

BREAKAWAY FOOTBALL

STRATEGY GUIDE

By Arthur Franz IV

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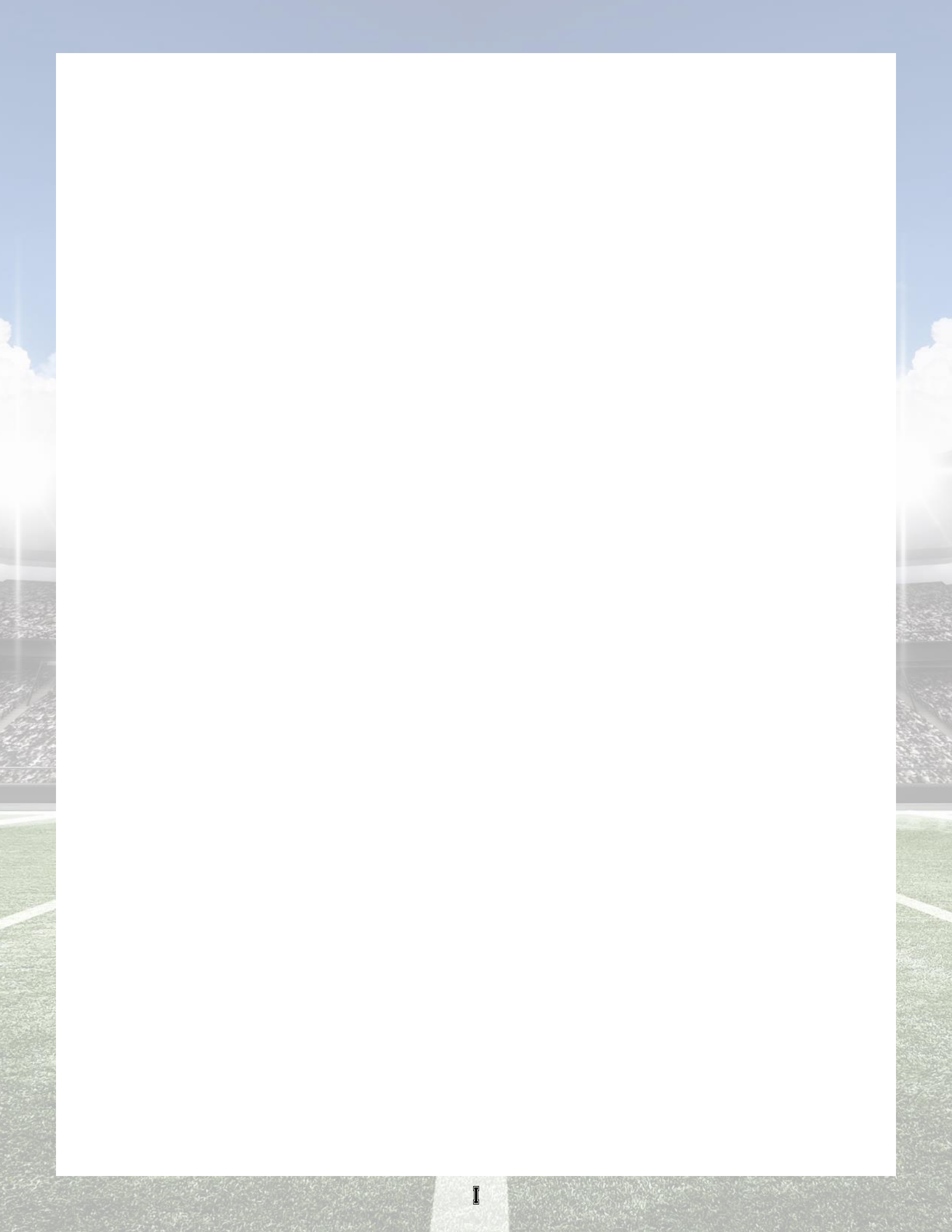


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BREAKAWAY FOOTBALL: DESIGN NOTES

THE CONCEPT

Real football takes 3+ hours to watch or play. Sports simulations have tended to faithfully recreate this timeframe (think *Strat-O-Matic Football*). Too often the complexity and nuance of pro football is expressed in raw data — stacks of detailed player cards chock full of individual statistics —or as a dizzying set of granular, down-by-down decisions (blitz the Inside Linebacker or double-cover the Split End). The result is a realistic but often long, brain-burning experience.

THE CHALLENGE

Our challenge was to create a board game that preserved realistic football strategy, pared away unnecessary complexity, and created a smooth game flow to pace up the experience.

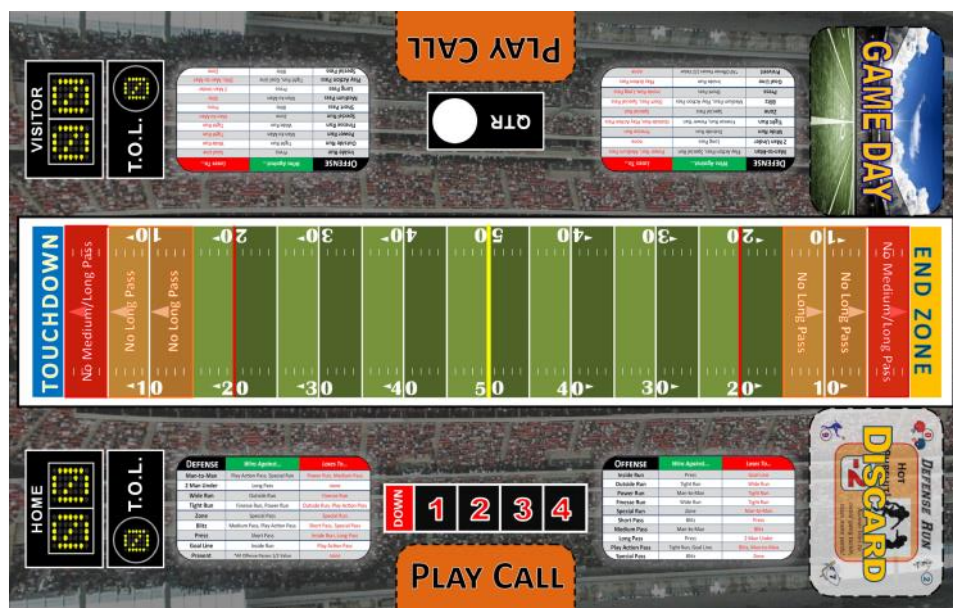
THE CENTRAL DESIGN CONCEIT

Breakaway Football creates compelling football strategy while increasing pace, making it manageable to play an entire head-to-head contest in under 90 minutes. The Solo game can take as few as 60 minutes.

Breakaway Football is a true football simulator. Virtually all available teams are based on iconic single seasons in pro football, giving you the chance to play a wide variety of “what if” matchups. The goal is to capture the correct power, skill, and greatness of each iconic franchise in proportion to each other, which creates a realistic simulation of the matchup. In this way, **Breakaway Football** gives you the power to test your coaching skill in scenarios, tournaments, or complete seasons.

Unlike traditional sports simulators, **Breakaway Football** adopts six (6) key departures from real football to increase the speed of play:

- 1) **Playing field uses 5-yard increments.** This means teams use fewer total play calls to move the ball up and down the field. Fewer play calls shortens overall play time of the game.
- 2) **First downs occur at three (3) milestones (Midfield & both 20-yard lines),** which is faster than tracking the chain gang up and down the sideline.



- 3) **There is no numerical game clock.** Each Offense card represents 1:00 minute of time. Discarding used Offense cards shows your time dwindling away. It also provides an opportunity to set your strategy during discards, because the plays you keep are the only ones you can call.
- 4) **There are no individual players.** To simulate individual player actions, plausible results come from the Game Day deck. Complete with flavor text and modifiers to plays, the Game Day deck creates the storyline of your contest and consolidates the incredible individual efforts, the boneheaded mistakes, the bad penalties and fortunate bounces of the ball into single card pulls.
- 5) **Every team has a set of special mechanisms.** Teams have tendencies and personalities based on their playbook philosophies and personnel strengths. Special mechanisms give that team a set of thematic actions (some helpful, some not) to express their personality. When used wisely by the coach, these special mechanisms can tip the scales in their favor.
- 6) **Challenge Flags nullify/offset randomness.** The “challenge flag” in *Breakaway Football* prevents bad luck. It also serves as a blowout preventer, since the tied or losing team can continue to refresh one challenge flag if both are already spent. Clever use of the challenge flag will keep games close and down to the wire.

The result is a game that creates the right strategic decision-making, and the right situational tension of coaching real football, playing in under half the time.



ANATOMY OF A FRANCHISE

Teams feature 15 Offense cards and up to 10 Defense cards (some defenses have fewer cards to model their style/power). Each play card holds two play choices (inverted top and bottom). Because Offense cards are discarded after use, the decision on which play to call from that card depends on the game situation, the remaining cards in your hand, and your preferred strategy.

In addition, each team has a player mat showing that team’s special mechanisms, which are unique rules for that franchise.

The card values, play type distribution, matching play combinations, and team-specific mechanisms are unique for each team, which ensures each team will play recognizably different from its opponent. There is no single strategy to win! It truly depends on what your team can do, and how well you coach them.



BASICS OF TIMEKEEPING

Because each Offense card represents 1:00 minute of game clock time, keeping time is a shared activity. Both players must begin each drive with a matching number of active Offense cards. When a drive ends (after a score, turnover, or punt), the Offense player counts their discards. The defense player immediately discards that same number from their Offense deck before starting their drive.

For example, my opening drive stalls out around midfield. I punt and have used a total of five (5) cards. Before my opponent starts their offensive drive, they must discard five of their Offense cards (to represent time run off the clock in my previous drive).

Full games are played in 4 quarters, just like real football. At the start of each quarter, both teams reclaim all their Offense cards back to the full 15. But just like real football, one team could dominate time of possession by using more plays through longer drives.

STRATEGY TIPS

While each team has its own special mechanisms that will inform your strategic decisions, there are game-wide strategies that are helpful to learn in depth.

USING TIME OUTS

In real football, the time out stops the movement of the clock, which allows you opportunity to call more plays. In **Breakaway Football**, time outs literally add play cards back into your hand, allowing you to call more plays. Time outs are great for recovering a specific play card from your discard – for example, that big Long Pass you tried earlier in the quarter. Time outs also allow you to refine your strategy late in the half by reclaiming specific formations or play types to exploit your opponent's tendencies.

Consider calling a time out in the following situations:

- Late quarter when you don't like the play cards left in your hand
- Before a critical 3rd or 4th down conversion attempt, to get that perfect play called
- Late half on Offense, to extend your drive
- Late half on Defense, to force your opponent into a 4th down punting situation.

PLAYING A FIELD POSITION GAME

Average punt values are about 9 yard lines (45 yards). Drives that stall on your side of midfield provide opportunity to punt your opponent deep into their own territory. There is also the "Coffin Corner Punt" mechanism that allows you to shave some yardage off the punt and pin your opponent deep. Some coaches also prefer to boot touchbacks and force their opponent to start at the 20, with a 1st Down and 6 yard lines to go, which is the longest starting position on the board. The choice is yours!

Consider valuing field position over points when:

- Winning by 4+ points in the late half. A punt deep in their own territory would force opponents to go 60+ yards to attempt a field goal, which is difficult with only 2 or 3 plays remaining.
- Weather effects make Offense treacherous. The Breakaway Football Weather Expansion provides mild, moderate, and severe weather effects including wind, rain, and snow. If the weather makes Offense hard to execute, consider punting to gain better field position.

LATE-HALF OFFENSE

Some franchises are built to move the ball in the late-half scenarios. Other franchises find it more challenging. In general, at the start of your drive you will want to have three (3) time outs and at least two (2) Offense cards in your hand. This gives you a potential four plays to move the ball into Field Goal range and one play to kick the Field Goal or go for the touchdown.

Most teams will use 2 Man Under or Prevent defenses to limit longer pass plays late in the half. However, these defenses typically have little or no run defense, leaving stronger run teams open to run up field very quickly if the defense does not adjust.

When driving for a late-half score:

- Consider what your opponent is likely to call, and call the play that gives you the best numerical advantage. Long Passes are not effective in Late-Half scenarios because they are typically low accuracy and may result in Defensive Breakaways against the 2 Man Under defense. Medium Pass is a good option because they are usually your 2nd highest pass values and the Blitz (the only play that kills Medium Pass) is a high risk call for your opponent.
- Run the ball if you have a team that runs well. Most defenses will use defenses with high pass values in late-half scenarios, leaving you open to gain surprise yards with high-value Runs.

LEANING INTO A TEAM'S PERSONALITY

Every team has its own special set of mechanisms and often a unique deck construction, all of which creates unique strategies. The Privateers play a short, ball-control passing attack with a powerful pass defense while the Boneyard play an Option running attack with very little passing and a weak defense.

The best way to coach each team is to lean into their personality, even if that personality is perceived as a weakness. The Gunslingers, for example, become vulnerable in the 2nd half when winning. There are two ways to win with them, either build a big lead in the 1st half and hold on for dear life, or intentionally stay trailing or tied to score late, overtake and win. The Kardiacs can only earn their special mechanism when losing at the start of their Offense drive, but the benefit of having these "Clutch Coins" late is often the difference between victory and defeat. Understanding how to maximize the team's potential is about recognizing what type of team it is and leaning into that team's personality.

ADJUSTING CHALLENGE LEVEL

Breakaway Football offers the opportunity to tune or adjust the level of difficulty to meet your requirements. The goal is to provide that “just right” level of challenge so games are difficult but not impossible to win.

INCREASING PLAYER COUNT

To scale up to 3 or 4 players, simply have players pair up and designate permanent coaching duties as Offense and Defense Coordinators. This way you can have one person responsible for the Offense deck and one for the Defense deck. For a given team. While there is some down time between drives, the idle player is still invested in the outcome of the game. **Breakaway Football** is a fun spectator experience (just like real football), so the idle coach will still be entertained!

Playing 4-handed **Breakaway Football** is great for pairs who prefer to collaborate and enjoy football strategy. Coordinator-level tactics can make a game feel like competing duels, which deepens the strategic chess-match and replayability.

TUNING DIFFICULTY (HEAD-TO-HEAD)

Breakaway Football is a tightly balanced game that emphasizes coaching skill over random luck. When playing an experienced coach versus a football novice, it may be useful to tip the scales in the favor of the novice. Should you want to purposely unbalance the game to make it easier for less experienced players, here are a few ways to do it without breaking the game:

- **Limit Challenge Flags** — The experienced coach starts with only one challenge flag, or none at all. Limiting the challenge flags for the experienced player is the simplest way to tweak game balance.
- **Single-Use Challenge Flags** — Prevent the experienced player from re-earning their challenge flags and/or allow novice player to re-earn challenge flags even when winning.

TUNING DIFFICULTY (SOLO)

While there are built-in rules for handling the solo game, you can curate your own experience. Some players will see the random Offense card draw and defense AI logic sheet as sufficiently challenging. Others will want to increase the difficulty to make the experience incredibly difficult. Below are some simple ways to increase the difficulty. Consider adding these one at a time to find the right balance for your liking.

- **Use the Advanced Solo AI** — The most thematic and compelling matchup will come from using the Advanced Solo AI. This sheet provides a more challenging opponent in part because the AI is tuned to make situationally appropriate play calls. The Advanced AI also has the advantage of accessing its entire offensive playbook on every down. For a tough opponent, use the sheet.

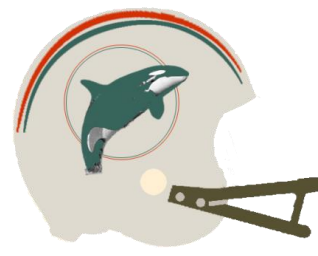
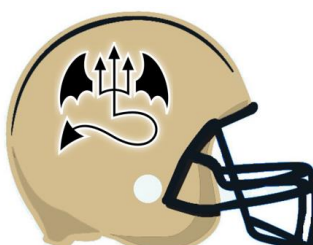
- **Rotate Cards to Better Matchup** — Regardless of score, the AI gets the better play on the card (unless the Defense earns a breakaway on the opening matchup). This is a catch-up mechanism already in the AI logic when they are losing by 9+ points. To make the game more challenging, allow the AI to rotate cards anytime they are tied or losing.
- **Boost Play Values for AI** — Give the AI an extra 1 or 2 points per run & pass to tune the difficulty up. The AI becomes more powerful to offset the lack of coaching perfection.
- **Limit Challenge Flags** — The human coach starts with only one challenge flag, or none at all. Conversely, the AI gets two, and can refresh both throughout the game.
- **Alter Re-earning of Challenge Flags** — The human player cannot re-earn their challenge flags. Also, the AI can re-earn challenge flags even when winning.
- **“Stack the Deck” for the AI** — Allow the AI to choose two Game Day cards per play and choose the more favorable result. This can make the AI very powerful. You have been warned!

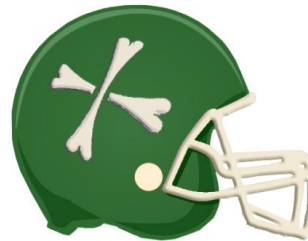
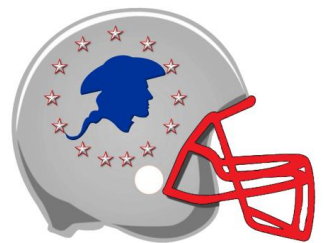
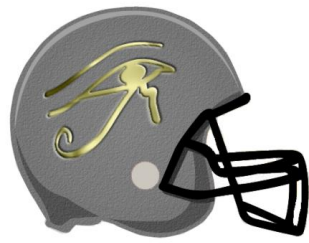


BREAKAWAY FOOTBALL: TEAM-SPECIFIC STRATEGIES



Each team features a specific philosophy and unique decks that possess strengths and weaknesses. A team's intended play style is outlined on its special ability card. In the following pages, we offer advice on how to maximize a team's effectiveness, how to exploit their weaknesses, and how they should “feel” when you play them.



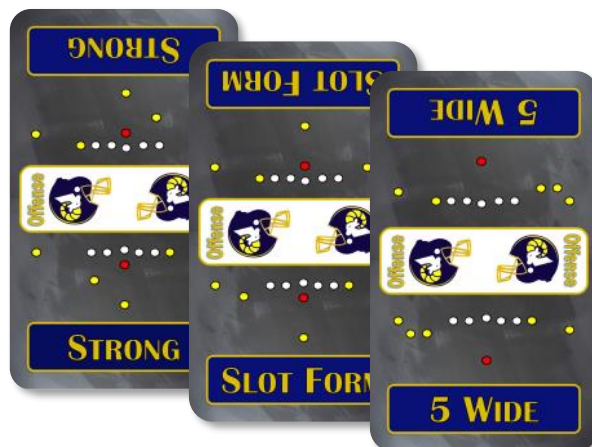


BIGHORNS



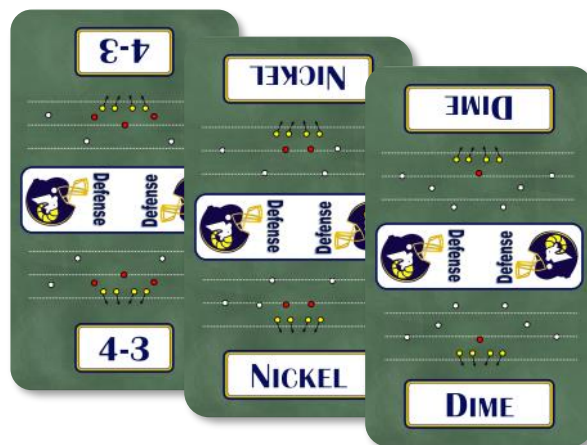
OFFENSE

Inspired by the 1999 St. Louis Rams, the “Greatest Show on Turf” team that won their Super Bowl by 1 yard, the Bighorns feature a wide-open passing attack and a solid running game. The 5-Wide formation offers a deadly array of high-value passing, but the Strong formation features powerful running. The Bighorns Slot formation features a healthy mix of both, allowing them to keep opponents guessing.



DEFENSE (10 CARDS)

The Bighorns defense is capable against the pass. Their overall run strength, though, is spread out evenly across many of their pass-heavy plays – even their Dime coverages often feature a run value of “1” – meaning the Bighorns are good at slowing down the run game. The only way the Bighorns can stop the run, however, is to sell out with the perfect run defense. If the Bighorns do not consistently guess right against the run, they will bleed yardage to their opponent all game.



SPECIAL ABILITY – FAST RECEIVERS

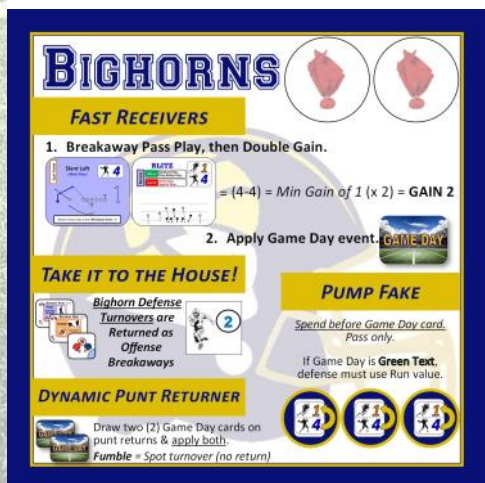
The 1999 Rams featured exceptional speed at the receiver position, receivers who could take advantage of separation and turn good gains into huge plays. The Bighorns double the gain of any passing breakaway before beginning to flip Game Day cards.

SPECIAL ABILITY – “TAKE IT TO THE HOUSE!”

The 1999 Rams scored 8 times on defense during their regular season. As a result, any turnover the Bighorns defense creates is immediately returned as an Offense Breakaway.

SPECIAL ABILITY – DYNAMIC PUNT RETURNER

Hakim was a game-changing punt returner, breaking big returns with frequency, though he also had issues with fumbling. For each punt return, the Bighorns draw two (2) Game Day cards and resolve both upper-right corners. If either card shows the fumble icon in the upper-right corner, the punt return is “muffed” resulting in a no-return turnover where the punt landed.



SPECIAL ABILITY – PUMP FAKE

Kurt Warner was a master of using the pump fake to pull defenders out of position, making room for his fast receivers to make big plays. The **PUMP FAKE** mechanism is an opportunity to create a big play, though not one that is guaranteed. The effect of **PUMP FAKE** is to force the defense to use their card's run value instead of pass value for that down.

For example, the Bighorns call Medium Pass (7) vs a Zone of (0/5) for a gain of "2" (7-5). But, by using the Pump Fake, the Bighorns create a 50-50 chance to force the defense to use its run value of "0" and create a gain of "7"!

The **PUMP FAKE** token must be used before the Game Day card is revealed to resolve the play. There are only three (3) pump fake tokens total that can be played per game. These are one-shot use tokens that cannot be regenerated. When the Bighorns use the **PUMP FAKE**, draw a 2nd Game Day card. If that 2nd Game Day card is Green text, the **PUMP FAKE** succeeds and the defense must use the card's run value instead of its pass value.

NOTE: A pass must be complete for the **PUMP FAKE** to work. If the initial Game Day card makes the play incomplete, then the Pump Fake token is lost. For that reason, consider using the **PUMP FAKE** when you have a Challenge Flag available to negate a bad Game Day card, just in case.

VULNERABILITIES

The Bighorns passing strength and pass-heavy mechanisms might suggest that throwing is your key to victory. However, don't fall into the trap of calling an unbalanced game plan. The run game is deceptively strong, especially when the defense is looking pass. Get comfortable calling lower-value Offense plays to keep your opponent guessing or else the Bighorns become one-dimensional and significantly easier to beat.

The Bighorns defense is not strong enough to shut down most offenses without breakaways. Be aggressive and try to create big plays, especially since turnovers are returned for more yards. If you find yourself in a shootout, the Bighorns Offense is more than capable of hanging close with most defenses.

SOLO AI PLAY

When playing against the Bighorns AI, their offense will "Pump Fake" anytime they would gain 4 or more extra yard lines by using the mechanism – for example, against Defense plays with ratings of 0/4, 1/5, 0/5, etc., anywhere the difference between the run and pass values is 4 or more.



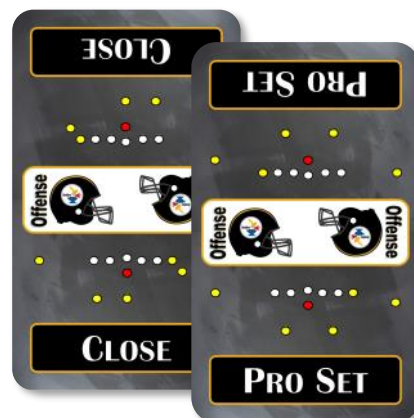
BLACKSMITHS



OFFENSE

Inspired by the 1978 Pittsburgh Steelers, the Blacksmiths are a powerful franchise that can dominate time of possession while unlocking devastating power-ups for their passing game.

The Blacksmiths use only two formations – Close and Pro Set — which help disguise the Blacksmiths’ preference of run or pass, forcing the defense to consider both on most downs. The Blacksmiths have no Pass Heavy formation. Run values are strong in both formations, meaning the Blacksmiths running game can wear down opposing defenses unless the opponent generates breakaways with big-time run defenses.

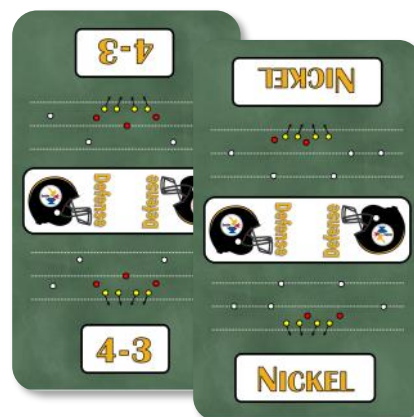


The Blacksmiths’ passing game is mostly low accuracy due to Terry Bradshaw’s low completion rate that year. However, by using the Establish the Run mechanism, the Blacksmiths can earn spark tokens to guarantee some pass completions (see below). This offense is designed to run early and often to build your bank of spark tokens, unlock your passing mechanisms, and create an iconic, game-changing pass play (or two) late in the game.

