to an audible is acceptable.



*Rotate play card 180° while the play cards are still face-down*

# TURNOVERS



Turnovers are unexpected changes of possession due to events on the Game Day cards. Turnovers can happen on an Offensive or Defensive breakaway, or from Play Events on Game Day cards.

## RUN PLAY = FUMBLE

Turnovers on Run plays are fumbles. Unless specifically noted on the Game Day card, **fumbles occur at the current spot of the ball marker.**

## PASS PLAY = INTERCEPTION

Turnovers on Pass plays are interceptions. **Resolve the pass play. The turnover occurs at the new spot of the ball.**

If the result of the pass play puts the ball in the end zone, it is considered an interception in the end zone, which is a “Touchback.” The ball is brought out to the **20-yard line** and the Defense team gains possession.

# CLOCK MANAGEMENT

Games consist of four (4) 15-card quarters. **Offense cards keep the game clock and are discarded after use.** As soon as one team discards their last Offense play card, the quarter is over. Teams reclaim all discards at the end of each quarter, starting with all 15 cards again.

## TIME KEEPING

Each team starts with 15 Offense cards. Plays used by an Offense are discarded into a discard pile. When the drive is over



(after a score, punt, or turnover), the opposing team discards an equal number of plays from their Offense cards. **Both teams must start every drive with the same number of Offense cards.**

### Example

The Lightning receive the opening kickoff and use six (6) plays to reach the Fire's 30 yard-line and another Offense card to kick a Field Goal. Before the Fire return begin their next drive, **the Fire must discard seven (7) Offense plays (the same number their opponent just used).** The Lightning and Fire now both have eight (8) cards to use this quarter.



The Fire go "3 and out," unable to gain a 1<sup>st</sup> down. On 4<sup>th</sup> down, the Fire discard an Offense card to punt. **The Lightning now must discard four (4) cards (the same number their opponent just used)** before starting the next drive.



## END OF HALF

At the end of the 2<sup>nd</sup> and 4<sup>th</sup> quarters, the half will end once either Offense plays its last Offense card, even if teams still have time outs remaining.

## TIME OUTS

Time outs extend the game. When either team calls a “time out,” the Offense retrieves one of their Offense plays from the discard back into their hand.



Each team gets three (3) time outs per half, tracked on the game board. Refresh the time outs to “3” to start the 3<sup>rd</sup> quarter.

### *Example: Offense Calls Time Out*

Late in the 2<sup>nd</sup> Quarter, you are driving with only one play card left and one Time Out. **To extend the drive, you must spend the Time Out before you play your last card.** You call the Time Out and retrieve a play card from your discard pile. Now you have two play cards and can continue the drive.

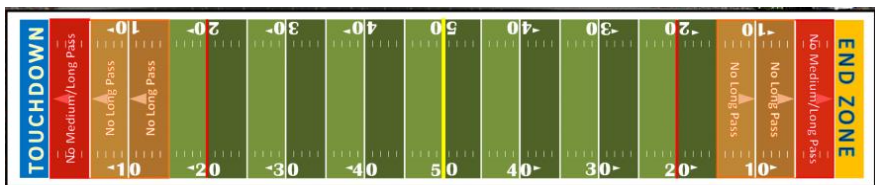
***NOTE: “Time Out” does not stop the down marker from advancing.***

### *Example: Defense Calls Time Out*

Late in the game, your Defense stops them on 3<sup>rd</sup> and 6. Their Offense has one card left, meaning the next play ends the game. **Your Defense calls Time Out, forcing their Offense to retrieve a play card back into their hand.** Your opponent now holds two cards and cannot end the game on 4<sup>th</sup> Down, giving you one last attempt on Offense.

# FIRST DOWNS

There are three first down lines (at each 20-yard line and the midfield 50-yard line).



Once an Offense lands on a first down line:

- Reset the “Down” marker to 1.
- Advance the red “First Down” marker on the field to the next first down line (or goal line when inside the opponent’s 20-yard line).

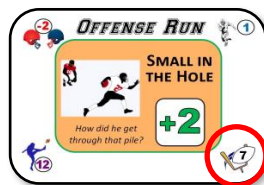
**NOTE:** During a drive, each First Down line only works once. If an Offense loses yardage behind a First Down it has already earned, landing on it again does NOT create another First Down.

# SCORING

When a team advances the ball to the opponent’s Goal Line, they score a **TOUCHDOWN** worth **6 points**. After a Touchdown, you can kick an extra point or “go for two.”