DEFENSE (7 CARDS)

The Blacksmiths defense was a mix legendary Hall of Fame players from the 1970’s. The defense has only two formations – 4-3 and Nickel – so does not have a Pass Heavy formation. Defenses with fewer than 10 cards have relatively higher run/pass values on each card, making this defense more powerful than most.

The overall run defense is strong. However, the pass defense is not as dominant. In part, the lower pass values result from the “Mel Blount” rule in 1978. This pass defense was adjusting to the stricter defensive

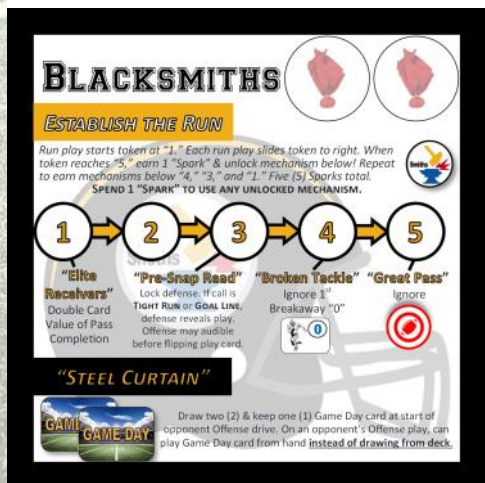


back rules that ultimately opened

up the NFL passing game. The Blacksmiths defense relies more on its Steel Curtain mechanism to create a negative play, which can put their opponent in bad down and distance or even create a turnover.

SPECIAL ABILITY – ESTABLISH THE RUN

The Blacksmiths use the run to lull their opponent to sleep, allowing the Blacksmiths to forge epic, back-breaking big plays late in the game. To fully Establish the Run takes fifteen (15) total rush attempts. The mechanism requires commitment from the Offense coach and



runs the risk of becoming predictable in the early game. Most coaches can accomplish 15 runs by the late 3rd or early 4th quarter.

Some coaches try to subvert expectations of running by throwing early and often against predominately run defenses. While this can lead to some surprise early gains, it is risky to completely abandon the run because all passing except Short Passes are low accuracy. Running less in the 1st half will simultaneously limit the number of spark tokens you can earn while also leaving the most powerful mechanisms unavailable later.

“Great Pass” is best used to guarantee a completion on a must-have passing down. “Broken Tackle” is best used in clutch game situations where gaining more yards on a breakaway is critical to sustaining the drive or scoring. “Pre-Snap Read” is best used when the defense is looking run and your Offense play card has a Play Action Pass. “Elite Receivers” is most effective on high-value passes.

SPECIAL ABILITY – STEEL CURTAIN

Before each opponent Offense drive, the Blacksmiths draw two (2) Game Day cards and choose one to keep, which they can use instead of a Game Day draw anytime a Game Day card is needed on defense. The other card is discarded. *NOTE: This Steel Curtain mechanism cannot be used on special teams (kicks/punts).*

Strategically, there are several ways to use the Steel Curtain card. Use the negative main effect when good for the defense. Opponents can use a Challenge Flag to cancel the effect like usual. Use on a defense breakaway upper left corner or Offense upper right corner. This means every card has value – a “0” Offense corner value can stop a breakaway cold, while other cards can create a turnover on a breakaway.

VULNERABILITIES

The Blacksmiths start off predictable on offense, especially in the 1st half, requiring their coach to avoid defense breakaways early while establishing the run. Since multiple spark tokens can be used on the same down to create iconic, game-changing plays, it is better to reserve spark tokens for use in late game situations. As a result, the Blacksmiths build currency slowly early on Offense without a lot of help.

The weaker pass defense values mean modern passing attacks will be very successful against the Blacksmiths.

SOLO AI PLAY

When playing against the Blacksmiths AI, once they unlock a mechanism, they will spend a spark token to activate it as follows:

Great Pass: *If result earns a 1st Down or TD*

Broken Tackle: *If required (last resort) to extend drive or score*

Pre-Snap Read: *On Tight Run/Goal Line, resolve “6” Play Action Pass*

Elite Receivers: *Use only on pass card value “6” or higher*

Steel Curtain: *Each drive give the Blacksmiths a free defense-only challenge flag, good for that drive only.*



BOBCATS



OFFENSE

Inspired by the 1988 Cincinnati Bengals, the team that lost to the Joe Montana 49ers in the Super Bowl, the Bobcats are a talented team that introduces new “Attack” hurry-up mechanisms and a devastating running attack.

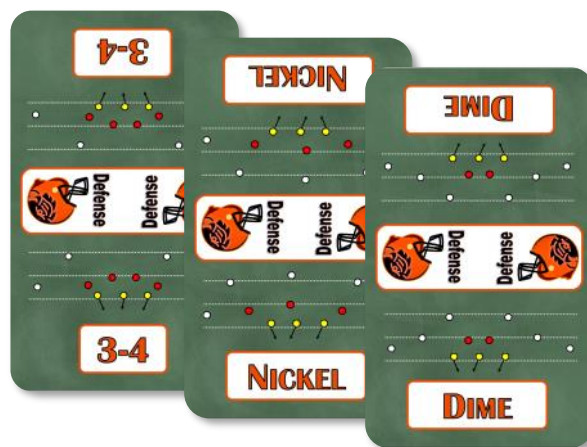
Featuring three runners with a perfect blend of power, speed, and finesse, the Bobcats offer a wide range of high-value runs. In addition, the Bobcats offer better-than-average Play Action passing and enough high-value pass plays to take advantage of any defense overly fixated on stopping the run.

The trick to managing this offense is to keep the opponent guessing. The Bobcats special abilities make their Offense more potent at Home and slightly less effective when Away.



DEFENSE (10 CARDS)

The Bobcats defense is average all around but struggles to stop the run. The Bobcats do a fine job against the pass, especially in obvious passing downs, but stopping the run requires them to sell out for a specific type of run. Unless they get a breakaway on defense, opponents can steadily move the ball on the ground against the Bobcats.



SPECIAL ABILITY – SLOW START

In the 1st quarter, all pass plays for the Bobcats are treated as “low accuracy” passes. This restriction simulates the slow start the real 1988 Bengals team had in most games. Some coaches choose to defer the opening kick to limit the exposure to this restriction, though that could open you up to an early deficit since the Bobcats defense is average strength. Another tactic is to take the ball first, but lean on the run for the majority of the drive.

As soon as the 2nd quarter begins, even if that occurs in the middle of a Bobcats Offense drive, the **SLOW START** is lifted and passes are resolved normally for the rest of the game.

BOBCATS

SLOW START

BOBCATS OFFENSE:

All 1st quarter Pass Plays are

“ATTACK” OFFENSE

Hurry-up offense that prevents defensive substitution

Every drive, Bobcats offense can spend a to **lock the defense play card**. Defense must use locked card **on the next down**.

- Declare “Attack” (next play) before drawing Game Day card (current play)
- Time Out Cancels “Attack” & still active this drive

HOME: Two (2)

per drive

AWAY: One (1)

per drive

SPECIAL ABILITY – ATTACK OFFENSE

The 1988 Bengals used an early version of the no huddle offense that was successful in preventing defensive substitutions. To simulate this capability, the Bobcats feature an “Attack Offense” which can force the opponent to reuse their current defensive play card on the next down.

The Bobcats activate their Attack Offense by placing a meeple on the playing field. After both offense and defense plays are revealed but before drawing the Game Day card, the Bobcats can move their meeple token from their team card onto the field of play and say, “Attack!” This action forces the defense to reuse their current defense card on the next play.

The defense does not have to use the same play call, but must use the same defense card from the previous down. The defense coach retrieves their card, considers which of the two available plays to call, and places the same card back on the board.

As a way to avoid the “Attack” call, the defense coach can choose to call a time out. A time out provides time for the defense to substitute a new play call, though the Bobcats retrieve an Offense card from their discard as usual. The meeple is put back on the team card for later use in that drive. So a time out does not nullify the “Attack,” but merely delays it. The Bobcats are free to deploy that meeple later in the same drive as they see fit.

When the Bobcats successfully “Attack,” meaning they resolve a down in which the defense is forced to reuse a card, then their meeple is spent for the drive and cannot be used again until the next drive. When at Home, though, the Bobcats have two meeples, meaning they can press an advantage twice on back-to-back plays or use two separate “Attack” plays at different times in a drive.

Any available Attack meeples refresh at the beginning of each Bobcats Offense drive.

The **ATTACK OFFENSE** is a deadly mechanism that optimizes matchups, forces the opponent to burn time outs to get out of bad matchups, and provides the Bobcats more opportunity to run plays.

VULNERABILITIES

The Bobcats are special because they have a built-in Home Field Advantage. However, as a result, they are noticeably weaker on the road. The defense is their greatest liability, often bleeding yardage and allowing long, time-consuming drives against stronger opponents. The **SLOW START** mechanism also forces more incompletions in the 1st quarter, which can blunt their ability to get an early lead.

SOLO AI PLAY

When playing against the Bobcats AI, their offense will “Attack” anytime the matchup is a gain of 3 or more OR the matchup is an Offense Breakaway.

To counter the **SLOW START** mechanism, should the Bobcats win the opening coin toss, the Bobcats will always choose to play defense first and defer to the 2nd half.



BOLTS



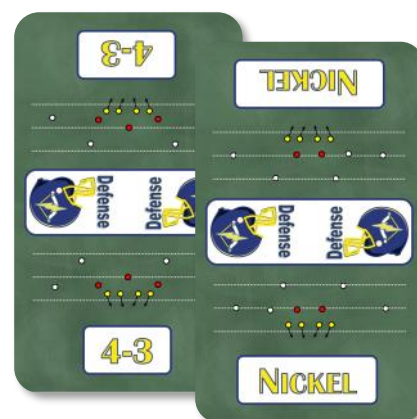
OFFENSE

Inspired by the 1980 Chargers, the Bolts Offense features a powerful vertical passing attack and a capable, change-of-pace rushing attack. Despite the Bolts' propensity to turnover the football (see **SHOCK & AWWW!**), their Offense is powerful enough to get them back into games and recover after one or even two turnovers. Most passes are Short, Medium, and Long, with less emphasis on Play Action or Special Passes. The running game is not spectacular on its own merits, but packs a punch as a change-of-pace once the defense is conditioned to cover high-value passes. The Bolts Offense is explosive and fun to watch.



DEFENSE (8 CARDS)

The Bolts defense is not exceptional in any one area. Over time, though, the defense may start to feel underpowered as it is put under consistent strain in defending more drives than usual due to increased turnovers. Coaches may be content to allow this slow bleeding out of yardage in a "bend don't break" approach early in the game. But as the game wears on, especially when the Bolts are climbing back from a deficit, the coach may be forced to adopt a more aggressive approach to go for Defense Breakaways.



SPECIAL ABILITY – SHOCK & AWWW!

The Bolts are notoriously bad at keeping possession of the football. This mechanism injects the constant risk of a turnover into the normal execution of their Offense. Here is how it works.

BOLTS

SHOCK & AWWW!

When a Defense Game Day Card (red text) matches the play type*, draw another Game Day card.

+

or

+

2nd Game Day card Red Text = Turnover

*Penalty or Instant Replay will not trigger Shock & Awww!

SUPERCHARGER

TURNOVER BY BOLTS OFFENSE = "CHARGE" TOKEN (MAX 2)

LIGHT 'EM UP! (2 tokens)
+4 to pass play

PRE-SNAP READ (1 token)
Lock Defense. Opponent must reveal if Blitz. Bolts can audible before flipping over play cards.

Anytime a Defense Game Day card (red text) matches the play type (run/pass), the Bolts must draw a 2nd Game Day card. If that 2nd card is also red text, the play is an automatic turnover.

Notes:

- The 1st Game Day card must match the play type and be red text. The 2nd card can be any red text card.
- Only apply the center play effect from the 1st card. Never apply the effect on the 2nd card.
- If the 2nd card is green text, no turnover.

- Bolts Offense may use a Challenge Flag on the 1st Game Day card to negate the effect. In that case, do not draw a 2nd Game Day card (because, essentially, the 1st card never happened).
- Challenge Flag must be used before drawing the 2nd card. **After the 2nd card is drawn, a Challenge Flag CANNOT negate the 2nd card.**

SPECIAL ABILITY – SUPERCHARGER

Each time the Bolts Offense turnover the ball, they gain an energy token. Energy tokens can be used on Offense at any time. Energy tokens refresh at the beginning of each drive. Max energy tokens earned is two. These tokens can be spent one at a time or both together for the effects below:

1 Token - PRE-SNAP READ

- Bolts can force Defense to reveal a Blitz.
- After both plays are on the board but before they are revealed, the Bolts spend an energy token to freeze the play call and asks, "Is that a Blitz?" If so, flip over Defense call. If not, coach says, "No." Either way, Bolts may now audible before plays are flipped and resolved.
- Note: Defense may not audible that play when Bolts use **PRE-SNAP READ**.

2 Tokens - LIGHT 'EM UP

- Receiver breaks free for yards after the catch (YAC)
- At the end of any pass completion, the Bolts may spend two energy tokens to add 4 yard lines of gained yardage to the completion.

VULNERABILITIES

The clearest liability for the Bolts is their propensity to turnover the ball. They can weather two turnovers, but a third might be the back breaker. For that reason, coaches might want to reserve both challenge flags for use on Offense, especially to negate **SHOCK & AWWW!** Mathematically, the Bolts are guaranteed to draw between 1 and 2 turnovers on the **SHOCK & AWWW!** mechanism alone. Avoiding as much risk as possible is key to preserving momentum.

The Bolts prefer to score quickly, as fewer Offensive plays limits their exposure to turnovers. The longer your drive, the more likely you are to turnover the ball.

SOLO AI PLAY

When coaching against the Bolts AI, they will not burn a challenge flag on defense. Their challenge flags should be reserved exclusively to prevent turnovers on Offense. Allow the Bolts to flip 2nd cards on their Shock and Awww! mechanism until they have earned both energy tokens. After that, burn challenge flags to avoid 2nd card pulls whenever possible.

For the **PRE-SNAP READ**, the solo AI will use it to audible after the plays are revealed to switch to a significantly better play OR get out of a defense breakaway. You read that correctly! If they have energy tokens to use, the Bolts **PRE-SNAP READ** nullifies your breakaway. Rotate the card and use the other play. The Bolts should only use the **LIGHT 'EM UP** to convert a critical 3rd or 4th down or to score a TD. Good luck!

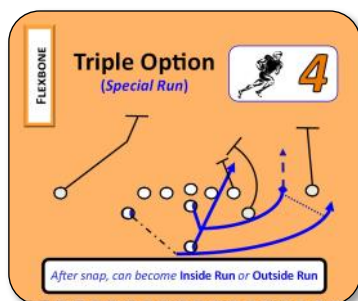


BONEYARD

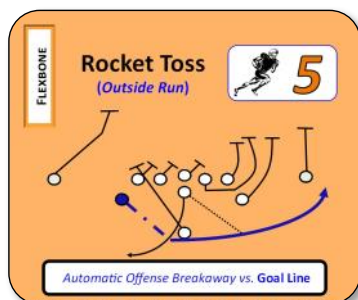


OFFENSE

Inspired by the powerhouse college option-run teams (specifically the 2015 Navy Midshipmen), the Boneyard feature features only one Offense formation – “Flexbone” – which makes it harder for opponents to predict play-calling tendencies.



Most offense plays feature multiple points of attack, where the same play call can convert to different play types after the snap. The foundation of this offense is the Triple Option, a Special Run that can change into either an Inside Run or an Outside Run after the defense is revealed. Other play types can convert from Power to Finesse and from Finesse to Power.



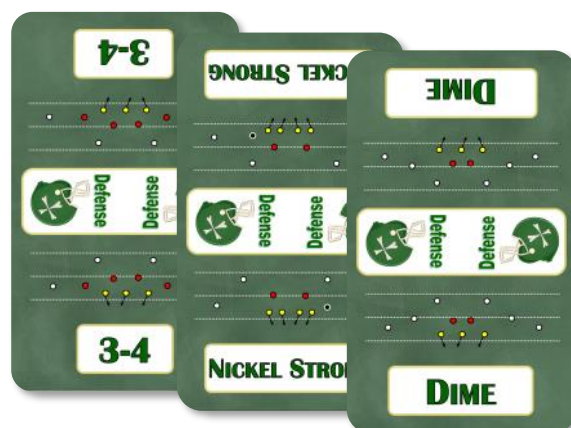
The Boneyard Offense features a “5” value run (Rocket Toss Sweep) which is also the only running play in the game that can create an offense breakaway vs. Goal Line defense. In addition, the Boneyard do not have a dedicated Inside Run, but instead have QB Follow, a designed QB Power run that grants a minimum gain of 1, just like an Inside Run. These two plays combined weaken the effectiveness of Goal Line defense as an all-purpose play call, encouraging the opponent to call multiple defenses.

The passing game is limited, with only two cards in their 15-card deck that contain passes. Passing should be used as a surprise. Because teams overcommit to the run against the Boneyard, the Boneyard passing can generate huge gains. Two of their four passes can also switch play types after the defense is revealed, just like their option run plays, making the Boneyard’s passing game deadly.

The variety and complexity of this offense makes it one of the most challenging to stop and, consequently, one of the most powerful in **Breakaway Football**.

DEFENSE (10 CARDS)

The Boneyard Defense is the 2nd weakest in the whole game. There is very little strength in this collegiate defense, though their Nickel Strong formation has the best chance to stop the pass. Coaches find themselves needing to guess perfectly and create breakaways to force opponents into tough down and distance situations. The Boneyard are often engaged in scoring shootouts.



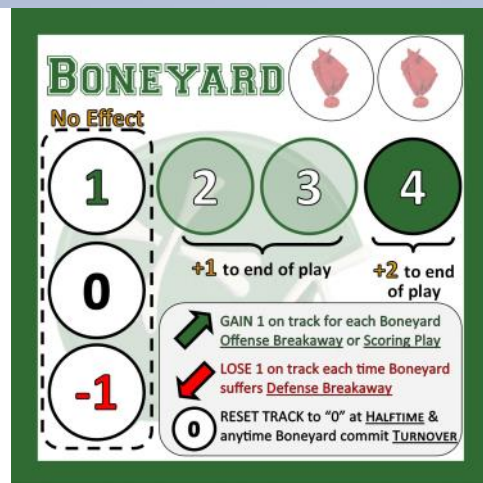
SPECIAL ABILITY – MOMENTUM TRACK

The Boneyard track offense breakaways on their Momentum Track, which can provide automatic bonuses to run plays when activated. Each Boneyard offense breakaway moves the marker up the track, while each opponent defense breakaway moves the marker backward.

For example, at the beginning of the half, the marker starts at “0” with No Effect. Any results inside the dotted line (-1, 0, and 1) all confer no effect to the play. However, once the Boneyard move the marker to “2” or “3,” they receive a +1 yard line to the end of every play. If they are able to get the marker to “4,” they gain +2 yard lines to the end of every play.

It is common for the marker to slide into and out of the extra yardage spaces. In this way the Momentum track records the emotional ups and downs of the young team.

The Momentum track resets itself to “0” whenever the Boneyard turnover the ball and also at halftime. That way if the Boneyard are on a roll in the 1st half, they have to regain that Momentum in the 2nd half.



VULNERABILITIES

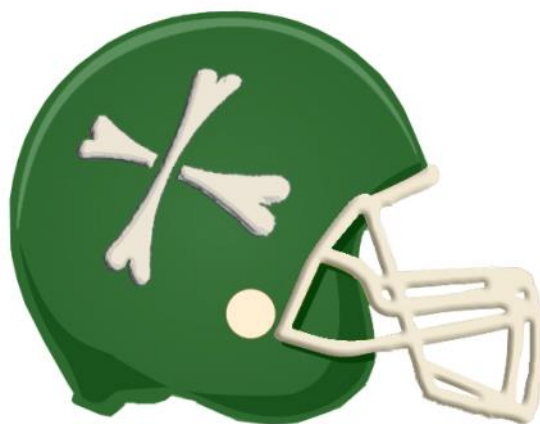
If the Boneyard meet a team with a strong run defense, they will not sustain success without activating their Momentum. Also, it is very hard for the Boneyard to throw in obvious passing situations. Since the Momentum can sidetrack due to an errant Game Day card draw, the Boneyard are wise to hold back on using their challenge flags to ensure gains, but rather should deploy them to avoid drive-killing play results.

SOLO AI PLAY

The Boneyard have only one formation, so the random card draw works well for them. The Advanced Solo AI charts, however, are tuned to provide variety in the style of runs while avoiding an overcommitment to the pass.

When the Advanced Solo AI choose to throw, you will roll on a secondary chart to see what kind of pass play they dial up.

Also, Momentum should affect their decision to go for 4th downs. If the Boneyard are faced with a 4th down, and the Momentum bonus alone will earn them the conversion, they will go for it.

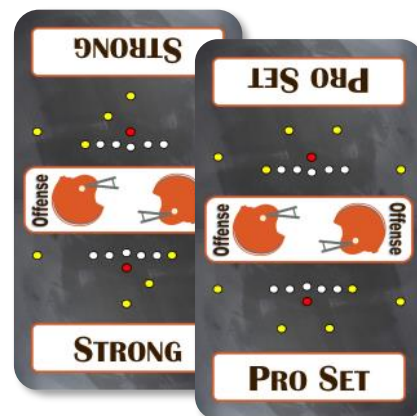


BRONZE



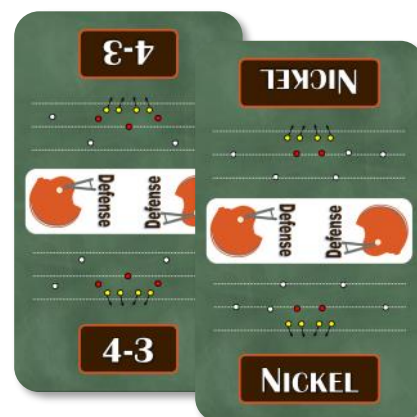
OFFENSE

Inspired by the 1964 Cleveland Browns, the only Browns squad to win an NFL Championship with their legendary Fullback Jim Brown, the Bronze offer a dynamic rushing attack and a passing attack that suffers from a high number of low accuracy passes. The Bronze Offense features strong run values and a wide variety of run plays. The Bronze have relatively few passes compared to modern teams, and their most consistent passing strength is in Play Action Passes. The **LEGENDARY FULLBACK** Jim Brown was the focal point of the Offense, consistently averaging over 100 yards per game despite the focus from opposing defenses. However, Jim Brown had surprisingly few rushing touchdowns that year, with the coaches opting to use Jim Brown as a decoy to throw Play Action passes near the goal line.



DEFENSE (8 CARDS)

The Bronze defense was capable in its day but is somewhat underpowered versus a modern passing attack. The Bronze are often at the mercy of the matchup. When playing against a run-first team or a balanced opponent, the Bronze defense is quite capable. When playing against a modern, high-flying passing attack, the Bronze will struggle unless they create a higher-than-average number of defense breakaways.



SPECIAL ABILITY – LEGENDARY FULLBACK

The **LEGENDARY FULLBACK** Jim Brown routinely ground out 100-yard games. Jim Brown's role in the Offense was more "workhorse" and less "big play artist." Brown was notoriously hard to tackle, combining a perfect balance of speed, power, and agility. As a result, the **LEGENDARY FULLBACK** ability is designed to optimize a set of run plays rather than generate big gains.

Jim Brown plays (10 runs, 2 passes) have a helmet icon in the upper right corner next to the play value. Ten times per game, the Bronze may use the **LEGENDARY FULLBACK** ability to do one of the following:

- Draw a new Game Day card to replace the current draw or
- Add the Offense Breakaway corner (upper right) to the play result.

The Bronze must choose which of these actions to take on a down. They cannot do both on the same down, even if they have enough actions on the track.



On a Jim Brown Offense Breakaway, however, the Bronze CAN keep the play alive. Move the cube one space to the right to ignore that “0” result, draw a new Game Day card, and apply the upper right corner to extend the breakaway. **When extending the play like this, every extra card costs one space on the track, and Jim Brown can add multiple cards to his breakaway.** In this way Jim Brown can bounce off tacklers, make people miss, and outrun defenders to create those signature slow-motion highlight reels!

SPECIAL ABILITY – THE PROFESSOR

QB Frank Ryan was known as one of the smartest people in all of football, later earning a PhD in Mathematics. The QB was not terribly accurate but was skilled at diagnosing the tendencies of the defense. In an age of QBs calling their own plays, this skill likely helped the Browns in their 2nd Half comebacks.

With **THE PROFESSOR**, the Bronze have three (3) free re-draws of Game Day cards on pass plays in the 2nd Half. This ability allows the Bronze to ignore a bad Game Day draw and select a new card as a result. The Bronze may only use **THE PROFESSOR** once per down.

SPECIAL ABILITY – “THE TOE”

Lou “The Toe” Groza, Hall of Fame lineman and placekicker, has special kicking abilities. Groza’s kick range cannot match modern, soccer-style kickers, and Groza was kicking at goal posts on the goal line rather than in the back of the end zone. Therefore, all placekicking attempts suffer a –3 penalty.

Groza’s accuracy for his time was legendary. **“THE TOE”** lets you change any placekicking value (lower right corner of the Game Day card) into a “7” before the –3 penalty. “The Toe” means the Bronze are perfect on extra points, on field goals needing 4 or lower, and on keeping opponents from returning an Onside kick.

VULNERABILITIES

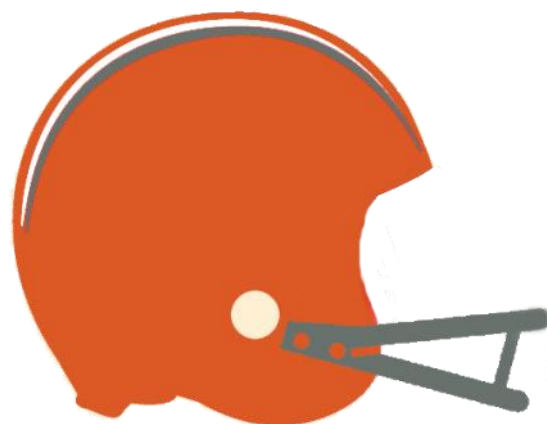
The Bronze have a predictable run-heavy Offense, and their main mechanism has only 10 activations all game, so you have to use them wisely. Chasing the big Jim Brown Offense Breakaway could quickly use up the mechanism. Also, the Bronze defense is not strong enough to keep them in the game, so these games tend to be low-scoring shootouts. Try to control time of possession, bait an overcommitment to the run, and surprise your opponent with big play passes in the 2nd Half to take the lead.

SOLO AI PLAY

Use Legendary Fullback when a red text card reduces a Jim Brown run result. Advance the cube on the track 1 space and draw a 2nd Game Day card. Then, consulting both cards, choose the most advantageous AI result (either middle event or upper corner). Discard the unused card.

On Jim Brown breakaways, use the ignore “0” only inside shaded zones (either 15, 10, or 5-yard lines). The Fullback is trying for more yardage to score or to escape his own end zone.

When the AI uses “The Professor,” spend a token to replace a Defense Pass Game Day card if the potential gain is 4 or more lines (and would have been nullified by the Game Day card) or if the bad Game Day card would prevent a 1st down.



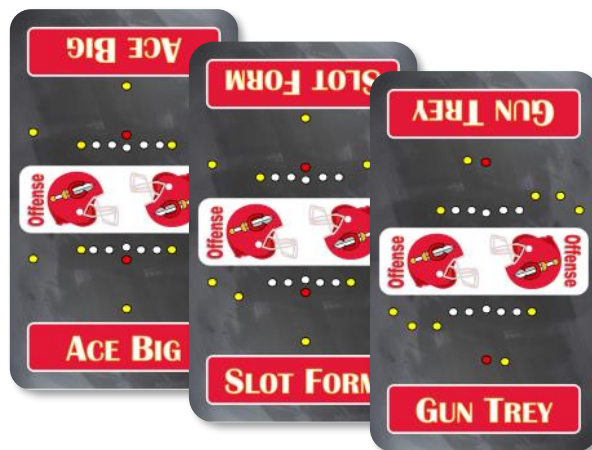
CENTURIONS



OFFENSE

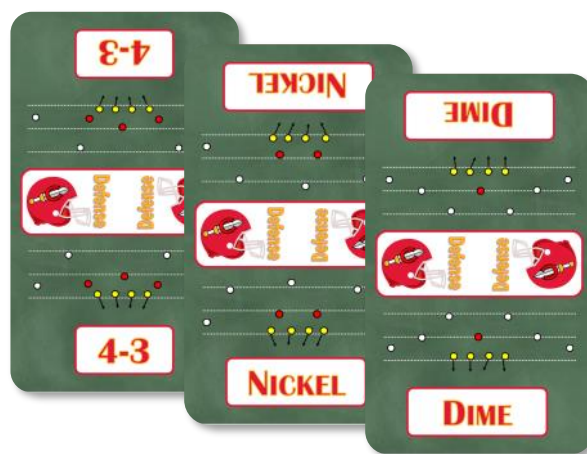
Inspired by the 2019 Kansas City Chiefs, the Centurions feature an electrifying set of offensive weapons. With Patrick Mahomes at QB, Travis Kelce at TE and a host of dangerously fast wide receivers, the Centurions Offense is a powerful passing attack in *Breakaway Football*. When combined with their special abilities, the passing game is potentially lethal.

While the Centurions may appear built to pass all day, they also have strong enough running plays to balance the scales. The Centurions will perform well when the focus is keeping the opponent guessing wrong. It is not necessary to lean on only the highest value plays to move the ball with this offense. If the Centurions can regularly dodge defense breakaways, the latent strength of their playbook will smoothly move the ball down the field.



DEFENSE (10 CARDS)

The Centurions' Defense is a "hit or miss" defense in the style of the Fire/Lightning playbooks. There is strength in the playbook. If the plays are called wisely, the defense can slow down or stop an opponent without relying on breakaways. However, there is often no margin for error for a bad guess. When the defense guesses wrong, they are often left fully exposed to the full play value of the opponent's call. The "feast or famine" style of defense lends itself to two strategies – "delay" or "destroy."



"Delay" is where the defense does not go for breakaways but rather puts up soft, safe calls that offer limited protection. The goal with "delay" is to keep pace with opponents on offense and wait for them to use all their challenge flags and make a critical mistake to end a late drive.

"Destroy" is the opposite approach, whereby the defense is constantly guessing for maximum breakaways. Both styles have inherent risks, so pick the one that matches your temperament.

SPECIAL ABILITY – TUCK IT & RUN

The legendary escape ability of the Centurions QB, and the incredibly low number of interceptions he threw in 2019, has given rise to this

CENTURIONS

TUCK IT & RUN

Offense Pass only (No Defense Breakaway)
Once (1) per game, after drawing Game Day card, ignore Game Day card & QB SCRAMBLE.*
*QB SCRAMBLE = ½ value QB run (round up).

FAST RECEIVERS

Offense Pass Breakaways only
When extra breakaway cards total "5" yard lines, pass is an automatic Touchdown.

KEEP THE PLAY ALIVE

Offense Pass only
QB evades rushers to get the pass off!
Two (2) per game, when tied or losing, ignore Game Day event & draw QTR # of new Game Day cards to replace.

once per game, pass-to-run conversion. On a pass play, after drawing the Game Day card, the Centurions can ignore the Game Day result and convert to a QB Scramble (1/2 value run play). This incredibly powerful ability means that the Centurions can wipe out a drive-killing play event on a crucial play. **This ability can only be used once per game, so plan it wisely.**

For example, on a critical 4th down and 3 yard lines, Medium Pass (7) vs Zone (0/5), the Game Day card of QB Sack (Play = -2) is drawn. Using Tuck It & Run, the Centurions QB ignores the sack, escaping the rush and, instead, running a QB Scramble at value “4,” gaining 20 yards and keeping the drive alive.

SPECIAL ABILITY – FAST RECEIVERS

The Centurions boast incredibly fast receivers. When the Centurions trigger an Offense passing breakaway, they have a chance to score an automatic touchdown.

Tally the additional yardage (upper right corner) gained from pulling extra Game Day cards on that play. If the Centurions gain a combined value of “5” on a single play, no matter where they are on the field, the receiver sprints into the end zone for an automatic touchdown.

SPECIAL ABILITY – KEEP THE PLAY ALIVE

The Centurions’ QB can extend a bad pass play and possibly turn it into a good play by running around in the backfield looking for an open receiver. They can only use twice per game, and only when tied or losing.

On an offense pass play, ignore the Game Day card drawn and draw replacement cards equal to the Quarter of the game. For example, if the game is in the 3rd quarter when this ability is used, ignore the Game Day card and draw three (3) new ones. The Centurions choose which to use.

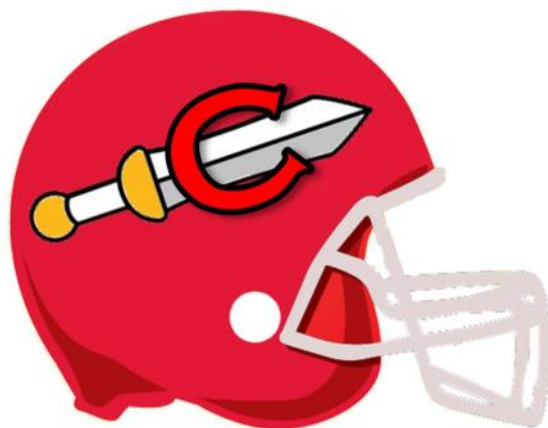
This ability CAN be used on defense breakaways! For example, if the upper-left corner shows a turnover, the Centurions can draw replacement cards and replace the turnover with a less devastating effect. That play is interpreted as, “Oh, the QB pulls it down rather than throwing into traffic and wisely decides to take a sack and try again next down!”

VULNERABILITIES

The Centurions’ defense is its primary liability. The feast or famine nature of their playbook means the Centurions could blow out an opponent or be down big depending on the matchup. However, the Offense power does provide ample opportunity to quickly climb back into games, matching the historical team’s propensity to claw back into a seemingly out of reach contest.

SOLO AI PLAY

Use their special abilities to avoid disaster for the Centurions. The Keep The Play Alive ability should be used in the 2nd Half, and the Centurions can spend it after the Game Day card to avoid a sack, turnover, or failed 3rd or 4th Down attempt. As a reminder, this ability can be used on a defense breakaway to avoid a turnover.



ECLIPSE



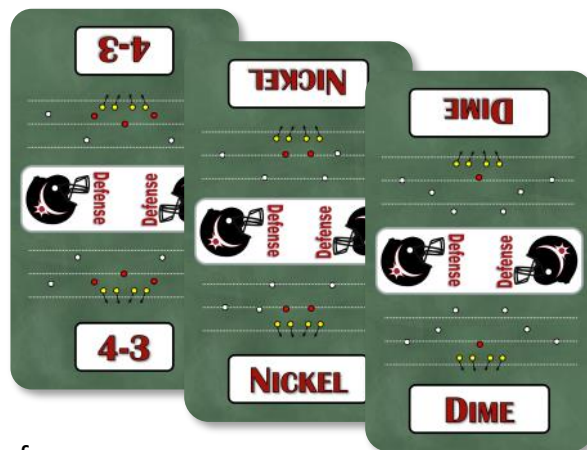
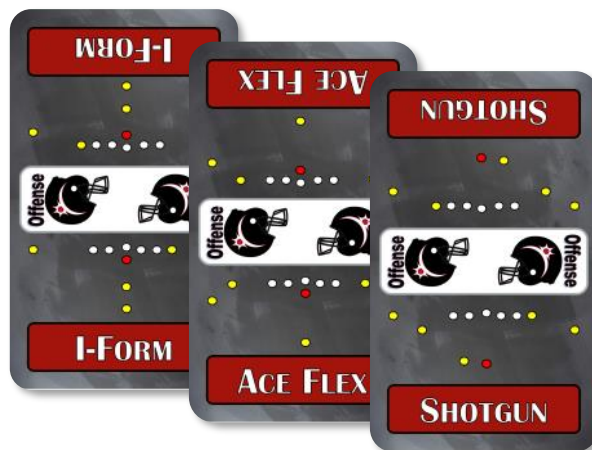
OFFENSE

Inspired by the 2006 Atlanta Falcons that boasted two 1,000-yard rushers (RB & QB), the Eclipse offer runs with value of “4” out of all three formations. Eclipse also feature several option-style runs (e.g., Triple Option) that can swap play type after the Defense play is revealed. In addition, high-value passing is well-dispersed throughout the Eclipse playbook. When it catches on fire, the Eclipse offense can score quickly on the ground or through the air.

The success or failure of the passing game lies with the effectiveness of its Quarterback, which can vary widely based on game conditions. The team’s special abilities hinge on the “streaky” nature of the Quarterback, who can bounce from deadly accurate to wildly inaccurate within the space of several passes. While the running game is powerful enough to move the ball for a short while, the passing game can only be successful when you actively manage the Quarterback’s confidence.

DEFENSE (10 CARDS)

The Eclipse defense is average strength. In general, average strength defenses feature smaller variance between Run and Pass values per play call. For this reason, it is possible to call “safer” plays that limit opponent yardage for wrong guesses. These safer calls do not usually stop an opponent but can be effective in slowing them down.



SPECIAL ABILITY – QB SCRAMBLE

To utilize the Eclipse special mechanisms, you must track net completions on the special ability card. Completions are like currency that allow you to avoid negative consequences and spend to activate bonuses. Both **QB SCRAMBLE** and **HOT & COLD PASSER** require net completions to activate.

The Eclipse Quarterback is an outstanding athlete who can convert a pass play into a **QB SCRAMBLE** and take off running. **To use QB SCRAMBLE, the play matchup cannot be a defense breakaway.**

1. Announce “Scramble” to change the pass play into a half-value QB run AFTER the defense is revealed but BEFORE the Game Day card is flipped.
2. Reduce completions track by 1, then pull the Game Day card and resolve as usual.

QB SCRAMBLE creates opportunities to gain run yardage against weak run defenses. It is best used with high-value passes in situations where the defense is committing to the pass. For example, a Medium Pass of “6” is up against a Dime Zone with values of “0/5”. The pass play is a gain of “1” before the Game Day card, but using **QB SCRAMBLE** would gain “3” (half value of the “6” pass minus “0” run defense strength).

SPECIAL ABILITY – HOT & COLD PASSER

The Eclipse Quarterback is streaky and begins the game with shaky confidence. The QB starts the game on the red “Pass=0” spot, which means ALL passes are treated as low-accuracy. **The Eclipse must pull a Game Day card with green text to get their first completion.** Afterwards, so long as the QB is not “in the red” on the “Pass=0” space, completions happen normally.

Each Eclipse completion moves the marker up 1 on the track. Each Eclipse incompletion moves the marker down 1 on the track. It is possible for the QB to bounce out of and back into the red “Pass=0” multiple times in a game. At the top of the track is the “On Fire” spot, where the pass card value is double. For example, the Medium Pass of “6” is worth “12” for that one play. When the “On Fire” pass is completed, the counter drops back to “1” on the net completions track.

There is no limit to the number of QB Scrambles or “On Fire” passes used in a game.

VULNERABILITIES

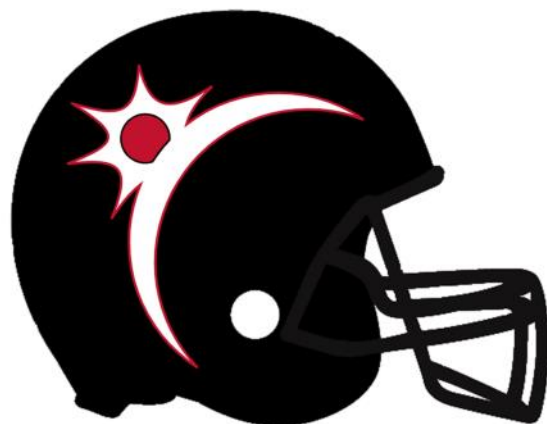
The QB Confidence mechanism can be a serious impediment to early success in a game. The passing game is stagnant until the QB gets that first completion under his belt. Since all passes are low accuracy anyway, consider trying high-value, low accuracy passes early on.

Once you get your first completion, it is wise to throw a series of safe, Short passes to “set up” the “On Fire” pass. Consider using a challenge flag to ignore negative Game Day cards and preserve completions. Sometimes it is better to burn a challenge flag than drop down the completion chart, since completions create both the **QB SCRAMBLE** and the “On Fire” opportunities.

The defense is not strong. The Eclipse often work to just slow their opponent down and wait for a helpful Game Day card. The best way to secure victory with the Eclipse is to dominate your opponent with Offense, and that can only happen with consistent play from the QB.

SOLO AI PLAY

The Eclipse QB will run when given the chance. This means anytime a pass play gain would be less than or equal to a scramble, the QB will scramble. Of course, the marker needs to be out of the red space on either the 1, 2, 3 or “On Fire” spaces to scramble.



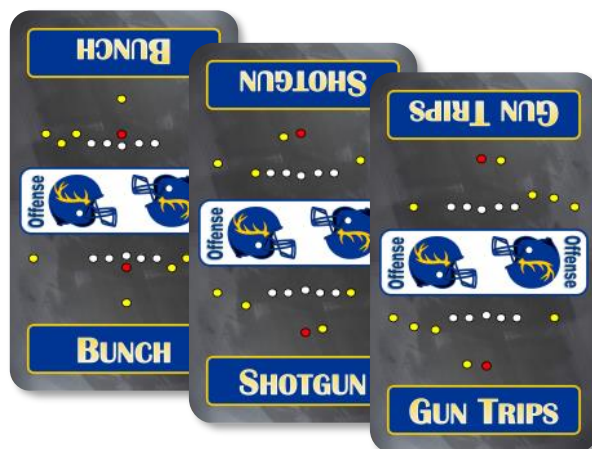
ELK



OFFENSE

Inspired by the 2021 Rams, the Elk feature veteran QB and receivers that make an efficient and powerful passing attack. While the running game is somewhat underpowered, it can create yardage with formation mismatches when the defense is laser-focused on the passing game. Therefore, the Elk try to bait their opponents into overcommitting to the pass to create surprise running lanes.

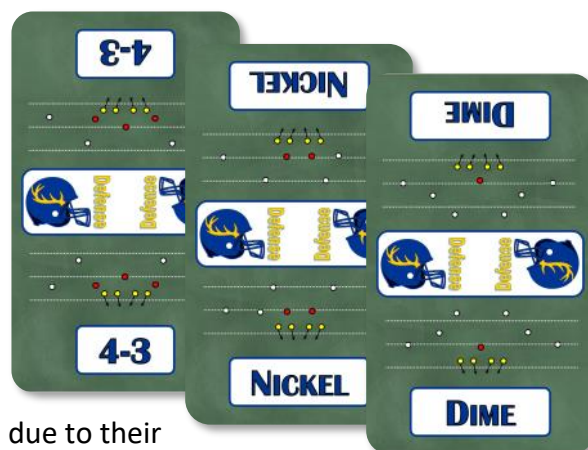
The Elk also have an electrifying wide receiver who can **GET OPEN** for big yards on critical downs.



DEFENSE (10 CARDS)

The Elk defense is an overall average defense for *Breakaway Football* with obvious strength against the pass. The Elk defense was built to slow down quality pass attacks and force opponent mistakes in the red zone. The defense also features good latent run values across the board, further limiting the damage from surprise running plays. The Elk are a capable “bend don’t break” defense.

The edge of the Elk defense is its strength in either red zone due to their **RED ZONE RISK** mechanism. Through superior play calling or well-timed deployment of their mechanism, the Elk defense is dangerous when the opponent is in either red zone.



SPECIAL ABILITY – RED ZONE RISK

The **RED ZONE RISK** mechanism showcases a dual tendency of the 2021 Rams – the Defense was stout near either goal line and the Offense was sloppy near either goal line.

Whenever the ball marker is in a shaded area (15, 10, or 5-yard line), **RED ZONE RISK** is active for the team on Defense. That means when the Elk are on Defense, **RED ZONE RISK** is an advantage. When the Elk are on Offense, the **RED ZONE RISK** helps their opponent.

Defensive breakaways in the red zone will automatically draw an extra Game Day card, allowing the Defense to choose which Game Day card to resolve. This mechanism makes it more likely that something bad will happen for the Offense near either goal line.



In addition, at the beginning of the game, both teams get two **RED ZONE RISK** tokens. Either team can use their token on Defense when the opponent is in a shaded area to automatically trigger the **RED ZONE RISK** ability. Only one token per play can be used.

Clever Defensive coaches can trigger this ability multiple times with Defensive Breakaways. Because there are two free activations (red tokens) and unlimited additional activations (Defense Breakaways), **RED ZONE RISK** is potentially very powerful.

SPECIAL ABILITY – GET OPEN

Affectionately called the “Cooper Kupp” mechanism, **GET OPEN** allows your superstar receiver to shake free of the coverage on a crucial pass play.

After the players reveal the matchup but before drawing the Game Day card, the Elk Offense may spend a Challenge Flag to draw three (3) Game Day cards instead of one. The Elk Offense chooses which Game Day card to resolve.

*NOTE: **GET OPEN** is not available when the matchup is a Defense Breakaway.*

VULNERABILITIES

The Elk rushing game is predictable and generally of low value. Running with the Elk can be a surprise change of pace, but the Elk must commit to the pass to move the football.

Of course, the **RED ZONE RISK** for the Offense is the largest liability. For that reason, some coaches prefer to use the **GET OPEN** pass from outside the red zone and try to score with a longer pass to sidestep the risk.

On Defense, the Elk have a tough time stopping their opponents between the red zones. Some coaches prefer to slow their opponents and force perfection in the red zone. If the Elk can use punts to pin their opponents in the red zone, the Defense could sell out for big plays then as well.

SOLO AI PLAY

RED ZONE RISK — If the human Offense scores a touchdown because of the Game Day effect, the Elk AI will spend a red token to draw a replacement Game Day card. Late in the 4th Quarter, especially with the game on the line, the Elk AI will spend any remaining red tokens to press their luck & try for a better Game Day card.

GET OPEN — When tied or losing, use on any Long Pass or late half crucial down (a 3rd/4th Down to cross a milestone).

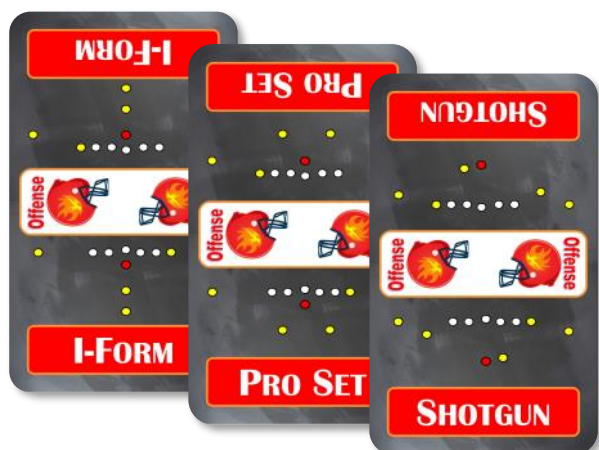


FIRE / LIGHTNING



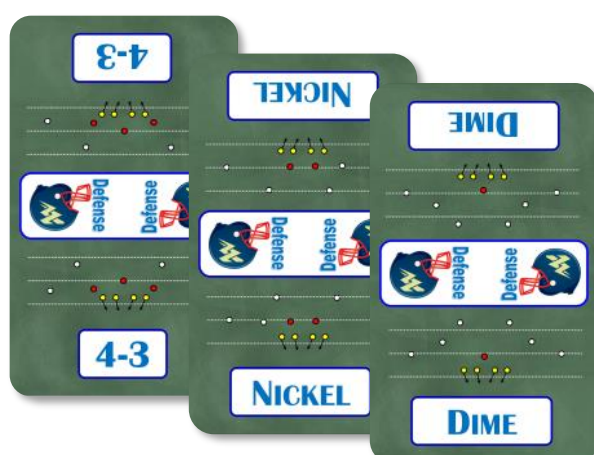
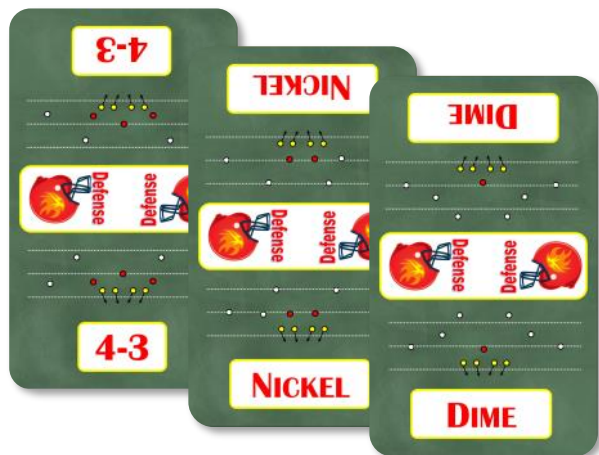
OFFENSE

Based on a traditional Pro-Style Offense, the main strength of the Lightning and Fire is their versatility. Both offer impressive variety in style of attack, with teams being able to flexibly adopt a run-heavy or pass-heavy philosophy within the same game. Versatility makes it possible for these teams to either control the clock or strike quickly through the air. Your best approach is to promote a balanced attack to keep your opponent guessing, especially throwing out of run formations and running out of passing formations.



DEFENSE (10 CARDS)

Defensively speaking, the Lightning and Fire have strong plays in each formation, but their formations tend to broadcast tendencies. A 4-3 defense formation is naturally stronger against the run, while the Dime is naturally stronger against pass. As a result, crafty opponents can use the audible to their advantage, switching their offense call pre-snap to attack the defense's perceived weakness.



SPECIAL ABILITY – FIRE

The Fire focus on field position by means of an outstanding Kick Return Game. Each kickoff return is 2 yard lines (10 yards) longer than any other team. Also, all punt returns are treated as automatic breakaways. This means instead of pulling one card for the punt return, the Fire pull multiple cards until they encounter a “0” or fumble. Though the risk of fumbling is greater than usual, the reward of a free breakaway can often create excellent field position or even score a touchdown.

SPECIAL ABILITY – LIGHTNING

The Lightning focus on field position by means of an impressive Kicking Game. The punter is powerful and accurate, with the Lightning able to add or subtract 1 or 2 yard lines from their punt. The Lightning can pin their opponents deep near the goal line or purposely punt into the end zone to prevent a dangerous punt return. The Field Goal kicker also has a powerful leg, adding 1 to the kick value on the Game Day card. Therefore, the Lightning have much easier time making long and mid-range field goals.

VULNERABILITIES

When coaching the Lightning/Fire defense, if you guess correctly, you can completely shut down an opponent. Guess wrong and you expose the defense to many big plays. Their offense playbook can also telegraph your play strength to your opponent. Shotgun is a pass heavy with bad running just as I-Form is strong running and weak passing. It is crucial to keep your opponent guessing by subverting expectations implied by your Offense formations.