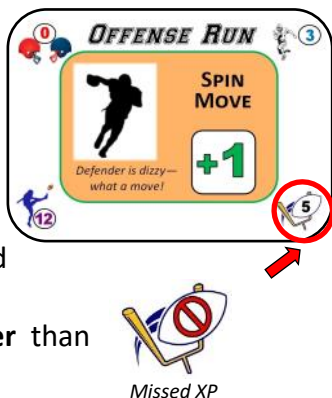
**Extra Point (1 point)** - Draw Game Day card and consult **FIELD GOAL VALUE**. All values “3” or higher score 1 point.



**2-Point Conversion (2 points)** - Place ball marker at opponent’s 10-yard line. Offense selects any play card (even from discards) in an “untimed” down. If Offense reaches/crosses the Goal Line, **score 2 points**.

## FIELD GOAL (3 POINTS)

1. Announce Field Goal attempt and discard one Offense play card from your hand.
2. Determine kick distance (*see chart*).
3. Draw one (1) Game Day Card and consult Field Goal distance value.
4. Field Goal value **equal to or greater** than kick distance means kick scores!



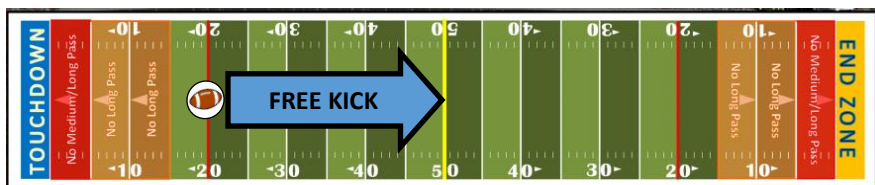
Field Goal Success %							
Distance	1-3	4	5	6	7	8	9
Ball Placement	<b>5, 10, 15</b> <i>yard line</i>	<b>20</b> <i>yard line</i>	<b>25</b> <i>yard line</i>	<b>30</b> <i>yard line</i>	<b>35</b> <i>yard line</i>	<b>40</b> <i>yard line</i>	<b>45</b> <i>yard line</i>
% Success	95%	91%	85%	74%	60%	20%	5%

## SAFETY (2 POINTS)

A "Safety" occurs when the Offense loses yardage back to the goal line (or into their own end zone), such as from a sack, a negative yard run, or punt return that loses yardage.

**After a Safety, the Defense is awarded 2 points and a turnover.**

1. Place ball marker at the **20-yard line**.
2. **Draw a Game Day card to punt the ball** (called a "Free Kick") towards midfield.
3. **The Free Kick return is an Offense Breakaway.**






# KICKING GAME

## Kickoffs/Kick Returns

Kickoffs start each half and follow any scoring drive. **Breakaway Football** resolves both the kickoff and the kick return in a single card pull. Draw a **Game Day** card and refers to the **Offense Breakaway** value in the upper-right corner.



<b>-1 or 0</b>	Touchback. Ball placed five at the <b>25-yard line</b>
<b>1</b>	Ball placed at the <b>15-yard line</b>
<b>2</b>	Ball placed at the <b>30-yard line</b>
<b>3</b>	Ball placed at the <b>45-yard line</b>
<b>TD</b>	Touchdown!
	<b>Turnover!</b> Ball placed at the <b>20-yard line</b> , 1 <sup>st</sup> and Goal for the kicking team



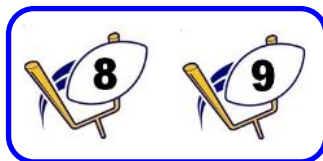
A Challenge Flag **CANNOT** negate a fumble on the kick return.

## Onside Kicks

Onside kicks attempt to kick short and keep possession after a score. Onside Kicks have a very low success rate (20%) but may be worth the risk when losing in the 2<sup>nd</sup> half.

1. Announce “Onside Kick.”
2. Place Ball at midfield (50-yard line).
3. Draw Game Day card & consult FG corner.

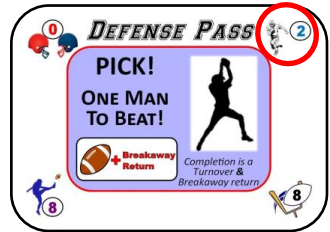
**“8” or “9” = Kicking team recovers!**



## PUNTING

If you reach 4<sup>th</sup> down and have too much ground to cover for a First Down, you can “punt” to push your opponent further away from your end zone.

1. Offense player discards an Offense card.
2. Draw one (1) Game Day card.
3. Move ball marker towards your opponent’s goal the number of yard lines equal to Punt Distance value.



## PUNT RETURNS

1. Draw a new Game Day card and return punt = Offense Breakaway value.
2. **Blocked punt** (see right) is an automatic turnover AND **breakaway return for the receiving team.**



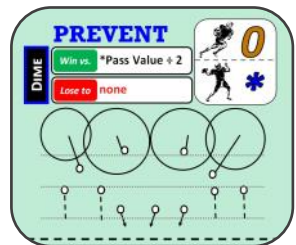
## TOUCHBACKS

Punts that land on or past the Goal Line are “touchbacks.” **No punt return takes place.** Place the ball marker at the receiving team’s **20-yard line**, 1<sup>st</sup> Down for the receiving team.