SOLO AI PLAY

Because the Fire and Lightning mechanisms are passive, they only need to be tracked by the human player. Even though both teams have identical playbooks, their Defense AI and Advanced Solo AI sheets are tuned differently, meaning you will see the teams play distinctly different from each other.

FIRE



Elite Kickoff Returns

1	Ball placed at the 25-yard line
2	Ball placed at the 40-yard line
3	Ball placed at your opponent's 45-yard line



2

All Punt Returns are Offense Breakaways

LIGHTNING



Change Punt total on Game Day card
-2, -1, +1, or +2



+/- 2



+1

+1 to Field Goal value on Game Day card



GOLIATHS



OFFENSE

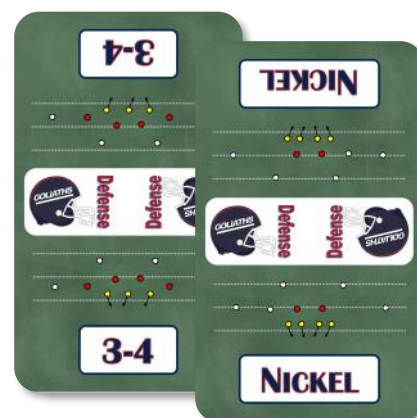
Inspired by the 1986 Giants, the championship team that saw Linebacker Lawrence Taylor win the NFL MVP, the Goliaths feature a powerful Pro Style rushing attack with a hit-or-miss passing attack. Running is a safe bet with the Goliaths, as they have many “3” and “4” value runs. The Goliaths can run to control the clock and take advantage of opponents who overcommit to the run with a strong Play Action Pass. When the Goliaths are forced into obvious passing downs, they struggle. The Goliaths have average passing values and nearly all their passes are low accuracy.



DEFENSE (8 CARDS)

The Goliaths defense is an elite defense, though their card values are just considered “good.” The Defense has only two formations (Run Heavy & Balanced) but each formation contains all eight play types, which helps the Goliaths hide their intentions.

The Defense is considered elite from the synergy between their card values and their mechanisms – **STRIP SACK** & **LEGENDARY LINEBACKER**. The **STRIP SACK** mechanism increases their opportunity to manufacture turnovers. The **LEGENDARY LINEBACKER** has multiple deployments that can increase defense pass values, prevent catastrophe during an opponent breakaway, and force passes to become low accuracy.



SPECIAL ABILITY – STRIP SACK

When the Goliaths’ opponent loses yardage on a pass play, the tackler might knock the ball loose from the ball carrier! Losing yardage on a pass play is considered a “sack,” which can occur in the following ways:

- Defense Breakaway where upper-left corner is a **-1** or **-2**
- Game Day Event resulting in a Sack where **Play = -1** or **Play = -2**
- A negative matchup on a pass play with no minimum gain.

When a sack occurs on a pass play, draw an extra Game Day card strictly for the text color. **Do not apply the card event.**

1st extra Game Day card draw text:

- **GREEN = No fumble. Play is over.**
- **RED = Ball is loose on the field! Draw a 2nd Game Day card to see who recovers the loose ball!**

2nd extra Game Day card draw text:

- **GREEN = Offense recovers. Play is over.**
- **RED = Defense recovers! Turnover!**

GOLIATHS

STRIP SACK

When opponent pass result is negative, trigger a loose ball opportunity.

On Game Day Sack card, -1 or -2 defense breakaway result, or negative matchup, draw extra Game Day cards only for loose ball.

Card 1: **GREEN TEXT = NO FUMBLE (DO NOT DRAW 2ND CARD)**
RED TEXT = FUMBLE! (DRAW 2ND CARD)

Card 2: **GREEN TEXT = OFFENSE RECOVERS**
RED TEXT = DEFENSE RECOVERS - TURNOVER!

LEGENDARY LINEBACKER

Set available tokens at start of Quarter

PURSUIT ANGLE (Cost = 1)

COLLAPSE THE POCKET (Cost = 1)

SPEED RUSH (Cost = 2)

Deny 1 Breakaway corner & redraw

Before Game Day Draw

Make Pass Low Accuracy

Before Game Day Draw

Defense Pass Value +3

SPECIAL ABILITY – LEGENDARY LINEBACKER

The **LEGENDARY LINEBACKER** mechanism provides blue tokens throughout the game for the Goliaths to purchase one-shot advantages on Defense.

Acquiring Tokens: Collect tokens at the beginning of each quarter. The Goliaths cannot “bank” unused tokens from previous quarters. Even if spent in the previous Quarter, tokens reset at the start of each quarter to match the chart on the team card.

For example, the Goliaths start the game with one (1) token. At the start of the 2nd Quarter, the Goliaths reset to two (2) tokens. Starting the 3rd Quarter, they reset with three (3) tokens, and at the start of the 4th Quarter, they reset with four (4) tokens.

Spending Tokens: Tokens are available to spend at the start of the Quarter regardless of drive activity.

For example, the Goliaths end the 3rd Quarter on Defense and have already spent 3 tokens on that drive. Because they collect 4 tokens to start the 4th Quarter, they can spend those immediately on this drive, too.

Spend tokens to activate special abilities on Defense. Multiple abilities can be activated on the same down.

- **“Pursuit Angle”** = Spend one (1) token during an opponent’s Offense Breakaway to deny a corner value. *For example, the opponent draws a “TD” result on their breakaway, so the Goliaths spend a token to ignore that draw. Draw a replacement Game Day card and continue the breakaway.*
NOTE: “Pursuit Angle” can be used multiple times on the same down.
- **“Collapse the Pocket”** = Spend one (1) token after revealing play calls but before drawing the Game Day card to force a low accuracy pass. **Red Text** required to complete the pass.
- **“Speed Rush”** = Spend two (2) tokens after revealing play calls but before drawing the Game Day card to add “3” to the Defense pass value. *For example, the opponent calls a Medium Pass of “6” vs a Goliaths Nickel Zone of “4.” The Goliaths spend 2 tokens on “Speed Rush” to increase the Zone pass value from “4” to “7,” resulting in a sack, which triggers the Goliaths’ STRIP SACK.*

VULNERABILITIES

The Goliaths’ passing game is inconsistent because of lower-than-expected values and a preponderance of low accuracy passes. Offensively, therefore, the Goliaths tend to do better playing for field position and time of possession while actively positioning their Defense to take control of the game.

Savvy coaches will take extra care to not fall behind early. Charging back from a large deficit is not the Goliaths’ identity. However, the Defense is exceptional at creating short fields through turnovers and shutting down opponents in the 2nd half, making a late comeback possible.

SOLO AI PLAY

The Goliaths AI will spend tokens on their **LEGENDARY LINEBACKER** mechanism under the following circumstances:

- **“Pursuit Angle”** = On 3rd & 4th Downs, prevent a first down. On any down, deny an automatic touchdown.
- **“Collapse the Pocket”** = On 3rd & 4th Downs, when red text Game Day card is drawn, AI may spend after Game Day card draw to force low accuracy restriction.
- **“Speed Rush”** = Anytime adding “3” value to pass defense will trigger Strip Sack.

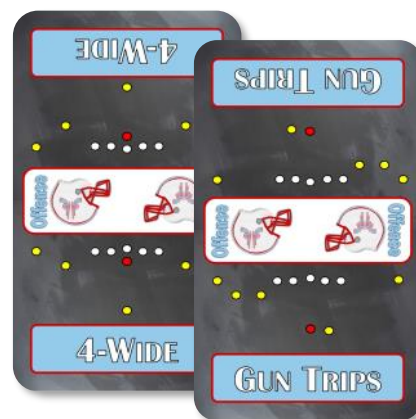


GUNSLINGERS



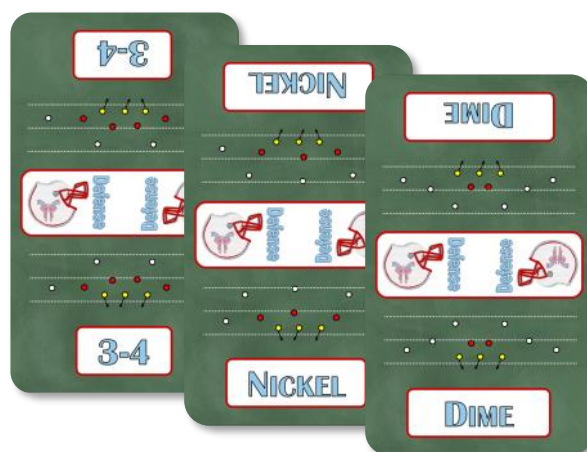
OFFENSE

Inspired by the 1992 Houston Oilers, the team that incredibly blew a 32-point lead in a playoff game to the Buffalo Bills, the Gunslingers are a talented but challenging team that can jump out to an early lead yet struggle to hold it. The Gunslingers feature a surgically precise passing attack that can undermine some of the best defenses. All Short and Medium passes are minimum gains of 1, meaning it is easy to pick up short first downs and extend drives with the passing game. Despite being a pass-first Offense, the Gunslingers shine when they control the clock and create long, time-consuming drives. The Gunslingers find it hard to take the top off the defense, and their running game is solid but very hit-or-miss, either creating a big gain or getting stuffed at the line. Running well with the Gunslingers relies exclusively on surprising your opponent, especially by passing to set up the run. While the Gunslingers have a special ability that improves the passing game, they also have one that creates complications late in games when they are winning.



DEFENSE (10 CARDS)

The Gunslingers defense is well-balanced and strong against the pass. Their pass rush and coverage make the overall values of their pass defenses higher than most opponents. As such, they match up well against teams that rely on the pass.



SPECIAL ABILITY – MAN IN MOTION

Once per drive, the Gunslingers may use the Man in Motion ability to lock their opponent's defense, preventing the opponent from using an audible. Perhaps more importantly, the Gunslingers then ask the opponent if their locked defense call is "Man to Man" or "Zone." If the defense has called "Man to Man" or "Zone," they must flip over the card and reveal their defense. Whether the opponent flips their card or not, the Gunslingers can audible before flipping their Offense play.

NOTE: "2 Man Under" is NOT the same defense as "Man to Man," so opponents do not reveal when they have called "2 Man Under."

GUNSLINGERS

MAN IN MOTION

- Once per drive, announce "Man in Motion" to your opponent.
- Lock opponent defense call (no audible).
- If defense play is "Man to Man" or "Zone," flip card to reveal defense play call.
- Gunslingers Offense can now audible, if desired.

Man in Motion

Once per drive
Cover to spend

"HERE WE GO AGAIN" (2ND HALF ONLY)

If winning in the 2nd half, give opponent a "bullet" before any 1st down play (offense or defense).

If losing, "reload" all bullets on team card.

Each "bullet" allows opponent an extra Game Day card at any time and the choice of which to use. Used bullets are "reloaded" to this team card & are available to be re-used.

DOWN 1

This ability allows the Gunslingers to avoid defense breakaways and create big plays. For example, revealing the defense is a Zone means you can audible out of that Screen pass and avoid the Defense breakaway, or audible into a HB Draw to create your own Offense breakaway! Study your playbook carefully and use this mechanism when an Offense card has complementary play options (like Special Run and Special Pass).

SPECIAL ABILITY – HERE WE GO AGAIN

When the Gunslingers are winning in the 2nd half, this mechanism actually GIVES advantages to their opponent! The Gunslingers, in the 2nd half and only when winning, must hand over one of their four “bullets” to the opponent on every 1st down.

*For clarification: When the Gunslingers are winning in the 2nd half and the down marker reads 1st down, whether on the first play of a drive or after another 1st down is earned, even if a penalty grants the automatic 1st down, on Offense or on Defense, **anytime the down marker reads 1st down, the Gunslingers give up a bullet.***

A “bullet” allows the opponent to draw an extra Game Day card on a given play. Multiple bullets can be used on the same play, if the opponent chooses to use more than one at a time. Clever uses include drawing another Game Day card to force a missed Field Goal, prevent (or create) a great kick return, improve a main play event, or even on Offense breakaways to try to force a “0” and stop the play, as well as on a Defense breakaway to try to force (or avoid) a turnover in the upper corner! Bullets can be used at any time as long as the Gunslingers are winning.

Should the Gunslingers lose their lead in the 2nd half, either in a tie score or by now losing to their opponent, bullets can no longer be used. All bullets are immediately “reloaded” onto the Gunslingers’ team card (not held by opponent).

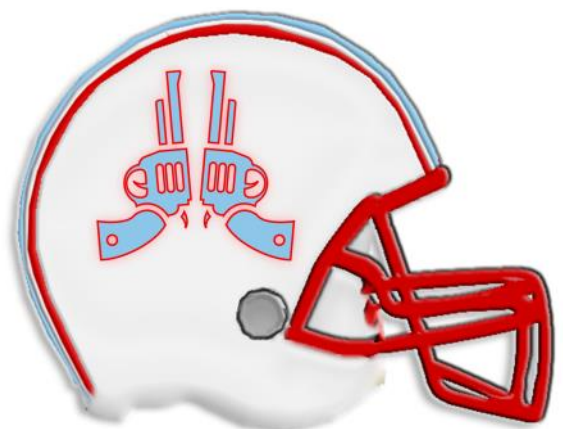
VULNERABILITIES

The Gunslingers can find it tough to move the ball quickly downfield. Many of their plays are designed to guarantee small amounts of yardage, making it easier to sustain long drives. Also, the Gunslingers pass-first reputation encourages defenses to cover pass, limiting gains. If you can keep your opponent off balance using both run and pass, you can push the ball downfield more easily.

Of course, the largest vulnerability is the “Here We Go Again” mechanism. Try to reserve both of your challenge flags for the 2nd half. Even though a bullet can pull a new Game Day card, the Gunslingers can still negate the most catastrophic Game Day results with challenge flags. Also, building large leads in the 1st half offers a host of problems in the 2nd half. If you can manage the game to stay within one score, playing from just slightly behind, you can avoid “Here We Go Again” and accelerate late in the 4th quarter to seal the victory.

SOLO AI PLAY

For **MAN IN MOTION**, once per drive, if the Human gets a Defense Breakaway calling “Man-to-Man” or “Zone,” re-roll the Gunslingers Offense call to obtain a new play call.



HORSEMEN



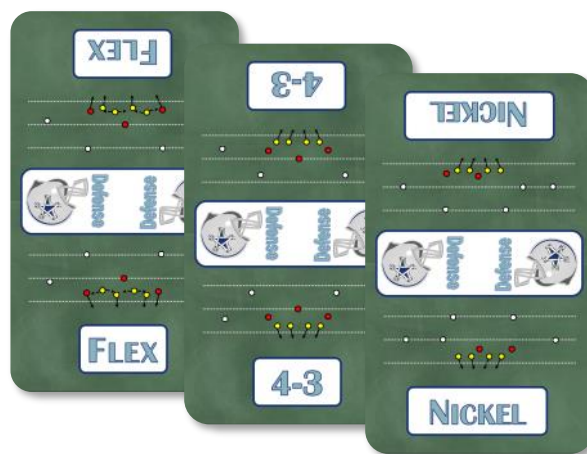
OFFENSE

Inspired by the 1978 Dallas Cowboys, the Horsemen features a balanced mix of efficient running, dazzling situational passing, and innovative special abilities designed to mimic the intricacy and complexity of Tom Landry's schemes at the height of his creative influence. As one of the first teams in NFL history to utilize the Shotgun formation, the Horsemen have special rules for Clutch **PASSING** (see opposite) that make their Shotgun plays situationally more effective. Many of their run plays offer minimum gains of "1" and the variety of plays in their Run Heavy and Balanced formations means it is hard for opponents to predict what play is coming. They can even scramble! While a finicky team to coach, the Horsemen have incredible potential strength in their playbook if deployed perfectly.



DEFENSE (10 CARDS)

The Horsemen defense was modeled off the Dallas Doomsday II defense featuring numerous Hall of Fame players. As such, the defense strength is good, but the defense does not excel without their special abilities. The Horsemen defense features a "Flex" formation that covers the run very well. When combined with the innovative **SAFETY BLITZ** ability and the **DOOMSDAY D-LINE** ability, the Horsemen defense can feel like playing against a brick wall.



SPECIAL ABILITY – CLUTCH PASSING

Shotgun formation passes are double value on 3rd down. For example, a Shotgun Medium Pass of "4" becomes an "8" on 3rd down. The Horsemen can call Shotgun plays on any down, but they are face value only on downs other than 3rd down. NOTE: Consider using **CLUTCH PASSING** on 3rd down and 3 or closer.

SPECIAL ABILITY – THE DODGER

Roger Staubach, the legendary QB, was known to scramble when it mattered most. With **THE DODGER**, the Horsemen have two (2) high-powered QB scrambles per game. After the snap but before the Game Day card is revealed, the Horsemen can declare a QB Scramble at full play value.

For example, the Horsemen call a Pro Set Long Pass of "7" vs an opponent's Zone of 1 (run) and 4 (pass). This is a low accuracy pass that might gain "3" but with **THE DODGER**, the run gains "6."

SPECIAL ABILITY – SAFETY BLITZ

The **SAFETY BLITZ** is the ability for the defense to call both plays on their chosen play card, which increases the likelihood of a breakaway or big play. Defense plays its card sideways on the board to show **SAFETY BLITZ**. Reveal both plays and compare the Offense play to BOTH plays on the Defense card.

- If either defense triggers a breakaway, for the offense or the defense, resolve that breakaway.
- If no breakaway is triggered, the Offense chooses which Defense play gets used.



SPECIAL ABILITY – DOOMSDAY D-LINE

The dominance of the defensive line was a hallmark of the 1970's, and was especially true on this defense. To model this dominance, any defensive breakaway for the Horsemen means they draw two (2) Game Day cards and choose which to resolve. This ability effectively doubles the chance for turnovers and greatly improves the chance for negative plays on defense breakaways.

SPECIAL ABILITY – WEAK LEG

The field goal kicker was notoriously errant on kicks from 40+ yards out. To model this, all kicks from 5 yard lines or further incur a -2 to the Game Day card. For example, a kick from the 25-yard line would require a result of "5" for most teams, but for the Horsemen, they require a "7" or higher to make the kick.

VULNERABILITIES

The main strength of the Horsemen is also its chief liability – complexity. The team was designed to be fiddly, mimicking the meticulous perfection required by Landry's teams to be successful. To call the defense without using the **SAFETY BLITZ**, for example, shortchanges the potential for big plays. However, to rely on the **SAFETY BLITZ** too much is to open yourself up to big plays against you. Finding balance can be tricky.

The **CLUTCH PASSING** also provides perilous potential for success or failure. There are no runs in the Shotgun formation, so your opponent knows you are passing. However, if the opponent doesn't guess exactly right, the play's double yardage makes it a great option on 3rd down. But only on 3rd down, as every other down the Shotgun play is face value.

The weak-legged kicker also complicates matters. Unless inside the 20-yard line, many coaches may opt to go for it on 4th down rather than risk a bad kick. Spend the time learning the intricacies and probabilities of the various abilities to arrive at the optimum usage of each mechanism.

SOLO AI PLAY

The defense AI sheet has rules for when **SAFETY BLITZ** is deployed. For **THE DODGER**, the AI uses it if the new matchup is better and yields a 1st down or touchdown.

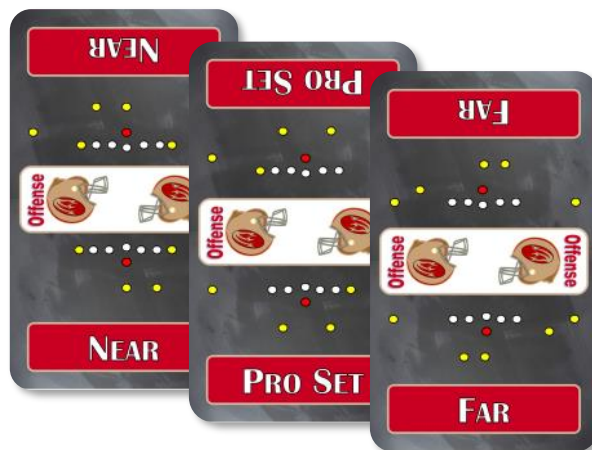


HYDRA



OFFENSE

Inspired by the 1988 San Francisco 49ers, the Hydra are a West Coast-style, ball-control passing attack. Their passing game is very efficient, with both Short Passes and Medium Passes earning minimum gains per play (“1” and “2” respectively). The Offense formations help conceal play intent, as the Hydra QB is always under Center (they do not use any Shotgun formations). Lastly, clever use of the **SCRIPTED DRIVE** mechanism can max out the **YARDS AFTER CONTACT (YAC)** mechanism, which provides automatic extra yardage on all offense plays.

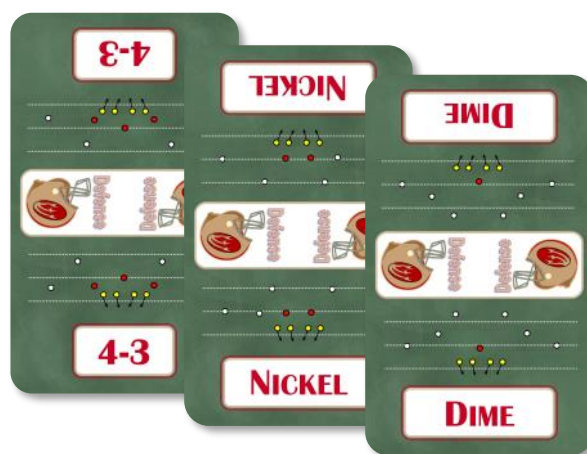


The Hydra Offense is a pass-first attack, but does feature a balanced, effective running game that can serve as a deadly change-of-pace once the opponent is conditioned to look for passes. Efficient use of the Hydra means seeking out breakaways on offense, even if the play has a lesser value than others. The Hydra rely on their **YARDS AFTER CONTACT** mechanism to provide the extra punch to sustain drives and score touchdowns.

Lastly, the Hydra are built to engineer game winning drives late in the game with their **FINAL DRIVE**. If the Hydra have the ball late down by one score, they have a great chance to reach the end zone.

DEFENSE (10 CARDS)

The Hydra defense is average strength. In general, average strength defenses feature smaller variance between Run and Pass values per play call. For this reason, it is possible to call safer plays that limit opponent yardage for wrong guesses. These safer calls do not usually stop an opponent but can be effective in slowing them down.



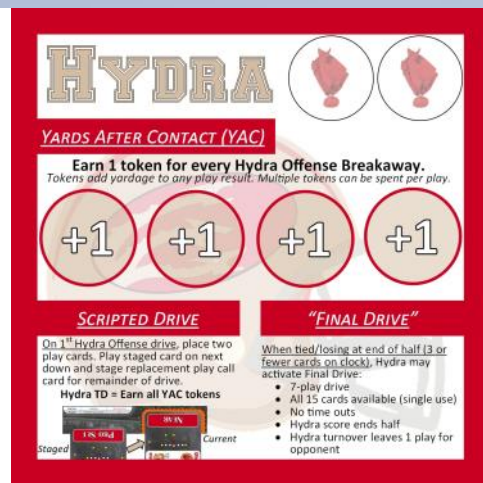
SPECIAL ABILITY – YARDS AFTER CONTACT (YAC)

The Hydra gain one (1) YAC token after each Offense Breakaway they earn. The maximum number of tokens the Hydra can hold at a time is four (4), but the Hydra may spend and regain those four tokens throughout the game.

SPECIAL ABILITY – SCRIPTED DRIVE

The 49ers dynasty was famous for scripting their first 15 plays to establish tendencies and probe for weakness. To start the Hydra's opening drive, call two plays – the Active play on the board and the Staged play just off the board. After the down, discard the Active card, move the Staged card to the Active spot, and place a new Staged card.

If the Hydra score a touchdown on their opening drive, they earn all four (4) YAC tokens to start their next drive. The Hydra must use the Staged card on each subsequent down to get the benefit of the **SCRIPTED DRIVE**.



SPECIAL ABILITY – FINAL DRIVE

The 49ers dynasty was also famous for late-game heroics, and an elite QB who could drive the length of the field and score late to win close games. When the Hydra are tied or losing at the end of either half (3 or fewer card left on the clock), they may activate a single free seven-play drive to close out the half. The Hydra must choose to use this mechanism. It does not trigger automatically.

The **FINAL DRIVE** has several advantages. First, it potentially gives the Hydra more plays than any other opponent, providing the Hydra more time to complete the comeback. Second, should the Hydra score on the drive, the half ends immediately, thus preventing the opponent from retaliating. Thirdly, it can be used at the end of both halves, a potential 14-point swing. And lastly, it can complicate late-game decision making in the opponent. Since the **FINAL DRIVE** can be triggered if only 1 potential play is remaining, opponents may choose to run out the clock on the first half rather than try to score, which limits the opponent's chance to score and keeps the game closer.

NOTE: The **FINAL DRIVE** mechanism can only be used when the Hydra are tied or losing. If the Hydra are winning, they cannot use the **FINAL DRIVE**.

VULNERABILITIES

The Hydra defense is not powerful enough to stop most teams, though they are good enough to slow down opponents. The Hydra's running offense is slightly undervalued as well, relying on both Offense breakaways and the YAC tokens to be effective. While the Hydra play well from behind, falling behind on purpose just to unlock the **FINAL DRIVE** mechanism is not advised.

SOLO AI PLAY

When the Hydra have banked YAC tokens, they will spend them all at once if needed to **gain them a 3rd or 4th conversion**, or if using YAC tokens would add yardage sufficient to **score a touchdown**.

If the Hydra score a touchdown on their opening possession given them all four (4) YAC tokens as if they had completed the **SCRIPTED DRIVE**.

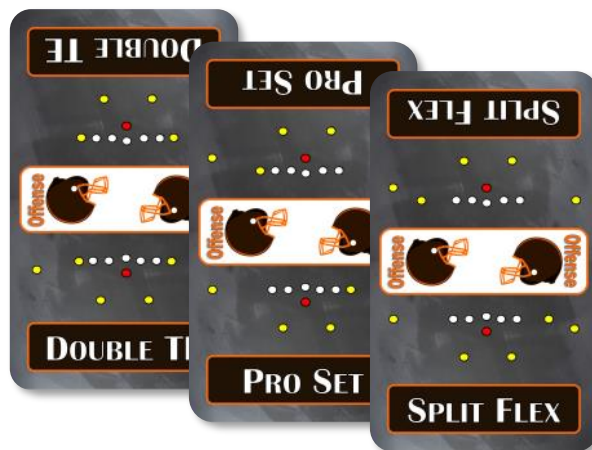


KARDIACS



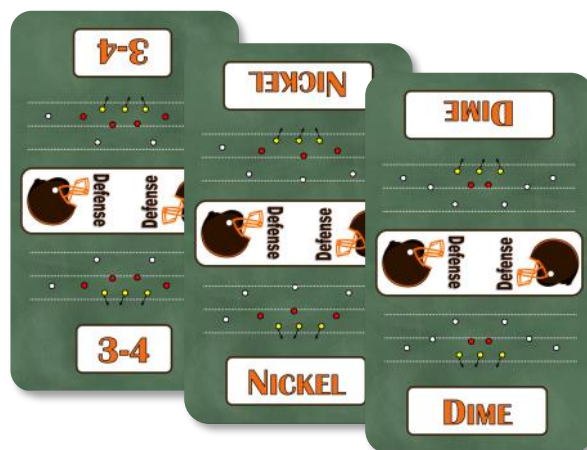
OFFENSE

Inspired by the 1979-80 Cleveland Browns (aka the “Kardiac Kids”), the Kardiacs are built to come from behind and make games close in the waning seconds. The Kardiacs Offense features solid passing and some shaky running, enough to keep opponents honest on the pass. Their late-game heroics allow the potential for thrilling comebacks at the end of games. However, their overall deck strength does not guarantee the late game come back without clever coaching and some timely Game Day luck from their **CLUTCH COINS**.



DEFENSE (10 CARDS)

The Kardiacs defense features a good run defense but a remarkably weak pass defense. Also, Kardiacs formation tendencies on defense are, after a short while, somewhat easy to diagnose. For example, all plays in the Nickel formation are run and pass values of 2. Nickel is a formation to limit damage from an unpredictable opponent. The Nickel is also a good way to try for defense breakaways without giving away your preference for run or pass. The Kardiacs defense tends to give up a lot of yards (and points) to teams that pass well.



SPECIAL ABILITY – CLUTCH COINS

The main Kardiacs special ability is the capacity to earn “Clutch Coins,” which are the currency of late-game comebacks. A Clutch Coin allows the Kardiacs to ignore a Game Day card and draw a fresh Game Day card to replace it. The Kardiacs Offense earns a Clutch Coin anytime they start an Offense drive when losing. Place the unused challenge flag (logo side up) on the track to keep count of how many Clutch Coins are earned in the game. Once the Kardiacs spend a Clutch Coin, they cannot earn any more! For that reason, coaches tend to wait until the 4th quarter or until the track reaches “7” before spending them.

Also, Clutch Coins are only redeemable when the Kardiacs are losing. When the Kardiacs are tied or winning the game, Clutch Coins cannot be earned or spent.

KARDIACS

“CLUTCH COINS” DRAW/REPLACEMENT GAME DAY CARD

- Bank 1 when Offense is losing at start of drive.
- Spending stops earning
- Use only when losing

1

2

3

4

5

6

7

2-MINUTE DRILL

- DO NOT DISCARD incomplete pass (play = 0)
- Replace with new card from discards

Clutch Coins are deceptively powerful tools, but only when accumulated and deployed at the proper time. Because a Clutch Coin can replace a Game Day draw, the Clutch Coins could be used to:

- Replace a Main Play Event
- Change a Field Goal result
- Change the result of a Hail Mary pass attempt
- Change an Onside Kick result
- Replace an upper corner value on a breakaway

SPECIAL ABILITY – 2-MINUTE DRILL

The Kardiacs have another special ability called 2-Minute Drill, which helps them extend late drives. When the Kardiacs' Offense holds two or fewer cards left in the half, they will replace a spent play card on an incomplete pass (where pass play = 0).

For example, with two cards left in the half, the Kardiacs attempt a Medium Pass. The defense calls Prevent, and the Game Day card shows Incomplete Pass. Instead of losing that card permanently, the Kardiacs discard the Medium Pass and immediately replace that with any card in their discard. In this way, the Kardiacs have more opportunity to extend late drives.

Of course, if the Kardiacs wished to use a Clutch Coin on the play, and that pass play were complete, the card would be discarded.

VULNERABILITIES

Once the Kardiacs start spending the Clutch Coins, they cannot earn any more. So they are encouraged by design to hang onto them as long as possible and use them at the end of the game to complete the amazing comeback. Use them too early and you may literally run out of luck before the game ends.

Because the defense is somewhat predictable, stopping opponents can be challenging. Also, while the team is encouraged to play from slightly behind, there is a risk of falling too far behind to catch up.

Lastly, savvy opponents will force the Kardiacs to take the ball early and perhaps give up a score. While this does limit the number of Clutch Coins the Kardiacs can earn, it is not a winning strategy for opponents to avoid scoring. Still, there will be games where the Kardiacs will find themselves in the unenviable position of kicking an early field goal to take a small lead that ruins their chances to get the Clutch Coins going early. When in doubt, take the points. Points are more valuable.

SOLO AI PLAY

The Kardiacs AI will always wait until the 4th quarter before spending any Clutch Coins. The preference is for the AI to use the Clutch Coins to negate drive-killing Game Day cards on Offense, to improve Hail Mary completion chances late, and to improve recovery of essential Onside Kick attempts.



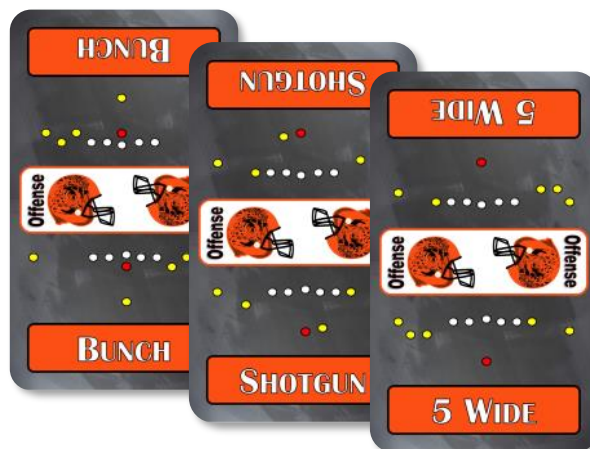
LEOPARDS



OFFENSE

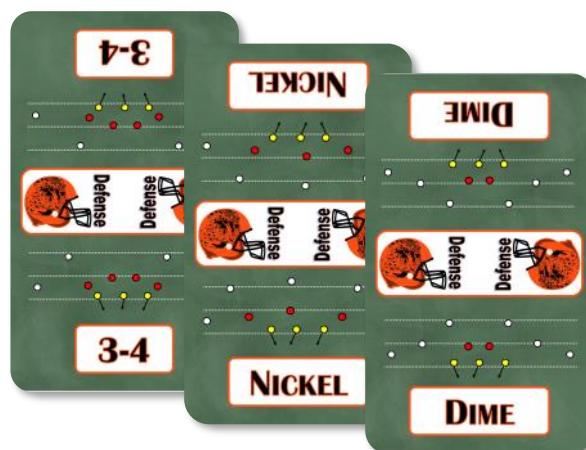
Inspired by the 2021 Bengals, the Leopards feature a dynamic young Quarterback and Wide Receiver combination to create big pass plays. The special mechanisms are fueled by taking Offensive sacks. While counterintuitive, the **TAKE THE SACK** mechanism powers up the passing game and creates additional capabilities for the wily young QB that can extend a play or extend a drive.

Provided they have at least 3 Clutch Coins, the Leopards can combine their **ESCAPE THE POCKET** and **CHASE THE "SHOT"** mechanisms on the same down to improve their chances of hitting a big pass.



DEFENSE (10 CARDS)

The Leopards defense is an average strength for its era, and is built to stop pass-heavy teams. The defense is underwhelming against the run unless the defensive coach can create breakaways through superior play calling. This defense is a "bend then break" defense that must be aggressive and create breakaways to be successful.



SPECIAL ABILITY – TAKE THE SACK

The Leopards QB was sacked 51 times in the regular season alone. To represent the higher rate of sack, when the Leopards pass and encounter a Defense Pass Game Day card (blue background/red text), the play result is a Play = -1. **TAKE THE SACK** will avoid dangerous Game Day cards resulting in Play = -2 or pass Turnovers, since all Defense Pass Game Day results are converted into Play = -1.

For every sack the Leopards take, they earn 1 Clutch Coin, which is used to activate other mechanisms. A challenge flag can be played to nullify the Defense Pass Game Day card and avoid the sack. In the case of no sack, no Clutch Coin is earned. All defense breakaways resulting in any lost yardage are considered sacks and earn one (1) Clutch Coin.

SPECIAL ABILITY – ESCAPE THE POCKET

The Leopards QB is skilled at extending plays and creating opportunities by scrambling. On a pass play only, provided the matchup is NOT a breakaway, the Leopards can ignore a Game Day

LEOPARDS

TAKE THE SACK

When Leopards pass play resolves a Defense Pass Game Day card, result is a sack **PLAY = -1**. ALL SACKS EARN 1 CLUTCH COIN.

ESCAPE THE POCKET

Cannot Use on Breakaway

PASS PLAYS ONLY: Spend one (1) Clutch Coin to ignore Game Day card & choose one (1) new action below.

QB RUN

PLAY = 1

Do not draw new Game Day card

QB CHECK DOWN

Reduce matchup gain by 1/3 and draw new Game Day card

QB THROW ON THE RUN

Attempt matchup again as Low Accuracy

CHASE THE "SHOT"

Spend Before Game Day Draw

Spend two (2) Clutch Coins to attempt low accuracy pass at double (x2) play value.

(x2) = 8

draw they don't want by spending a Clutch Coin, then choose any one (1) action below to resolve the play:

"QB Run" = Scramble for a gain of 1 line. DO NOT draw a new Game Day card, just advance the ball 1 line.

"QB Check Down" = Reduce matchup gain by $\frac{1}{2}$ [(Off value – Def value) / 2] and draw a new Game Day card to resolve the play.

"QB Throw On The Run" = Draw a new Game Day card to resolve the full-value matchup. Pass is now considered low accuracy & requires a green text Game Day card to complete.

Only one (1) Clutch Coin can be spent on **ESCAPE THE POCKET** per down.

SPECIAL ABILITY – CHASE THE "SHOT"

The Leopards QB can also spend Clutch Coins to try a "shot" play downfield to his superstar receiver & chase a big passing gain. After players reveal the matchup but before they draw the Game Day card, the Leopards may spend two (2) Clutch Coins to double the card value of their pass play. **CHASE THE "SHOT"** converts the play into a low accuracy pass.

For example, a Long Pass of "8" vs. a Zone defense of "5" when using **CHASE THE "SHOT"** would result in a Long Pass value of "16" – "5" for a low accuracy pass with a potential gain of "11." *NOTE: The Leopards can use **CHASE THE "SHOT"** on a passing Offense Breakaway, which is automatically complete at 2x card value.*

VULNERABILITIES

The Leopards Offense run attack is underwhelming. To be successful in the running game, the Leopards must condition their opponent to expect pass first. Having to take sacks to power up their offense is another vulnerability, but it does provide a large potential benefit. Clutch Coins used wisely can easily triple in value relative to the cost of earning them. Lastly, the defensive playbook strength is predictably distributed, meaning their formations telegraph to the opponent where their play strength is likely to be.

SOLO AI PLAY

The Leopards Offense AI will use Clutch Coins on 3rd and 4th down plays to extend drives. For **ESCAPE THE POCKET**, the AI is not interested in chasing the best possible outcome, but rather in just avoiding bad luck. When tied or winning, for example, and faced with a 3rd down sack, they will take the sack to power up their mechanism. If they are losing, they will spend a Clutch Coin to avoid the sack and keep the drive alive, if possible. Choose the highest percentage (most likely to be successful) action to cross a milestone. When both decisions have equal merit, flip a coin.

The AI will use the **CHASE THE "SHOT"** mechanism anytime the potential result would be a gain of "8" or more. So, for instance, a Medium Pass of "5" vs a Tight Run of "1" is a gain of "4." The AI would spend two (2) Clutch Coins to double the card value of the Medium Pass to "10" vs "1," which creates a gain of "9." Whenever the Leopards have 2 or more Clutch Coins, be sure to check any Offense Pass Breakaway the Leopards generate for this possibility.

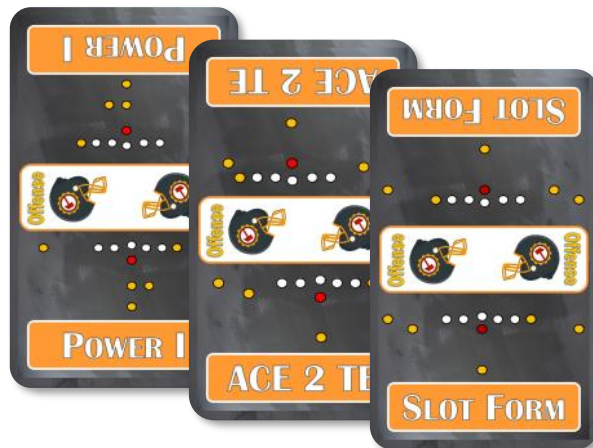


MAULERS



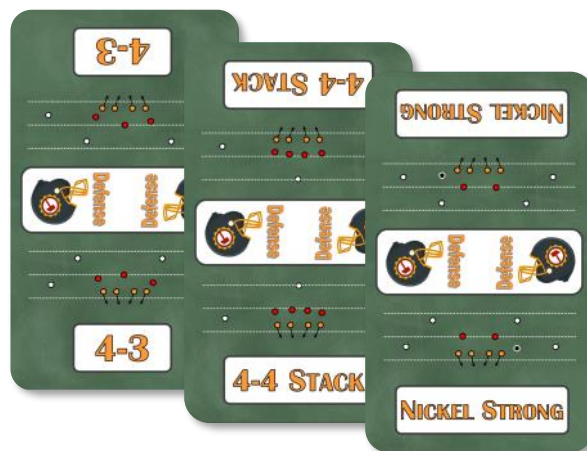
OFFENSE

Inspired by the 1983 Washington Redskins, the Maulers are a run-first Offense with high-value runs in all three formations. While most teams have runs of “3” or even “4” value, the Maulers feature multiple runs with a “5” value. Unless the defense guesses perfectly, the Maulers’ best opportunity to gain yards is on the ground. The Maulers’ passing game is weaker than average, but when used as a counterpunch to a defense that overcommits to the run, it can be very effective. Clever running by mixing up play types to keep the opponent guessing will result in defenses feeling pressured to call high-run value defenses, which creates more opportunity to pass. When the balance is there, the Maulers are a tough Offense to get off the field.



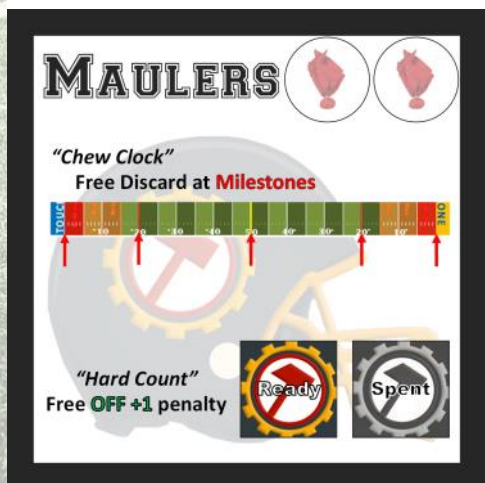
DEFENSE (10 CARDS)

The Maulers defense is a powerful squad against the run. While their pass coverage is a bit predictable, there is a latent run support on virtually all plays, meaning a defensive coach can gamble with passing defenses against most opponents and still limit rushing gains.



SPECIAL ABILITY – CHEW CLOCK

The Maulers are all about controlling the clock by dominating time of possession. The Chew Clock mechanism allows the Maulers to discard an extra play card whenever the Maulers earn a first down by crossing a milestone (at either 20-yard line or midfield) or when the Maulers score a touchdown. Strategically, the Chew Clock mechanism limits the opponent’s chances to score by burning clock. That, coupled with the overall strength of the Maulers defense, makes it even harder for opponents to score .



SPECIAL ABILITY – HARD COUNT

The Hard Count is a free 5-yard (1-line) penalty that the Maulers can use once per game anytime they have possession of the ball. The Maulers can only use Hard Count once per game, so deciding when it has the most benefit is the key. The Hard Count offers the Maulers a chance to pick up 3rd or 4th and 1 without any risk, allowing them to extend critical drives. The Maulers can also use it before a Field Goal attempt to pull one yard line closer to increase the success chance of the kick. Everything about the team is built to control the clock and wear down the opponent.

Note: Hard Count is a penalty on the opponent. As such, the Hard Count mechanism cannot earn that final yard line at the goal line to score a touchdown. Remember, penalties cannot advance into the end zone. Therefore, using Hard Count can never result in a score.

VULNERABILITIES

Because the passing game is weaker than normal, if the Maulers fall behind by 10 or more points, it can be very challenging for them to climb back into the contest. Try taking more risks on defense to create breakaways. Go for it on makeable 4th downs if you are losing in a close game, as the Maulers run Offense can usually overpower all but the most perfect run defense.

SOLO AI PLAY

The Maulers will wait to use the Hard Count until the 2nd half. If the game is within one score, the Maulers will use Hard Count to gain a first down on a 4th and 1.

The Maulers will always Chew Clock when winning, tied, or losing by 7 or fewer points. If the Maulers are losing by 8 or more points, they will NOT Chew Clock.



MINOTAURS

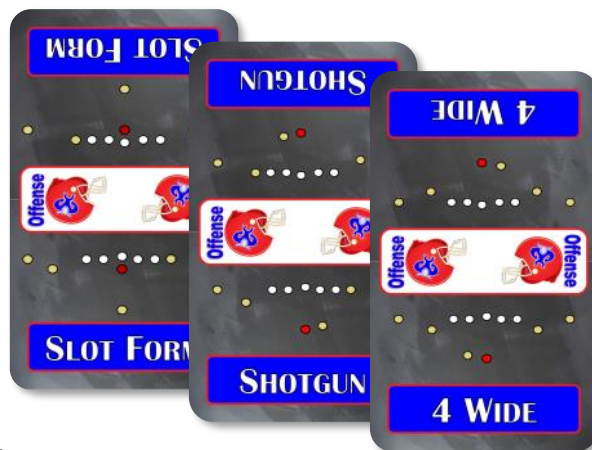


OFFENSE

Inspired by the 1990 Buffalo Bills, the team that lost a heartbreaker Super Bowl on the final kick of the game, the Minotaurs offer an exciting brand of **NO HUDDLE** Offense that can run more plays than their opponents.

The Minotaurs Offense deck has a balanced strength across all three formations. The strong passing is offset by powerful running in every formation, providing a wide range of options. The Minotaurs Offense is exceptionally deadly when running out of passing situations.

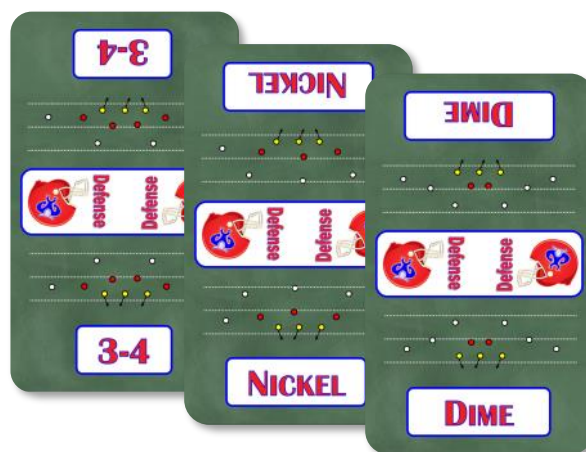
The 4 Wide formation offers high value passing, often forcing opponents into their most pass-heavy defenses, which makes subverting those expectations even more compelling.



DEFENSE (10 CARDS)

The Minotaurs defense is well-balanced and strong against the pass. Their pass rush and coverage make the overall values of their pass defenses higher than most opponents. As such, they match up well against teams that rely on the pass.

The run coverage is adequate, but the Minotaurs will struggle against high value running teams like the Maulers. Teams that can control the clock and put together long scoring drives will frustrate the Minotaurs.



SPECIAL ABILITY – NO HUDDLE

The Minotaurs feature a special **NO HUDDLE** offense that provides opportunities to unlock free yardage plays on every drive. On the first down of a drive, the Minotaurs use a play card from their Offense deck like normal. On 2nd down, however, they have the choice to run an untimed down for the automatic gain listed on the **NO HUDDLE** track—in this case a gain of “1.” **Do not draw a Game Day card.** On the next down, the Minotaurs must use a card from their hand, but the down after that, they can choose instead to take the automatic gain of “2,” again with no Game Day card. This way, the Minotaurs run more plays but use less clock, just like a **NO HUDDLE** offense would.



Since the Minotaurs only have one challenge flag, they will use the other unused challenge flag token to mark their progress on the **NO HUDDLE** track. Also, the **NO HUDDLE** track does NOT carry over from drive to drive. Each time the Minotaurs take possession of the ball on Offense, the track resets.

Also, it is not required that the Minotaurs always take the free play yardage. Sometimes it may be in their best interest to refuse the yardage on the untimed down. For example, the Minotaurs might want to burn clock to preserve a lead, and so using cards from their hand is more attractive. Or, perhaps the Minotaurs would leave themselves in a difficult down and distance on the following down, which prompts them to instead use a regular play card to gain more yardage. Therefore, even if a free yardage down is available on the track, the Minotaurs can always decide to call a play from their hand instead.

Should the Minotaurs choose not to immediately use a free yardage down from the track, there is no negative consequence for the Minotaurs. The marker simply stays frozen where it is on the track until the Minotaurs choose to use that free yardage play on that drive.

SPECIAL ABILITY – SLOW HUDDLE

The **NO HUDDLE** comes with an increased risk of turnover. The defense can force the Minotaurs into a **SLOW HUDDLE** by earning a defense breakaway, by calling a time out, or by forcing a 4th down play. The Minotaurs will flip the track token over from the logo side to the red flag side to show they are now in **SLOW HUDDLE**. While **SLOW HUDDLE** lasts only one down, if the defense earns a breakaway while the Minotaurs are in **SLOW HUDDLE**, the play result is an automatic turnover.

When in **SLOW HUDDLE**, the Minotaurs cannot use their free yardage untimed plays. Therefore, the Minotaurs must always use a play card coming out of a time out, after a defense breakaway, or on a 4th down conversion attempt.

The risk of turnover lasts only one (1) down. Once the **SLOW HUDDLE** down is complete, flip the marker on the **NO HUDDLE** track back to its logo side. The next down can advance the token on the track as normal.

SPECIAL ABILITY – WIDE RIGHT

In the 4th quarter only, the opponent can spend a time out to “ice the kicker.” The Field Goal attempt is more difficult now, with the Game Day Card value at – 2. A card of kick value “7,” for instance, would count only as a “5.” **The Offense does NOT retrieve an Offense card from their discard on this special ability.**

VULNERABILITIES

The Minotaurs only have access to one challenge flag, meaning the Minotaurs are more susceptible to bad luck. The **WIDE RIGHT** modifier can torpedo a game-winning FG attempt. And getting the **NO HUDDLE** mechanism started often requires a first down before the big yardage is available.

SOLO AI PLAY

The Minotaurs will only begin their **NO HUDDLE** when the Advanced Offense AI game state is NOT red.



MINUTEMEN



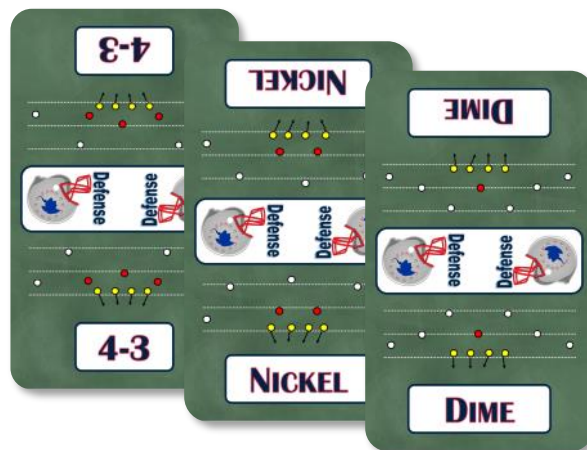
OFFENSE

Inspired by the nearly-undefeated 2007 New England Patriots, the Minutemen are perhaps the most Offense deck in all of *Breakaway Football*. The strong passing Offense deck is incredibly powerful and versatile, with Short Pass and Play Action Pass being especially potent. The run game is average on its own but is deadly when used as a counterpoint to the pass. Baiting opponents to overcommit to the pass can open big plays in the running game.



DEFENSE (10 CARDS)

The Minutemen defense is balanced and capable. While the overall values are not elite on every card, the defenses feature two key advantages. First, the differences between run and pass values on many cards are not far apart, meaning you can be more adventurous in guessing your opponent's exact play knowing that you won't expose yourself to a huge play for guessing wrong. Second, their versatility is exceptional since the 4-3 and Nickel formations each hold all eight play types. This allows the Minutemen to account for any type of Offense in either formation, allowing them to contend for more defense breakaways than other teams. The result is a stout defense that can surprise an opponent and create big plays.