## SPECIAL RULES

### PREVENT DEFENSE

Prevent Defense cuts the starting value of any Offense play in half (rounded up). For example, a Long Pass of “8” vs. Prevent Defense becomes a pass of “4” value.



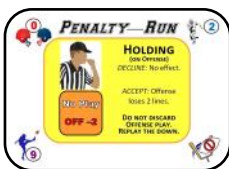
### LOW-PERCENTAGE PASSING

When this target icon appears on a pass play, that pass is “low percentage” and needs Game Day deck help to be completed (except Offense Breakaways).





Incomplete



Incomplete

If the modifier text is red, the pass is incomplete.



Complete

If the Game Day play event shows green modifier text, the pass is complete.

On an Offense Breakaway, low-percentage pass is always complete!

## HAIL MARY

The “Hail Mary” is a desperation pass. Success is rare (5%).

1. Announce “Hail Mary” and discard an Offense play card.
2. Draw Game Day card(s) one at a time and consult FG value.
3. Field position determines how many cards to pull (*see below*).

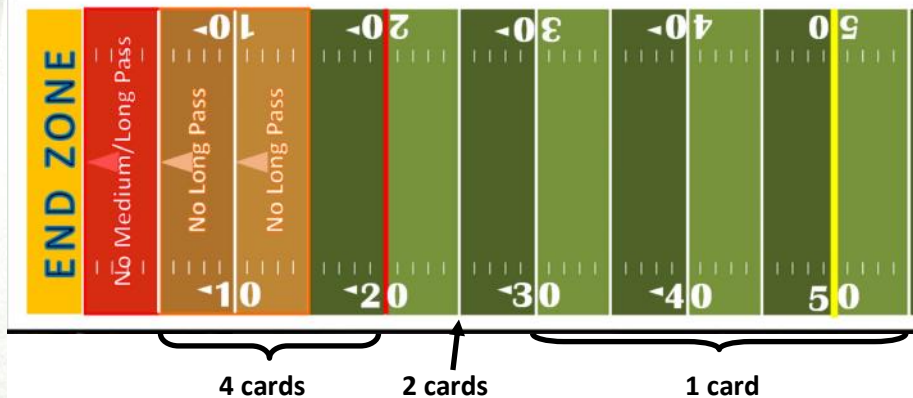
“Hail Mary” completions earn 10 yard lines and an Offense Breakaway. If the completion and extra yardage get the ball to the Goal Line, you have scored a miracle touchdown!



50-yard gain!



Interception return  
Defense TD!



## MINIMUM GAIN = 1

Some plays (Short Pass & Inside Run, for instance) always gain “1” before the Game Day effect is applied.

*Before Game Day Card, Minimum Gain = 1*

## OVERTIME

When the score is tied at the end of the 4<sup>th</sup> quarter, the game goes into Overtime!

1. Set the QTR to “5” and time outs to “2.”
2. Both players reclaim all 15 Offense play cards.
3. Flip a coin. Winner chooses to kick or receive.

In Pro football, a Field Goal on the first possession gives the opponent one more drive to either tie or score a TD. **Any TD will end the game.** If the game is still tied after the 5<sup>th</sup> quarter, the game is a draw.

## SUDDEN-DEATH OT

Appropriate for playoff games. Set the QTR to “OT.” The first team to score is the winner.

## QB KNEEL (RUNNING CLOCK)

An Offense can “take a knee” to **discard Offense play cards from their hand & lose one (1) yard line.**

1. Offense announces “QB Kneel.”
2. Offense discards one (1) play card from their hand.

3. Move ball marker back one (1) yard line. **Do NOT draw a Game Day card.**
4. Advance down marker and select next play.

“QB Kneel” can force opponents to spend time outs on Defense and help the Offense avoid breakaways or turnovers at the end of a game.

## OPTIONAL RULES

### LATE HALF INCOMPLETIONS

When an Offense is down to their last five (5) cards for the half, **DO NOT discard the card when the pass is incomplete.**

### COFFIN-CORNER PUNTING

Coffin-Corner Punting purposely shortens punt distance (-2) to pin your opponent near their end zone.

1. Announce “coffin-corner punt” before drawing Game Day card.
2. **-2 Punt Value** on Game Day card.

### “ICE THE KICKER”

**One time per Field Goal attempt, prior to drawing the Game Day card,** the Defense player may call time out to “Ice the Kicker.”

1. Announce “ice the kicker.”
2. Spend one of your time outs.
3. **Offense DOES NOT draw a play card from their discard.**
4. **-1 Field Goal Value** on Game Day card.