SPECIAL ABILITY – SUPERSTAR RECEIVER

MINUTEMEN

SUPERSTAR RECEIVER DRAW ONE (1) GAME DAY CARD

Green text = Complete for 1 Yard line

Red Text = Incomplete

GAME DAY ADJUSTMENTS

Hand limit = 1 card

Anytime the Minutemen score a TD, draw the top Game Day card. Hold card for future use.

To use the Play Event (center), spend Game Day card from your hand instead of drawing from the Game Day deck.

Using your card for its corner value ends the mechanism. Additional TDs will no longer earn Game Day cards.

Based on the game-changing talent of Hall of Fame WR Randy Moss, this special mechanism allows the Minutemen to steal yardage in the passing game. After the Minutemen use an Offense card, the Minutemen can hurry to the line and run a free, untimed pass play to the superstar receiver. This "Quick Pass" is good for 1 yard line (5 yards) and does not cost a card. The defense cannot defend it, either, since no cards are played.

To see if the pass is complete, draw a Game Day card and check the color of the text. Red text cards (bad for the Offense) mean the pass is incomplete. Green text cards (good for the Offense) mean the pass is

complete. Remember, ignore the effect on the card...you only care about the text color. Advance the down marker and play your next card.

*NOTE: **SUPERSTAR RECEIVER** is only available immediately after you use an Offense card from your hand. Therefore, it cannot be used on back to back downs.*

SPECIAL ABILITY – GAME DAY ADJUSTMENTS

In the spirit of their legendary coach, who has made a career of creating every possible advantage on game day, the Minutemen can...sort of...cheat. When the Minutemen score a TD, they immediately (before the PAT) draw and keep one (1) Game Day card. Should the Minutemen score another TD while holding a Game Day card, they will draw another one, review both, choose which one to keep, then discard the other.

The “banked” Game Day card can be used in place of a regular Game Day draw on any subsequent play for the rest of the game. That includes not only Offense or Defense plays but also kickoff returns, punt returns, field goal attempts, Hail Mary passes, onside kicks, etc.

When the Minutemen use their banked Game Day card, if they use the main play event (center) of the card, they can continue to draw Game Day cards on future TDs. However, once the Minutemen use a banked Game Day card for a corner value (Punt, FG, or Breakaway value), they can no longer earn additional Game Day draws on TDs for the rest of the game.

VULNERABILITIES

The Minutemen only have access to one challenge flag. For other teams this would be a serious limitation, but it is less of a problem for the Minutemen since they have Game Day adjustments.

If the Minutemen are able to score TDs early, it is difficult to keep them in check. But teams that run the ball well and control the clock are well-suited to slow down the Minutemen high-powered Offense. Keeping the Minutemen Offense off the field and, when they are on the field, keeping them in long down-and-distance situations is key to victory. Most important is preventing TDs, which can remove their most potent Game Day Adjustments from play.

SOLO AI PLAY

When playing against the Minutemen AI, anytime the Minutemen have “1” yard line to go for a milestone, attempt a **SUPERSTAR RECEIVER**. If unsuccessful, they will have to call a play before attempting it again.

For the **GAME DAY ADJUSTMENTS**, consult the defense AI sheet to determine Offense or Defense advantage. Roll 1d6 and place the spare challenge flag on the corresponding result. The Minutemen will only use the main effect on the Game Day card until the final drive of the game.

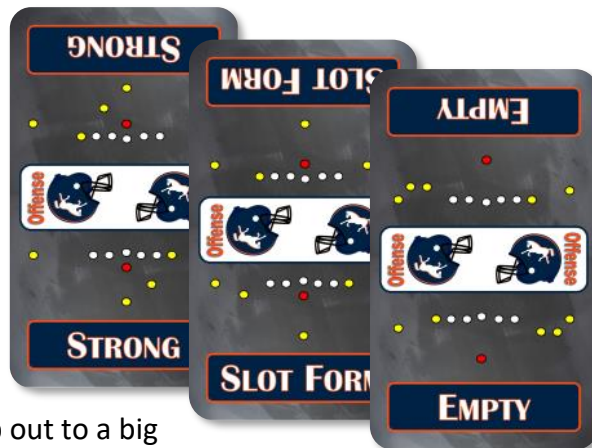


MUSTANGS



OFFENSE

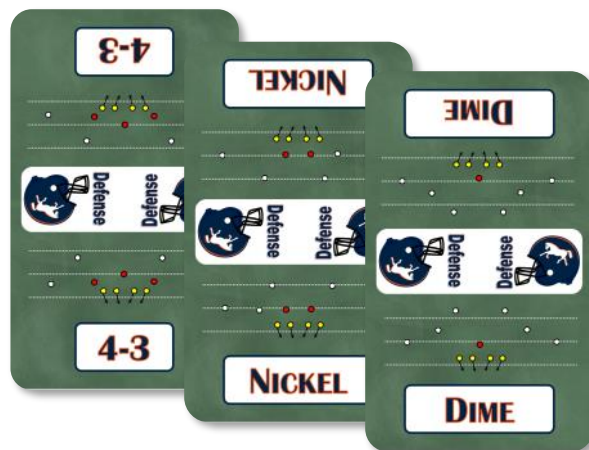
Inspired by the 1998 Denver Broncos, the final John Elway championship team, the Mustangs feature a deadly effective running game and a strategically complementary passing attack. This season marked a 2,000+ rushing effort from HB Terrell Davis. As a result, the running game is the primary attack, and the passing game is best used to take advantage of an opponent overcommitting to stop the run. Time the pivot from run to pass perfectly and watch the yards roll in!



The Mustangs reflect how the Broncos would routinely jump out to a big lead on opponents then work to keep pace with them in the 2nd Half. If the Mustangs struggle in the 1st Half, they will find themselves in serious trouble. To help them secure big gains on the ground in the 1st Half, the Mustangs feature two special abilities to power up their running game before halftime.

DEFENSE (10 CARDS)

The Mustangs' defense features an average set of play values. They tend to defend the run well but must call the pass correctly or else give up big yardage. One special nuance of the Mustangs' defense is an unusual Run Blitz (3/0) as well as two Dime Man to Man defenses with different values. These plays allow the Mustangs to shift their strength to run support without committing to run-heavy defenses, which means the Mustangs can surprise their opponents in head-to-head play.



MUSTANGS

RUNNING WILD

Play after flipping Game Day card
Mustangs may **DOUBLE THE RUN (x2)** of three (3) run plays.

x2

x2

x2

1ST HALF ONLY — ENDS AT HALFTIME

MILE HIGH SALUTE

Home Field Advantage
1st Half only
For every two (2) **Offense Breakaways**, earn one (1) additional **DOUBLE THE RUN (x2)** TOKEN.

SPECIAL ABILITY – RUNNING WILD

The Mustangs' rushing attack is built to jump on opponents early. The Mustangs' zone blocking scheme, with a powerful and agile Offensive Line, combined with an explosive runner in the prime of his career was a nightmare for contemporary teams to match.

The Mustangs can double the printed card value of three (3) running plays in the 1st Half. To ensure maximum value on this ability, the Mustangs choose which run play to double after seeing the full result of the play – after the defense play is revealed AND the Game Day card is flipped.

For example, a Power Run value of “3” would become a value “6” run after spending a **RUNNING WILD** token.

This special ability only applies in the 1st Half, with any unused tokens discarded at halftime.

SPECIAL ABILITY – MILE HIGH SALUTE

The Mustangs’ home field advantage – **RUNNING WILD** – results from their home stadium’s altitude, with many opponents not conditioned to play a mile above sea level. When at home, for every two (2) Offense Breakaways, the Mustangs earn one additional **Double the Run (x2)** token. This special ability only applies in the 1st Half, with any unused tokens discarded at halftime.

VULNERABILITIES

The Mustangs overall have an underperforming passing game when the opponent expects the Mustangs to pass. The Mustangs rely on establishing the run and then surprising opponents with high value Play Action Passing. Teams with effective run blitzes could shut down a large portion of the Mustangs offense. Opponents with strong latent run value defenses will also give the Mustangs a lot of trouble.

In addition, the Mustangs pass defense is a liability. The Mustangs rely on having a lead early so they can comfortably put up big pass defenses in obvious passing situations. When opponents can stay out of long yardage passing situation, the Mustangs may struggle.

SOLO AI PLAY

The Mustangs will use their **RUNNING WILD** ability in the 1st Half when doing so will gain them a 1st down or a touchdown. The player should not allow the Mustangs to waste a token, either leaving some unspent before halftime or by using only a portion of the value in a short yardage situation. The intent is for the Mustangs to extend drives and scoring opportunities in the 1st Half. Use your best judgement to help the Mustangs make the most of their run game.



ORCA



OFFENSE

Inspired by the undefeated 1972 Miami Dolphins, the Orca offer a powerhouse backfield of three exceptional running backs. In an era when tandem backfields were essential to Offensive success, the 1972 Dolphins boasted a premier speed back, a legendary power back, and a savvy balanced back with a nose for the end zone.

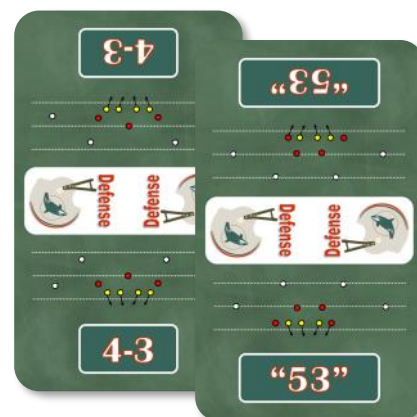
The Orca feature a dominating rushing attack that works best when they run two out of every three plays. Most of the Orca run plays offer minimum gains of 1 and some even have minimum gains of 2! For opponents to get the Orca off the field, they often must guess correctly and commit heavily to the run. Of course, this is part of the Orca's game plan, to catch opponents looking run only to throw over the top against a weaker pass defense. Most Orca passes are low accuracy but, when used correctly, they are surprisingly effective.



DEFENSE (8 CARDS)

The Orca defense was one of the first defenses to feature a hybrid linebacker (Bob Matheson) who could rush from the line, blitz from the edge, or drop back into coverage with equal skill. The formation was named the "53" defense after Matheson's jersey number.

The "53" defense includes all eight play types (excluding Prevent) with strong values for run and pass. Where many teams have defensive formations that broadcast the relative strengths of their plays (e.g., most Dime sets project pass strength), the "53" could literally be anything and features capable run or pass strength for the call.

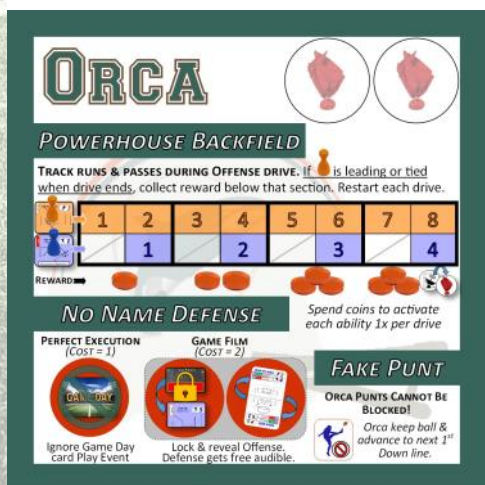


SPECIAL ABILITY – POWERHOUSE BACKFIELD

The **POWERHOUSE BACKFIELD** encourages their historical ratio of run to pass (2-to-1) by rewarding the Orca with tokens to power their No Name Defense. **POWERHOUSE BACKFIELD** uses color-coded pawns to track runs (orange) and passes (blue) on each Orca drive.

For every Orca run, advance the orange token one space on the track. When the Orca pass, advance the blue token. At the end of the drive, if the orange token is even with or ahead of the blue token, the Orca collect the reward below the orange pawn.

NOTE: The last reward on the track allows the Orca to refresh a spent challenge flag even if the Orca are winning.



SPECIAL ABILITY – NO NAME DEFENSE

The **NO NAME DEFENSE** offers the Orca ways to spend tokens earned by their **POWERHOUSE BACKFIELD** to predict opponent play calls as well as thwart undesired Game Day effects.

“Perfect Execution” = Orca spend one (1) token to ignore the play event (middle) of a Game Day card. This functions just like a defense-only challenge flag.

“Game Film” = Orca spend two (2) tokens to lock and reveal the opponent’s Offense play. The Orca may then audible before revealing their defense call.

SPECIAL ABILITY – FAKE PUNT

The 1972 Dolphins allowed their punter to call a fake punt whenever conditions were perfect, which helped propel them to a playoff win during their championship run.

If the Punt Block card is drawn on an Orca punt, the Orca fake the punt instead. Advance the ball to the next milestone and reset the down marker to 1. The Orca retain possession and continue the **POWERHOUSE BACKFIELD** (do not reset the tracks because the drive did not end).

VULNERABILITIES

By design, the Orca have very few vulnerabilities. However, though the 1972 Dolphins were perfect on the year, the Orca are not designed to automatically win their games. Instead, the Orca are designed to force their opponents to be perfect to win. If the Orca make a mistake, they can often recover from it due to min gains or mechanisms that assist. Opponents, though, must execute flawlessly or they are at risk of losing a tight contest. Playing against a well-coached Orca team is the toughest challenge in *Breakaway Football*.

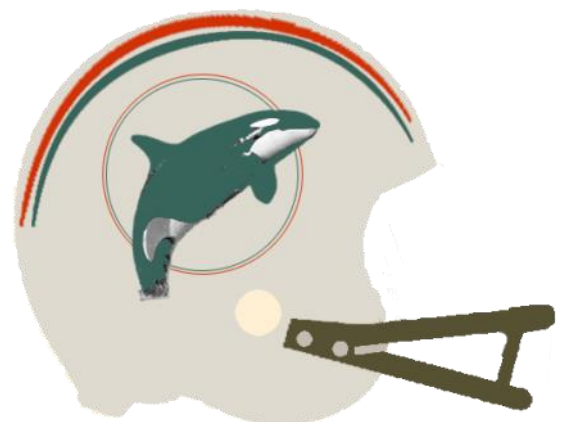
The Orca can have a challenging time managing down and distance if they start with 6 lines to gain for a first down. Despite a platoon of minimum gain runs, just one well-timed defensive breakaway could be enough to derail a drive. The Orca must balance run and pass 2-to-1 in line with their **POWERHOUSE BACKFIELD** mechanism to dominate time of possession and supercharge their **NO NAME DEFENSE**.

SOLO AI PLAY

The Offense AI works to utilize its **POWERHOUSE BACKFIELD** to earn tokens for the **NO NAME DEFENSE**. On defense, the Orca will spend those tokens as follows:

“Game Film” is used to Subvert an Offense Breakaway. When the human player’s Offense earns a breakaway and the Orca have two tokens, they will spend the tokens to ignore the Offense Breakaway and re-roll their play call to select a different play type. If the re-roll results in the same play type, roll again. ***“Game Film” cannot result in an Offense Breakaway.***

“Perfect Execution” is used to prevent a 1st down or prevent a gain of 3+ lines. When the Game Day card is the reason a play results in a 1st down or gains of 3 or more lines, the Orca AI will spend one token to nullify the Game Day event (middle value) and prevent the extra gain.



OUTLAWS



OFFENSE

Inspired by the 1976 Oakland Raiders, a team of legends, misfits, and renegades, the Outlaws feature a steady diet of ball-control running perfectly counterpointed by the constant threat of long-range vertical passing.

The Outlaws Offense is very good at getting single yard lines in the ground game or gobbling up big yards in the passing game. Where the Offense can struggle is earlier in the game as they are establishing their style of attack. In the 1st Half, mixing run and pass is essential to keeping the defense off balance. The Outlaws must not fall into the trap of calling only high value passes, or of leaning too heavily on guaranteed yardage runs, as they have a very tough time recovering from a defense breakaway early in the contest. Avoid defense breakaways and focus on gaining first downs. “Keep It Close” is a great point of view in the 1st Half.

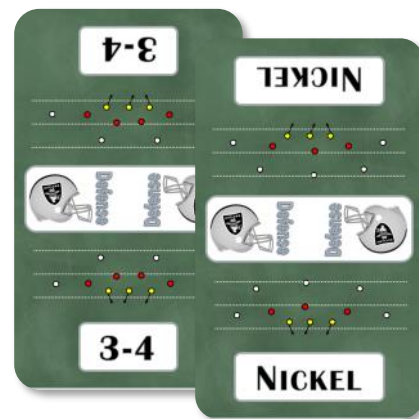
In the 2nd Half, specifically when coming from behind, the Outlaws become vastly more powerful (see special abilities below).



DEFENSE (8 CARDS)

The Outlaws defense features only 3-4 and Nickel formations. The Outlaws defense is underpowered at the start of the game but becomes more powerful as the game progresses by triggering their Savage Collision ability (see below), which injures opposing Offenses and reduces yardage gains. As the game wears on, there is a good chance the Outlaws defense has inflicted enough pain on the opponent to be in a dominant position.

Based on the legendary defense that featured The Mad Stork, Dr. Death, The Assassin, and so many other big hitters, the Outlaws defense relies on a steady diet of defense breakaways to set the tone. Don't be afraid to go for broke with them to get some injuries early in each half.



SPECIAL ABILITY – SAVAGE COLLISION

Known for their deliberate attempts to gain an advantage by knocking opponents out of the game, the Outlaws can “injure” opposing Offenses when the Outlaws trigger a defense breakaway. The Outlaws have one (1) run and two (2) pass modifiers, each worth -1 to that play type. So, when maxed out, the Outlaws defense can reduce their opponent's run values by 1 and pass values by 2!

The injury places a negative modifier on their opponent that matches the play type. For example, if the

OUTLAWS

Win Token Bank

"Locked" until Outlaws attempt FG or PAT



SAVAGE COLLISION

Outlaws Defense Breakaways create injuries & earn Win tokens.

WHEN OUTLAWS EARN DEFENSE BREAKAWAY:

1. Give opponent injury token matching their play type (Orange Run, Blue Pass).
2. Bank one (1) Win Token.

-1

Run Injury

EACH INJURY TOKEN SUBTRACTS ONE (1) FROM OFFENSE PRINTED CARD VALUE WHILE IN EFFECT.

INJURY DURATION

Effect starts on the next down.



GREEN = "Clean Hit"

Current Drive only then return to Outlaws



RED = "Cheap Shot"

Remainder of Half + Personal Foul penalty 15-yards (3 yard lines) Bank a 2nd Win Token

-1

-1

Pass Injuries

JUST WIN BABY

Bank one (1) Win Token for any:

- Outlaws Defense Breakaway on
- Penalty on the Outlaws

Tokens are Single Use Discard after using

2ND HALF ONLY — ON OFFENSE WHEN TIED OR LOSING

Place Win Token on each ability to activate once per drive.

CANNOT USE VS. DEFENSE BREAKAWAY



SECOND EFFORT

Replace initial Game Day card with 2 new Game Day cards

Only replaces Game Day event



PERFECT EXECUTION

Ignore Game Day event (no effect on corner values)



WORK THE CLOCK

Draw two Offense cards from discard during Time Out

PUMP FAKE

Resolve pass play vs run defense value

SNAKE BITTEN

Ignore Low Accuracy requirement



Outlaws trigger a defense breakaway on a run play, then the negative modifier (orange token) impacts future run plays. For defense breakaways on pass plays, use the blue tokens.

While the injury is guaranteed on the defense breakaway, the duration of the injury is varied. The color of the Game Day text sets the duration. A green text card indicates the player is merely shaken up by a clean hit, so the negative modifier lasts until that drive ends. A red text card, however, is a Cheap Shot which will keep that modifier in place for the rest of the half. The Cheap Shot comes with a 15-yard Unsportsmanlike Conduct penalty. This penalty is a dead ball foul, meaning you resolve the breakaway first, then after the play has ended, the opponent gains 3 yard lines and a first down. However, that negative modifier is now in place for the rest of the half.

Negative modifiers adjust the play value of the card. For instance, a Long Pass of "8" will be reduced to a "7" on one pass modifier and to a "6" if both pass modifiers are in play. A Short Pass of "1" would be reduced to "0" on one pass modifier, but because Short Pass is typically a Minimum Gain of 1 before the Game Day card, the gain is set at 1.

SPECIAL ABILITY – OVER THE HILL KICKER

The placekicker for the Outlaws is past his prime. All Field Goal attempts must subtract three (3) from the Game Day corner value. For example, a Field Goal attempt from the opposing 25 yard line, which is 5 lines distance, requires a Game Day card value of "8" or higher (8-3=5). **Point After Tries (PATs) are NOT affected by the -3 modifier.**

NOTE: The Outlaws one challenge flag is locked until the Outlaws attempt a kick (Field Goal or PAT).



SPECIAL ABILITY – “JUST WIN BABY!”

The Outlaws have an arsenal of late-game heroics, special abilities that can be activated once per drive in specific game situation – when tied or losing in the 2nd Half. The Outlaws fuel their late-game heroics with Win tokens, which they earn anytime the Outlaws trigger a defense breakaway or the Outlaws suffer a penalty.

The six (6) Win tokens are single-use tokens, so once they are used, they are spent. However, the Outlaws can re-earn spent Win tokens throughout the entire game. Even if the Outlaws are ahead in the 2nd Half, for example, and cannot spend their Win tokens, they will still bank Win tokens. The most Win tokens the Outlaws can have at any one time is six.

There are five special mechanisms the Outlaws can spend Win tokens on. The Outlaws can only use each mechanism once per drive. To spend a Win token, place the token on the mechanism’s circle to activate it. Leave the token on that circle until the end of the drive, then discard all spent tokens. **NOTE: The Outlaws cannot use these mechanisms on a defense breakaway.**

SECOND EFFORT = Replace a Game Day card event. Say a Fumble appears on a run. To avoid it, activate Second Effort and draw two Game Day cards. Choose the play event you prefer.

PERFECT EXECUTION = Ignore the play event on a Game Day card. This is essentially a free challenge flag, but it does NOT work on low accuracy passes (because they require green text to be complete). However, since multiple mechanisms can be used on the same play, it could be used in tandem with Snake Bitten to ignore the low accuracy requirement.

WORK THE CLOCK = Call a time out and recover two (2) Offense cards from your discard.

PUMP FAKE = Automatically resolve the pass play against the defense’s run value. Snake Stabler pumped the coverage out of position for a big play.

SNAKE BITTEN = Ignore low accuracy restriction on a pass play. This means the play does not require red text on the Game Day card to be complete

VULNERABILITIES

The Outlaws mechanisms create more penalties than other teams. It can be demoralizing to call the perfect defense only to give up a personal foul and a 1st down. Also, the strongest and most effective abilities are limited to the 2nd Half when the Outlaws are tied or losing. The Outlaws are incentivized to be losing late so they can use all their abilities. As a result, the Outlaws tend to blow 2nd Half leads only to storm back with scoring drives. Managing the timing and flow of that tendency can be challenging.

Most importantly, the Outlaws are a very complex team. Not only do they have only one challenge flag, but it also starts the game locked until the Outlaws attempt a placekick (Field Goal or PAT). Their defense is

OUTLAWS



Win Token
Bank

"Locked" until
Outlaws attempt
FG or PAT



SAVAGE COLLISION

Outlaws Defense Breakaways create injuries & earn Win tokens.

WHEN OUTLAWS EARN DEFENSE BREAKAWAY:

1. Give opponent injury token matching their play type (Orange Run, Blue Pass).
2. Bank one (1) Win Token.

-1

Run Injury

EACH INJURY TOKEN SUBTRACTS ONE (1) FROM OFFENSE PRINTED CARD VALUE WHILE IN EFFECT.

INJURY DURATION

Effect starts on the next down.



GREEN = "Clean Hit"

Current Drive only then return to Outlaws



RED = "Cheap Shot"

Remainder of Half + Personal Foul penalty 15-yards (3 yard lines)
Bank a 2nd Win Token

-1

-1

Pass Injuries

JUST WIN BABY

Bank one (1) Win Token for any:

- Outlaws Defense Breakaway on
- Penalty on the Outlaws

Tokens are Single Use
Discard after using

2ND HALF ONLY — ON OFFENSE WHEN TIED OR LOSING
Place Win Token on each ability to activate once per drive.

CANNOT USE VS. DEFENSE BREAKAWAY

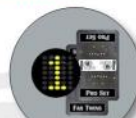


SECOND EFFORT

Replace initial Game Day card with 2 new Game Day cards
Only replaces Game Day event



PERFECT EXECUTION
Ignore Game Day event (no effect on corner values)



WORK THE CLOCK
Draw two Offense cards from discard during Time Out



PUMP FAKE
Resolve pass play vs run defense value

SNAKE BITTEN



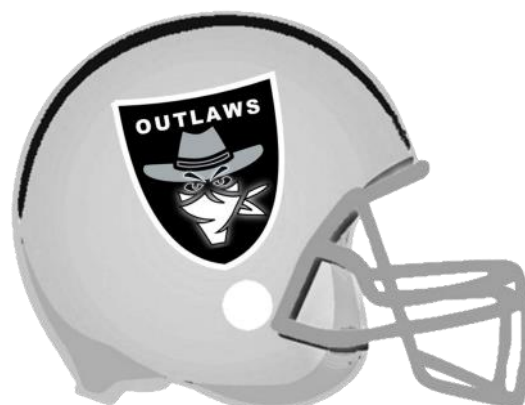
Ignore Low Accuracy requirement

largely average until they injure the opponent, which can catapult them from average to dominant. So many moving parts increases the cognitive load, suggesting the Outlaws are best suited for an experienced *Breakaway Football* coach. While a challenging team to coach, the Outlaws are a richly thematic experience for die-hard fans.

SOLO AI PLAY

The Outlaws have a unique Defense AI. Unlike other teams, the Outlaws will always roll three six-sided dice (3d6) to choose their defense play. If that first play call triggers a breakaway (for the Offense or Defense), that is the play call used. If no breakaway is triggered on the first roll, roll 3d6 again to get a second option. The Outlaws will use the play call that helps them more out of the two available calls.

On Offense, the Outlaws have a separate chart called "Pro Set GO" use in the 2nd half when they are losing. They will spend their Win Tokens to preserve/create both 1st Downs & Outlaws touchdowns.



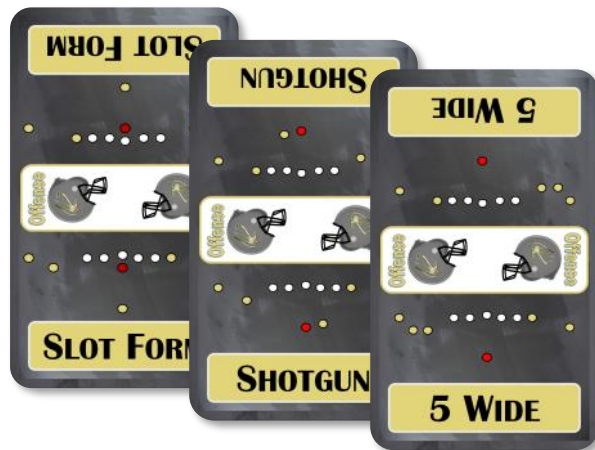
PHAROHS



OFFENSE

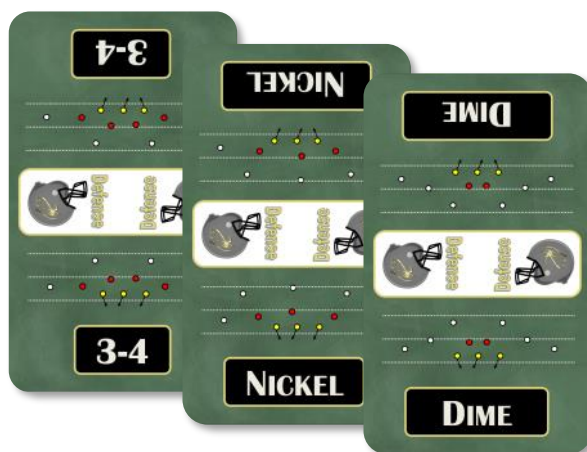
Inspired by the New Orleans Saints of 2012, a defense that gave up over 7,000 yards in 16 games, the Pharaohs feature the overall strongest passing offense of any team. Their formations are loaded with high-value passes. For example, the Pharaohs sport a “9” Long Pass and an “8” Medium Pass, which are league highs. Their balanced formation is “Shotgun,” which is the pass-heavy formation for many teams.

The running game is underwhelming at face value. However, opponents typically overcommit to pass-heavy defenses to limit the Pharaohs’ passing gains. Since the defense is relying on low-value run defenses, the Pharaohs’ low-value run plays are often more effective because the opponent is surprised by the run. The Pharaohs are a tough Offense to shut down unless the opponent can generate frequent defensive breakaways.



DEFENSE (10 CARDS)

The Pharaohs have the worst-rated defense in the game, which puts a ton of pressure on their Offense to score a touchdown essentially every time they have the ball. The defense card values are comically low. As a result, the Pharaohs’ defense is encouraged to “swing for the fences” on every play. Defensive breakaways are the only way to stop an opponent.



SPECIAL ABILITY – FORCE TURNOVER

The Pharaohs' defense has one saving grace – it is opportunistic. One per game, the Pharaohs' Force a Turnover mechanism provides a free turnover on their 5th defensive breakaway. Consequently, the Pharaohs should not sit back and play it safe, but instead should attack and risk giving up big plays in the hopes of generating breakaways that can lead to an automatic turnover. That one key stop can often allow the Offense to extend a lead in a shootout.

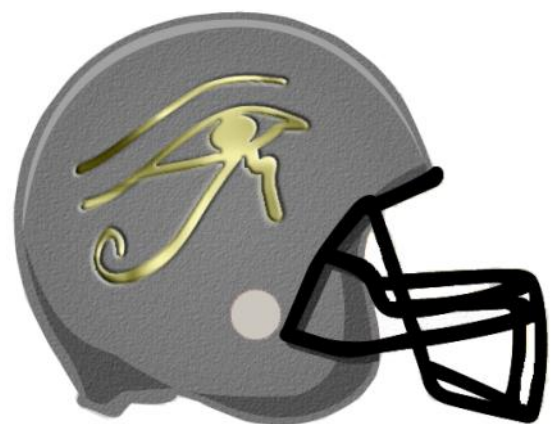


VULNERABILITIES

Almost every Pharaohs' game turns into a shootout. Their defense can tip the scales if they get the free turnover. Generally, it takes 2 defensive stops to put the Pharaohs in position to win. Therefore, even if the Offense scores every drive, the Pharaohs defense must somehow come up with 1 or even 2 stops for them to win.

SOLO AI PLAY

The Pharaohs tend to take risks on Offense as well as Defense. They must score a TD on every drive to hope to win. Therefore, when in doubt, the Pharaohs will "Go for it."



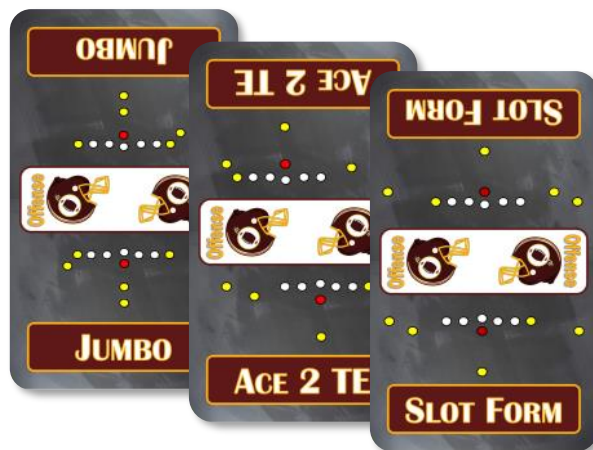
PIGSKINS



OFFENSE

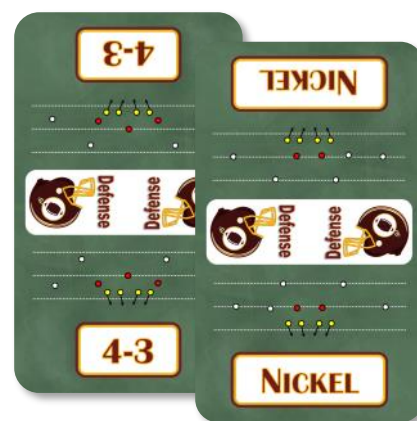
Inspired by the 1991 Washington team, one of the most underrated championship teams of all time, the Pigskins feature a Veteran Roster that makes few mistakes and a playbook that can flex their focus from run to pass as needed. The Offense playbook also includes a unique pass called Sprint Bomb that can double the gain (OFF value — DEF value = Gain)!

The Pigskins possess a capable run and pass playbook evenly distributed between their Ace 2 TE (Balanced) and Slot Form (Pass Heavy) formations. The strength and frequency of running plays in their Pass Heavy formation is intended to confuse opponents and encourage Defenses to call more run-oriented defenses, which improves the Pigskins' deep passing game. Their Jumbo formation is purely short yardage.



DEFENSE (8 CARDS)

The Pigskins have a deceptively powerful defense playbook due to the tight clustering of run and pass play values. If the Defense does not give up an Offense breakaway, even a less than perfect call will help slow down the opponent. Often the Pigskins Defense will do well prioritizing safe play calls with good run/pass values and allowing their opponent to slip up and make a drive-killing mistake. The Pigskins playbook features all eight play types (other than Prevent) in both formations, making it tough for opponents to guess play strength simply by formation.



SPECIAL ABILITY – VETERAN ROSTER

PIGSKINS

VETERAN ROSTER

Only 1 Token Per Play
Can Use on Defensive Breakaway

"THE HOGS"

Add +2 to Offense Run value

"THE POSSE"

Replace Game Day card with new draw (Pass only)

"POCKET PRESENCE"

Ignore Any Sack Play = 0 (Pass only)

BIG TIME PUNT RETURN

Before Punt Return Draw 3 Game Day cards & combine any as total return

2ND HALF ADJUSTMENTS

AFTER 2ND Half Kickoff, draw four (4) Game Day cards:

1

3

1

1

KEEP RETURN

"CHIP" SHOT

Max FG value on Game Day card

7

The Pigskins' **VETERAN ROSTER** is a collection of savvy veterans who know how to win. To reflect this experience, the Pigskins get five (5) tokens at the start of the game to spend however they wish on a series of special abilities:

"THE HOGS" = Named after their powerful Offensive Line, **"THE HOGS"** add +2 to Offense Run Value after revealing the matchup and Game Day card. *For example, an Outside Run of "3" vs a Blitz of "1" and a Game Day card -1 against run is a result of "1" line gained. Spend 1 token and "The Hogs" can +2 the run value, making the "3" Outside Run into a "5," resulting in a gain of "3" lines.*

“THE POSSE” = Named for their exciting receiver corps, **“THE POSSE”** allows the Pigskins to spend 1 token anytime they pass to replace a bad Game Day card with a new draw, even on a Defense breakaway. The Pigskins often use this ability to avoid red text on a low accuracy pass or avoid a turnover.

“POCKET PRESENCE” = Anytime the QB should be sacked from a Game Day event, a negative gain pass play matchup, or a corner value on a defensive breakaway, the Pigskins can spend 1 token to ignore the sack and make the play a “0” result.

“BIG TIME PUNT RETURN” = Based on a world-class punt return specialist, **“BIG TIME PUNT RETURN”** allows the Pigskins to spend 1 token to draw three (3) Game Day cards on the punt return. The Pigskins can use as many of these three cards as they want, chaining them together as their total punt return.

Each token activates an ability once and then is discarded for the rest of the game. Tokens cannot be earned back. Veteran Roster abilities can be used multiple times a game, but only one (1) token can be spent per play.

SPECIAL ABILITY – 2ND HALF ADJUSTMENTS

The Pigskins assistant coaching staff was stacked with legends who made excellent adjustments at halftime. After the 2nd Half kickoff, the Pigskins draw the top 4 Game Day cards into their hand, choosing one to keep and returning the other 3 to the top of the Game Day deck in their preferred order.

The Game Day card they kept can be used anytime for the Play Event (middle) or the breakaway corners (upper right & upper left). The Kicking corners (bottom right & left) are not available.

SPECIAL ABILITY – “CHIP” SHOT

The placekicker for the Pigskins was accurate but had a maximum distance of around 52 yards. For that reason, the maximum usable value on a field goal attempt is “7.” If the Pigskins draw an “8” or “9” on a FG attempt, the value reverts to “7.”

VULNERABILITIES

The Pigskins have few vulnerabilities. The values of the Defense cards are not particularly high, so they can struggle against legendary run or pass offenses. The Pigskins Offense can struggle if they get in long down and distance, mostly resulting from their low accuracy passing.

SOLO AI PLAY

“THE HOGS” = To gain a first down on 3rd or 4th down

“THE POSSE” = When Game Day nullifies a gain of 4 or more

“POCKET PRESENCE” = To avoid sack in their opponent’s territory

“BIG TIME PUNT RETURN” = To nullify a catastrophic punt return. If normal punt return is fumble or negative return, AI can spend token after to draw 3 and apply revised return.

2ND HALF ADJUSTMENTS = on each of the first 4 downs of the 2nd half. For each down, draw two (2) Game Day cards and use the one more favorable for the Pigskins.



PILOTS



OFFENSE

Inspired by the Joe Namath-led 1968 Jets, winners of Super Bowl III, the Pilots Offense is built to create big plays and strike quickly in the passing game. The running game is solid and capable, made efficient in running clock when paired with the fear of an all-out air assault. Many passes are low accuracy, making this offense more hit-or-miss than others. The Offense performs best, though, when it achieves an equal balance of run and pass play calls.

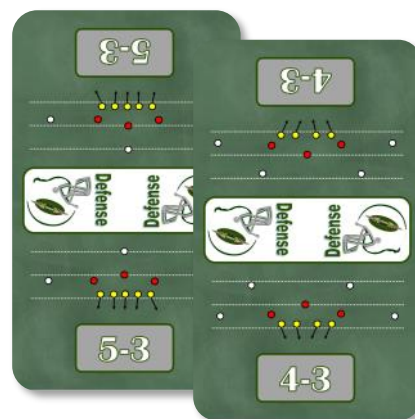
The Offensive formations are unintuitive and intended to confuse the opponent. For example, the Far formation, usually a Pass Heavy set for modern teams, was used as their Run Heavy set. Also, of the 15 Offense cards in their deck, the Pilots have 10 cards in their Pro Set formation. The lack of variety in their formations typically helps conceal the play call.



DEFENSE (6 CARDS)

The Pilots defense is very strong, featuring only two (2) formations and only six (6) play cards. The overall strength of each defense card is high. The 4-3 is their balanced defense. The 5-3 (with five down lineman) is considered their Run Heavy formation, even though 3 of the 4 available play types are, in fact, pass defenses.

The 5-3 formation is intended to confuse opposing coaches into thinking pass, only to catch them in a bad play call. Should teams run against the 5-3, they will find stout latent run support that prevents most ground game breakaways. In short, the 5-3 is a powerful enigma. The Pilots have no Pass Heavy defense formation and no Prevent coverage.



SPECIAL ABILITY – BROADWAY JOE

The QB can ignore the low accuracy restriction on any pass play by spending a challenge flag. This acts as a “guarantee” of sorts.

For example, if a Long Pass of “9” encounters a “Swat” Defense Pass Game Day card. Any other Breakaway team would be unable to complete that pass, since the red text restriction makes the pass incomplete. For the Pilots, though, spending the challenge flag not only ignores the incompleteness, it also ignores the text color restriction.

Any red text Game Day card is ignored when using **BROADWAY JOE**.

SPECIAL ABILITY – CLEAR FOR TAKEOFF

Any turnover by either team triggers an automatic Breakaway return. Immediately draw a Game Day card and consult the upper-right corner to advance the ball for the defense. A “0” or football icon (fumble) ends the play. Note that it is possible to have a double turnover on this play by fumbling the return back to the Offense. If that happens, it is a new possession, 1st down for the original Offense at the new spot of the ball.

SPECIAL ABILITY – FULL THROTTLE

When the Pilots defense creates negative plays, it can force a turnover. Each time the Pilots forces a loss of yardage on a play, advance the token on the Full Throttle track to reflect the number of yard lines lost. Once the marker reach -5 on the track, it triggers an automatic turnover.

For example, on an opponent pass play, the Game Day card is QB Sack, Play = -2. Unless the opponent cancels that with a challenge flag, the play will lose two (2) yard lines, meaning the Pilots advance the airplane token two spots to the right. In another example, a run play matchup is 3 vs 3 for a gain of 0, but the Game Day card imparts a -1 on the run. The play result is a -1, so advance the airplane token one space on the track.

A final example, an Outside Run of 4 faces a Blitz of 2, meaning the play gains 2. The Game Day card is a Bull Rush card -2, making the ultimate play result a gain of 0. Since the play result did not lose yardage, do not move the airplane token.

VULNERABILITIES

All pass plays of “4” value or greater are low accuracy, which is a giant hindrance. The **BROADWAY JOE** mechanism provides some relief, but the passing game will rely a bit on luck to make an impact. When you do complete passes, however, they will gobble up yards, so stay committed to the pass even if you have several bad Game Day draws.

Also, the running game lacks the kind of explosiveness that could dominate any but the weakest opponent. The running game is good at burning clock, but it cannot control a game on its own. It is the threat of high-value passing that opens up the running game, as the opponents who over-commit to the pass will find the Pilots’ run attack disturbingly effective. Balance is essential.

Because turnovers are breakaways for both teams, ball security is essential. Too many turnovers can sink this team more quickly than others. Lean on your defense to carry the day, and try to use the high-value, low-accuracy passes when you have challenge flags to guarantee critical gains on big drives.

SOLO AI PLAY

The AI will use the **BROADWAY JOE** mechanism only when losing or in a late half situation where doing so will guarantee to **extend a drive** or **score a touchdown**. Also, since there are only two formations on Offense, the Advanced Offense AI sheet features a “Pro Set Go” formation for when the AI is losing.



PRIVATEERS



OFFENSE

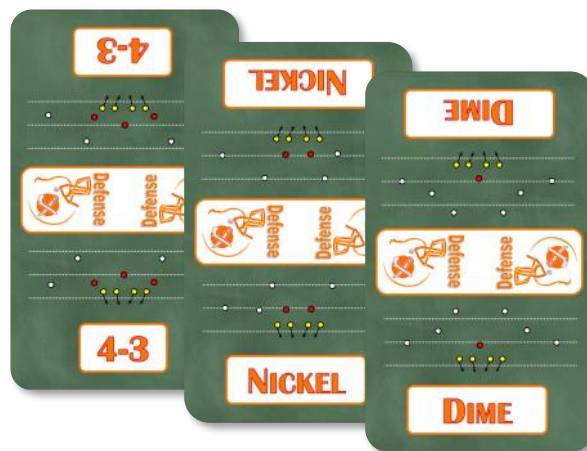
Inspired by the 2002 Tampa Bay Buccaneers coached by Jon Gruden, the Privateers feature an efficient Short Passing scheme that offers enough running to keep opponents honest. The Privateers require clever play-calling to keep opponents guessing at the line of scrimmage. If the Privateers succeed in moving the ball methodically down the field, they can score. Playing field position and getting one surprise big gain on each drive is important because the defense is the team's true strength. The Privateers Offense will generally need short fields to score more than 20 points per game.



When coaching the Privateers Offense, focus on avoiding defense breakaways, because those are very difficult for the Privateers to overcome. Also, focus on creating breakaways with less obvious, lower value plays rather than relying on the few powerful calls in your playbook. Ignoring the lower value calls can create a predictable pattern for opponents to take advantage of, and the Privateers run the risk of having virtually no offense as a result.

DEFENSE (10 CARDS)

The Privateers defense features an extensive Zone package in a variety of strengths, which simulates the rise of the Tampa 2 coverage technique. When coupled with the **KILL!** special mechanism, the Defense is formidable and almost impossible to throw on. The run defense is adequate, especially if the play is called correctly, but not exceptional. Getting the opponent in predictable down and distance situations is the ultimate goal, as that can all but bury a drive.



SPECIAL ABILITY – TAKE IT TO THE HOUSE!

When Privateer Defense creates a turnover, immediately return it as an Offense breakaway. Draw Game Day cards and consult the upper right corner, adding these values to the return until a "0" or fumble icon appears. Creating a turnover unlocks the Privateers' other special ability.

SPECIAL ABILITY – KILL! KILL!

Essentially a defense version of an Omaha token, the **KILL! KILL!** Mechanism allows one free audible for the Privateers AFTER the Offense has revealed its play.

To use **KILL! KILL!**, the defense will wait for the Offense to reveal its call. Once the defense sees the exact play call, they can audible to the opposite play call on their card on the board. This can allow the Privateers to escape from an Offense breakaway, and it can allow the Privateers to audible into a Defense breakaway. **KILL! KILL!** Can only be used once per drive, but the mechanism refreshes at the start of each drive, so it can potentially be used multiple times per game.

This mechanism is locked at the start of the game and is unlocked once the Privateers create a turnover on defense.

VULNERABILITIES

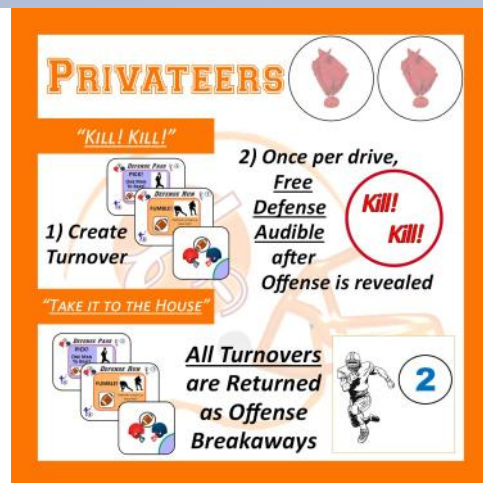
The Privateers do not have a conventional, quick strike, big-play Offense. While their Offense is annoyingly efficient, it may go long stretches unable to generate big plays. The Offense also struggles with longer down-and-distance situations, so a primary concern is trying to time your aggressive play calling when it will be a surprise to your opponent. A vanilla play calling coach — who runs when run is expected and passes when passing is expected — will routinely find themselves in virtually unattainable long yardage situations.

The other significant liability is the Privateers mechanisms have to be unlocked by a defensive turnover. When coaching the Privateers, you must consider the Defense unit as an extension of the Offense in that the Defense must get that big play to supercharge its effectiveness. While the overall play values are high, which might lead a coach to sit back and play more passively on defense, the capability to unlock the dormant power of the defense should be a primary goal of the first half. Be creative and aggressive early to try to trigger that elusive turnover and make the Privateers' defense as formidable as possible. If the Defense cannot generate a turnover, none of their special abilities can impact the game.

SOLO AI PLAY

To manage the challenge presented by such a difficult Offense, it is advised to play against the Privateers' Advanced Offense AI. If the Privateers are not competitive enough for you based on your coaching skill, then activate the **KILL! KILL!** mechanism from the opening kickoff.

Using **KILL! KILL!** in solo play, when the Human player triggers an Offense breakaway, re-roll or re-draw the defense to get a different (non-breakaway) play call. Essentially, the mechanism allows the Privateers to avoid the breakaway on that down.



RHINOS



OFFENSE

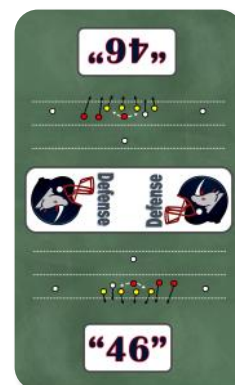
Inspired by the Chicago Bears of 1985, the Rhinos Offense features a powerful but particular playbook. The passing game features high-value plays but streaky QB play, as most passes have the low-accuracy restriction. The Offense also features hard-nosed running, where many runs earn automatic gains (just like Inside Run for other teams, but for more play types). However, the minimum gains alone are not enough to propel the offense to success. In combination the plays work very well together when the Rhinos keep their opponent guessing whether to expect run or pass. The result is a streaky offense that explodes when it catches fire but can sputter and stall at times.



DEFENSE (8 CARDS)

The Rhinos defense is one of the most dominant squads in *Breakaway Football*. Not only do the Rhinos feature a powerful deck strength (especially in the Blitz packages), but they also feature three separate defensive mechanisms that, once unlocked through game play, render the defense virtually impenetrable.

The Rhinos offer only one formation on defense, the “46.” Because they have only one formation, opponents find it very challenging to guess what play the Rhinos are calling.



As if high value defense cards and a single formation that hides play calling tendencies weren't enough, the Rhinos also offer three different special abilities that can each be used once per drive after they are unlocked.



Like a Bingo card, place a marker over the matching play result. Once both spots on a row are filled in, that special ability is unlocked and available for use once per drive. The play results must match exactly to place the marker.

SPECIAL ABILITY – (0) FORCE LOW ACCURACY PASS

The Rhinos defense puts tremendous pressure on the QB. Once the defense forces two pass play results of “0,” the Rhinos unlock the ability to force any pass to suffer the low accuracy restriction once per

drive. This special ability must be announced AFTER the plays are revealed but BEFORE the Game Day card is revealed.

For example, two incompletions (Play = 0 Game Day results) or completions for no gain (where Offense and Defense pass values are equal) will fill in this spot on the card.

Thematically, this special ability shows the constant pressure on the QB. It takes very little effort to unlock this special ability, and it will typically be unlocked very early in the game.

SPECIAL ABILITY – (-1) END OFFENSE BREAKAWAY

The Rhinos feature tremendous speed and hitting power. As such, even when beat on a play, the Rhinos can recover from being out of position better than other defenses. When unlocked by two -1 play results, this special ability allows the Rhinos once per drive to end an Offense breakaway, preventing extra cards from being drawn on that breakaway.

For example, the Rhinos defense gives up a Power Run breakaway vs Man to Man defense. The opponent draws one Game Day card as normal and chooses between the main play effect and the upper right hand corner. However, the Rhinos announce they will end the breakaway, preventing any additional cards from being drawn. The play ends.

SPECIAL ABILITY – (-2) KILL! KILL! DEFENSE AUDIBLE

A legendary middle linebacker was the brain of the Rhinos defense. After triggering two different play results of -2 yard lines, the Rhinos unlock the ability to perform a defensive audible AFTER seeing the Offense's play. Once per drive, after the opposing Offense reveals their play call, the Rhinos can announce Kill! Kill! and rotate their play card before revealing their play call.

VULNERABILITIES

Because half of their passes are low-accuracy, the Rhinos can have trouble moving the ball on some drives. Even though their defense is amazing, the special abilities must be active to convert a strong defense into a shut-down squad. The Rhinos do need to be careful not to trigger breakaways before unlocking their special abilities. Afterwards, the Rhinos can be much more aggressive on their play calls. Therefore, opponents are encouraged to try to jump out to early leads before the mechanisms are in effect.

The Rhinos are potentially vulnerable to the Short Pass because they have so many Blitz packages. Also, the Rhinos Zone coverage and 2 Man Under are undervalued. An efficient passing Offense, one that relies on Short Passes and Screens, will give them fits.

SOLO AI PLAY

The Advanced Offense AI sheet is tuned to provide the right balance of run and pass for the Rhinos. In deciding when to trigger the defense special abilities, **KILL! KILL!** is used to nullify a Human player's Offense breakaway. Re-roll the defense call to a non-Offense breakaway result. **LOW ACCURACY & END BREAKAWAY** will trigger on the first opportunity to change the play and should be used immediately.

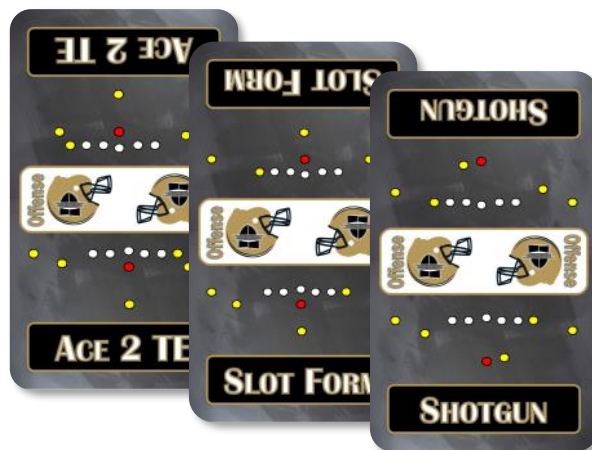


SENTINELS



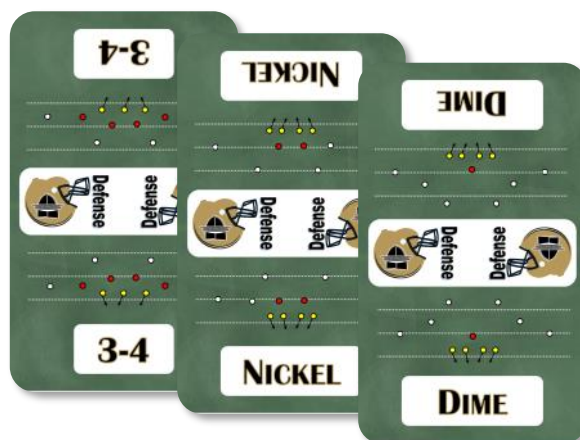
OFFENSE

Inspired by the 1991 Saints, a playoff squad featuring the best linebacking unit in pro football history, the Sentinels Offense is an underpowered liability. Injuries and an aging roster hindered this unit, which accounts for the lower-than-normal play values. This Offense presents a significant challenge to any *Breakaway Football* coach, especially in the 2nd Half, due to their **TOO MUCH TIME** mechanism. The key to being effective with the Sentinels' Offense is to be unpredictable early and score while the Sentinels' Defense is strongest. The Offense must rely on Offense breakaways to consistently move the ball.



DEFENSE (8 CARDS)

The Sentinels boast a capable defense playbook due to some tight clustering of the run and pass play values. If the Defense avoids Offense breakaways, even a less than perfect call will help slow down the opponent. The most impressive part of the Sentinels' Defense is its **DOME PATROL** of elite linebackers that can add value to the defense at the end of a play. The Defense is stifling early on and is especially skilled at generating turnovers with its **STRIP BALL** mechanism. However, the Defense does tire out a little each quarter, getting less effective as the game wears on.



SPECIAL ABILITY – DOME PATROL

SENTINELS

DOME PATROL

Start game with 4 LBs

After plays & Game Day card are revealed

57 53 51 56

Lose 1 each new quarter

After resolving DEF breakaway Do Not Draw on Accepted Penalty

STRIP BALL

Draw **GAME DAY** for each active

Any = Turnover

TOO MUCH TIME

2nd Half Only

Stack 3 tokens. When opponent starts Offense drive, they reclaim cards from discard matching # of tokens.

Sentinels Offense removes 1 stack token with pattern of RUN (1st Dn) - RUN (2nd Dn) - PASS (3rd)

RUN RUN PASS

1 2 3

The Sentinels' **DOME PATROL** features four (4) linebacker pawns, each capable of adding +1 to either the run or pass value on a given down. The linebacker pawns are single use for the quarter, but a set number of them refresh at the beginning of the next quarter.

Active LB Pawns by Quarter:

- 1st Quarter = 4 pawns
- 2nd Quarter = 3 pawns
- 3rd Quarter = 2 pawns
- 4th Quarter = 1 pawn

The Sentinels can use multiple pawns per down to add value to their defense play call. **The maximum Defense play value cannot exceed the Offense card value.**

For example, if the opponent called a pass of “5” value and the Sentinels pass defense was “2” with no breakaways, the most linebackers that can be committed on that down are 3 ($5-2=3$) to make the gain “0.”

Linebackers are committed to the play result after the matchup is revealed and the Game Day card is drawn. The Sentinels have perfect information before choosing to commit their linebackers.

SPECIAL ABILITY – STRIP BALL

Whenever the Sentinels earn a breakaway on Defense, the linebackers will attempt to **STRIP BALL** from the runner. First resolve the Defense breakaway with a Game Day card. Then, draw 1 Game Day card for each active linebacker pawn (whether used or unused this quarter) and check the Defense breakaway corner (upper left). If any of those extra cards contains the turnover icon, the ball is stripped from the runner and it's a turnover!

*NOTE: **STRIP BALL** cannot be used on an accepted penalty.*

SPECIAL ABILITY – TOO MUCH TIME

The Sentinels' Offense has a hard time running clock in the 2nd Half. The Sentinels' opponents have the option to add Offense cards back from their discard pile at the start of their 2nd Half drives.

Stack three black tokens on the Sentinels' team card to the start of the 2nd Half. When the opponent begins any 2nd Half drive, they can reclaim Offense cards equal to the number of tokens stacked on the Sentinels' card.

The Sentinels can remove a token from their stack by executing the following Down Marker – Play Type pattern on Offense: **1st Down - Run, 2nd Down - Run, 3rd Down - Pass.**

NOTE: Both the down marker and play type must match all three times to successfully remove a token.

NOTE: Opponents are not required to add cards from their discard piles. If the opponent is winning, for example, they may not want to.

VULNERABILITIES

The entire Offense is a challenge, from the lower play values across the board and the **TOO MUCH TIME** mechanism in the 2nd half. Often the Defense will dominate the 1st Half and the Offense can put some points on the board. By the 2nd Half, the Defense is getting tired, and the Offense must choose between predictably running clock or risking a slower clock just to score.

SOLO AI PLAY

The AI will deploy the **DOME PATROL** to prevent 1st downs and/or force lost yardage. The AI prefers to score and will only work off **TOO MUCH TIME** tokens in the 2nd Half as the AI sheet dictates to match the play calling pattern.



SHARKS



OFFENSE

Inspired by Dan Marino's record-setting 1984 Miami Dolphins, the Sharks feature elite passing capabilities and a surprisingly elegant ground game. The Sharks are a dominant Offense.

The Sharks Offense deck strength is slightly lower than other teams due to the way their special abilities function (*see opposite*). At face value, the Offense appears rather average. However, because the **ELITE RECEIVERS** mechanism doubles the gain of a given pass play, the goal of the Offense is as simple as passing when the opponent is looking for a run.

But with a legendary passing game, the Sharks must establish the run to convince opponents that the run is a concern as well. And it is! The run game of the Sharks is shockingly effective against teams that sell out against the pass. Establishing the run early as a viable option is critical to getting the Sharks Offense on track. The balanced attack encourages the opponent to play it safe and cover both run and pass, which most teams cannot do efficiently. The Sharks can feed when the defense guesses wrong or calls something vanilla and safe.

To keep teams thrashing about in the water, the Sharks have only two formations, which helps conceal the play type from the opponent. By keeping confusion high, the Sharks can devour big yardage plays against their opponents.



DEFENSE (6 CARDS + 4 LOWERCASE REPLACEMENTS)

The Sharks defense begins each game at an average strength, but that quality degrades sharply as the game progresses. Since the Sharks **"OVER-THE-HILL" DEFENSE** is aging and has lower stamina than their opponents, the Sharks are forced to swap out less effective Defense cards each quarter. If the Sharks force a defensive turnover, however, they get to reclaim a discarded defense. Therefore, the Sharks often approach defense in a high-risk, high-reward strategy. If the Sharks can force turnovers later in the game, their defense remains effective.



SPECIAL ABILITY – ELITE RECEIVERS

Dan Marino was a gifted passer, but what made that team special was the combination of Marino and two Hall of Fame wide receivers, Mark Duper and Mark Clayton.

The **ELITE RECEIVERS** ability doubles the gain of every pass play before the Game Day card is applied.

For example, a Medium Pass of “5” against a Press Coverage of “3” would be a gain of “2” for any other team, but is doubled to “4” by the Sharks’ **ELITE RECEIVERS**.

As powerful as this ability is to impact the passing game, **ELITE RECEIVERS** actually benefits the running game as well. Opponents fearful of giving up the big pass will call stronger pass value defenses, making more room for the running game to be effective.

SPECIAL ABILITY – QUICK RELEASE

Dan Marino’s ability to escape sacks with his quick release passing was legendary. To simulate this, the Sharks Offense has two **QUICK RELEASE** tokens. As long as the defense did not create a defensive breakaway, the Sharks can spend a **QUICK RELEASE** token to ignore their card and instead resolve a Short Pass with a minimum gain of “1.”

*NOTE: **ELITE RECEIVERS** ability is always in effect, so the minimum gain of “1” doubles to a “2” before the Game Day card is drawn.*

This ability complicates the opponent’s decision on when to Blitz. Unless the Blitz creates a breakaway, the pass can be converted into a Short Pass, which creates an automatic breakaway for the Sharks Offense. This ability can help the Sharks recover spent challenge flags when trailing, or create surprise big plays in the passing game. Best of all, the Sharks refresh their spent **QUICK RELEASE** tokens anytime the Sharks score a rushing touchdown.

SPECIAL ABILITY – “OVER-THE-HILL” DEFENSE

The Defense is forced to replace a capital letter card (A, B, C, or D) with the matching lowercase card (a, b, c, or d) at the end of each quarter. When the Sharks force a turnover on defense (not special teams), the Sharks may switch out a lowercase card with the matching capital letter card.

VULNERABILITIES

The Sharks only have one challenge flag, which means the Sharks are more susceptible to bad luck. Also, the Defense is probably exhausted in the late game, making it easier for opponents to score late.

SOLO AI PLAY

The Advanced Offense AI sheets are recommended. The Sharks will always use their **QUICK RELEASE** to create breakaways.



SINNERS



OFFENSE

The Sinners are inspired by the 2018 New Orleans Saints, a team that fell short of the Super Bowl in part because of a blown pass interference call in the NFC Championship. The Sinners feature a ball-control passing attack with a legendarily accurate QB, a pair of dynamic running backs, and capable receivers.

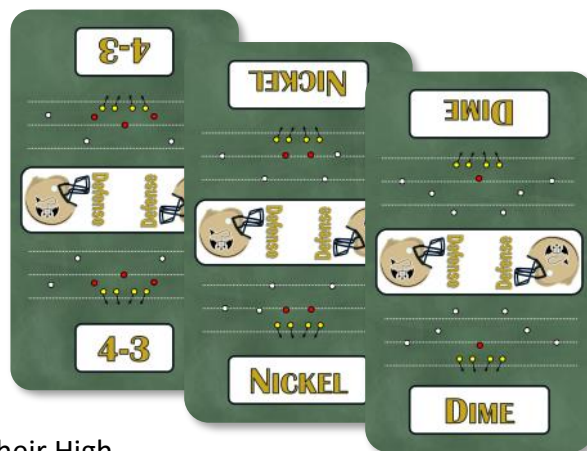
The Sinners' Offense is built to be efficient, featuring a balanced attack of powerful runs and medium value passes. While the deep passing game is missing due to the QB's waning arm strength (the highest pass value is a "7"), the offense is deadly efficient in gaining yards and scoring points.

Most unique about the Sinners Offense is they feature four (4) Offense formations, specifically two Run Heavy formations. The fourth formation is a special "Double QB" tailored to the athleticism of their 3rd String QB, Taysom Hill. While all four plays in "Double QB" are runs, the distribution and special rules of those runs make it very difficult to stop the Sinners from gaining 1 yard line in short yardage situations.



DEFENSE (10 CARDS)

The Sinners' Defense has a good latent run defense across all their formations. Unless their opponent is built to run the football, teams will find it tough going to gain significant ground yards against the Sinners. The Sinners are less adept at pass coverage. Only their Dime formation has higher pass values. The Defense also gets a boost from the home crowd (see below)



SPECIAL ABILITY – HIGH ACCURACY

The Sinners start each game with three (3) blue tokens for their High Accuracy ability. Anytime the Sinners use a passing play card, they can spend a token to replace a Game Day card. **This ability is NOT available on Hail Mary attempts.** The Sinners can avoid negative play events on Game Day cards. **The ability CAN also be used on defense breakaways,** meaning they can replace a Game Day card with a turnover for a new Game Day card.

SPECIAL ABILITY – MAKE SOME NOISE!

The Sinners' stadium is legendary for being a disruptively noisy environment for opposing Offenses. The Sinners start the game with three (3) Make Some Noise! tokens. The ability must be announced (by placing

the token on the board) before the Offense calls their next play. Once the plays are called and revealed, the Sinners get to draw and choose from additional Game Day cards equal to the down marker.

For example, the Sinners' Defense is at Home facing a critical 3rd Down. The coach announces the crowd is going to Make Some Noise! Because it is 3rd down, the Sinners will draw three (3) Game Day cards and choose their favorite. In this way the crowd can have an immediate impact on the opposing Offense.

If the play is an Offense breakaway, the Sinners will still choose which card is the initial one that gets resolved. The extra, unused cards are placed in the Discard Pile, and the Offense breakaway proceeds.



SPECIAL ABILITY – NEVER PUNT

The Sinners are better than average at blocking punts. Whenever opponents punt the ball away to the Sinners, the Sinners coach will draw two Game Day cards instead of one to determine punt distance. This extra card effectively gives the Sinners double the chance to block a punt. The Sinners choose which card to resolve, then draw one card for the punt return as normal.

SPECIAL ABILITY – BLOWN CALL

The Sinners were the victims of one of the worst blown calls in the history of pro football. During the game setup, the Sinners hand over the yellow **BLOWN CALL** token to their opponent. At anytime during the game, the opposing coach can deploy the **BLOWN CALL** token to ignore one (1) Game Day penalty card. Think of it as a penalty-specific challenge flag for the Sinners' opponent.

VULNERABILITIES

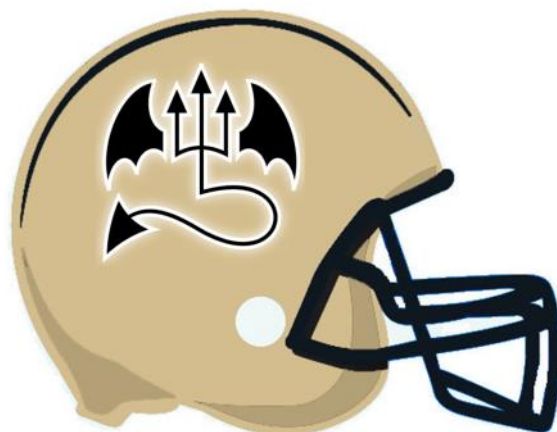
The Sinners have a liability in their deep passing attack. The **BLOWN CALL** is a wild card – sometimes soul-crushing, other times hardly a factor. The Sinners pass defense is weak as well, meaning the Offense would do well to try to burn some clock in late half scenarios and play keep away from their opponent's offense.

SOLO AI PLAY

The Sinners AI will ALWAYS use the Double QB formation only when they are 1 yard line away from a milestone. Keep the two Double QB play cards handy for reference. The defense makes its play call first, then the AI rolls one six-sided die (1d6) for its play selection.

Check the play card to see what special conditions are in effect for that play.

Spend **MAKE SOME NOISE!** only on critical 3rd or 4th downs when the Sinners are losing or up by only one-score. The Sinners AI has the advantage of seeing the first Game Day card before spending a token. If the Game Day result will grant a 1st down or Touchdown, the Sinners AI will spend a token and draw the remaining cards to choose from.



STACKERS



OFFENSE

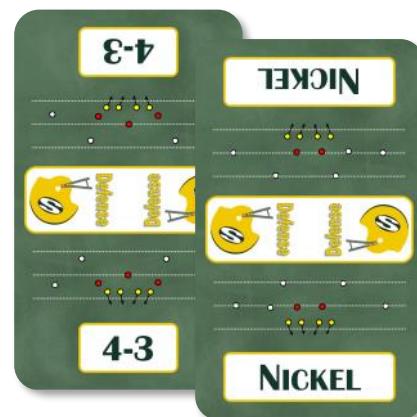
Inspired by the 1967 Green Bay Packers coached by the legendary Vince Lombardi, the Stackers offer a dynamic Offense with surprisingly high passing values. The running game is capable and features several surprises, such as multiple “Power Sweeps” that confer a minimum gain of 2, and the “Sucker” special run, a wrinkle on the Power Sweep that offers a minimum gain of 1. In fact, eight (8) of the runs in their playbook guarantee minimum gains, resulting in remarkable efficiency.



Coaches should have the goal of achieving balance between the run and the pass. The Stackers offense is very good at establishing a tendency, such as the Power Sweep, and then subverting it with the complementary play type, like a Finesse Run. The Strong Formation is a Run Heavy set that offers many high value runs. Weak is the Balanced formation with a great mix of run and pass. The Pro Set is the Pass Heavy formation, but Pro Set not only holds the best passing plays, but also the Power Sweep Outside Runs that have a minimum gain of 2.

DEFENSE (8 CARDS)

Boasting multiple Hall of Famers, the Stackers defense offers an impressive pass defense. The run defense is somewhat average, however. One special wrinkle: the Stackers only have two defensive formations (4-3 and Nickel), meaning they only have 8 defense cards. However, the defense offers all eight play types in each formation, meaning the Stackers can defend any type of play out of either formation. They also have no “Prevent” defense.



SPECIAL ABILITY – THE BIG PUSH

The Stackers **BIG PUSH** special ability is a 2nd half bonus that simulates the superior conditioning Lombardi’s teams had relative to their opponents. The Stackers are built to get stronger as the game wears on. The **BIG PUSH** gives the Stackers two Offense-only challenge flags for use in the 2nd half.

NOTE: If the Stackers force overtime, any challenge flags that have not been used are still available. The challenge flags are available to use for the rest of the game.

SPECIAL ABILITY – 4TH QUARTER STAMINA

The Stackers **4TH QUARTER STAMINA** provides a similar benefit to the **BIG PUSH** special ability. In the 4th quarter, the Stackers defense gains three (3) Defense-only challenge tokens. These special challenge flags function just like normal challenge flags except they cannot be earned back with breakaways. They are single-use, only for use by the defense, and only become available at the start of the 4th quarter.

NOTE: If the Stackers force overtime, any challenge flags that have not been used are still available. The challenge flags are available to use for the rest of the game.

SPECIAL ABILITY – BAD KICKER

The placekicker for the Lombardi Packers was notoriously inaccurate, which was more common in the 1960's than in the modern era. As a result, all kick attempts that reference the bottom corners of the Game Day card — punts, field goals, and onside kicks — suffer a -1 to all Game Day kick values.

For example, a field goal attempt from the 30-yard line is 6 lines distance. To make this field goal attempt, the Stackers will need to draw a "7" or higher on the Game Day card.

Onside kick attempts by the Stackers will only be successful on a "9."

VULNERABILITIES

If the Stackers fall behind early, it can be tough for them to climb back into a game. The goal is for them to keep games close and win them in the 4th quarter with their five (5) free challenge flags (2 on Offense, 3 on Defense).

One quirk of the Stackers' Offense playbook is a lack of Special Pass options. They have no Screen passes and only have one Special Pass, a HB Pitch Pass. As a result, the Stackers are more exposed to a strong Blitz team. The Stackers will need to counter that with run plays the have minimum gains of 1 or 2 as a way of discouraging opponents from Blitzing so much.

Also, because their kicker is consistently bad, the Stackers will likely see value in going for 4th downs more frequently than their opponents.

SOLO AI PLAY

The Advanced Offense AI sheets are tuned to provide the right balance of run and pass, as well as a variety of play types. The AI should aggressively use challenge flags in the 1st half to extend drives on Offense and limit gains on defense because the Stackers gain additional challenge flags late in the game.

In the 2nd half, spend the challenge flags aggressively as well.



STALLIONS



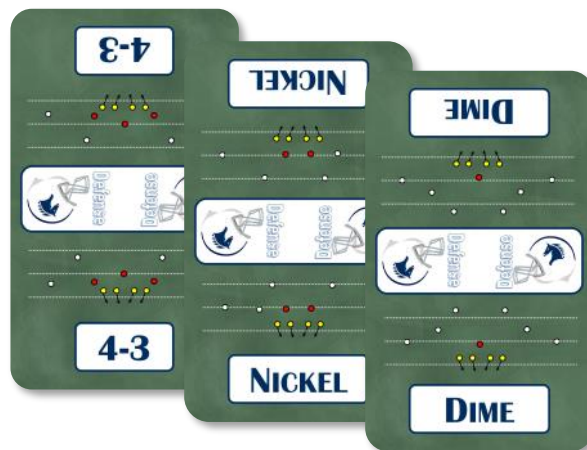
OFFENSE

Inspired by the Peyton Manning 2006 Indianapolis Colts, the Stallions feature an elite Quarterback skilled at both long passing and reading defenses. The Stallions have no low pass accuracy restrictions on long passes. As such, the threat of the deep ball is ever-present, even in their run-heavy formation. The Offense philosophy is one of balance, using lower value plays to set up longer plays for later in the game. The Stallions best passes are Long Pass and Play Action Pass. Their running game is only adequate, unable to dominate without creating breakaways. The Stallions live and die by the ability to methodically generate first downs then time a deep pass to surprise their opponent.



DEFENSE (10 CARDS)

The Stallions defense is average in strength. One feature of the defense, though, is the narrow gap between the run value and pass value on some of their best defenses. While these plays may not pack the power to completely shut down an Offensive play, both run and pass are equally defended, making it possible for the Stallions to delay an opponent, drag out their drive, and wait for them to make that key mistake (or draw a bad Game Day card) that kills the drive.



SPECIAL ABILITY – ELITE ACCURACY

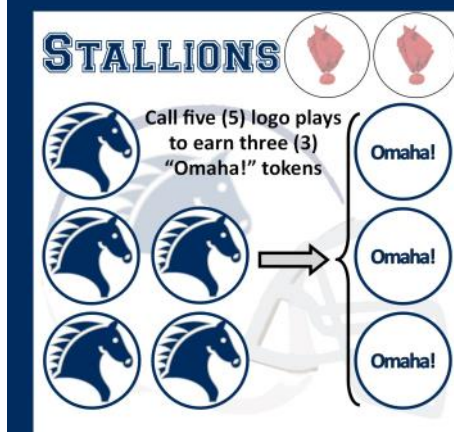
The Stallions' playbook has no passes with the low accuracy restriction. This means that all passes, including Long Passes, enter the matchup automatically complete (of course, if modified by a Defense Pass Game Day card, the pass can be defended). This **ELITE ACCURACY** offers a tremendous advantage in quick strike passing. There is a Long Pass in the run-heavy formation that is deadly vs a run-heavy defense and no accuracy requirement.

SPECIAL ABILITY – "OMAHA!" AUDIBLES

The Stallions possess an exciting mechanism where they earn advantages called "Omaha" tokens. The Omaha token represents the elite QB's ability to diagnose the defense and change the play call to take advantage of it. Mechanically, an Omaha token allows the Stallions to force their opponent to reveal their defense first. The Stallions then may audible their Offense play call before revealing.

The Stallions must earn their Omaha tokens through game play, which represents the elite Quarterback watching the defense for tendencies and probing for weakness. Five Offense plays are marked with the Stallions' logo. When any logo play is called in the game, the Stallions add one of five markers to their team car. Once all five markers have been added, the Stallions earn three (3) Omaha tokens. Once all three Omaha tokens are spent, they may be re-earned by running 5 more logo plays. Omaha tokens can be spent and re-earned without limit.

Strategically, the Omaha token is a devastating weapon. The token can change a play call to avoid a guaranteed Defense breakaway. The token can also change a play call into an Offense breakaway. If tied or losing, that breakaway could also earn the Stallions back their spent challenge flag. For this reason, Omaha tokens are often saved for critical moments in the game, such as the final drive of the half or the final quarter of the game.



VULNERABILITIES

There is very little variety among higher-value passes, so it is easy to fall into the trap of making the Offense too predictable. If the Stallions' play-caller is mindful of balancing high- and low-value play calls, they can avoid becoming too predictable.

Also, logo plays (used to earn Omaha tokens) are the lowest value plays in the playbook. Less experienced coaches can watch a drive stall out by racing to earn the Omaha tokens instead of balancing low value logo plays with higher value passes in a drive.

While the Stallions can re-earn their Omaha tokens throughout the game, Omaha tokens can take longer than expected to unlock. When facing teams that control the clock, like the Maulers or the Vultures, the Stallions may not have enough time to earn Omaha tokens twice while also running an effective Offense. Balancing the temptation to earn and deploy six (6) Omaha tokens in a game while also predicting the best places to deploy the tokens you do earn is a key to success.

SOLO AI PLAY

The Stallions will not earn Omaha tokens during the game, but instead will start with 3 Omaha tokens at the beginning of the 2nd Half. The Stallions will use these Omaha tokens to nullify defensive breakaways. When the AI suffers a defensive breakaway, spend an Omaha token and re-roll to get a new (non-defense breakaway) play call. Note: For players who prefer the simpler card draw AI, rotate the drawn play card to avoid the defensive breakaway



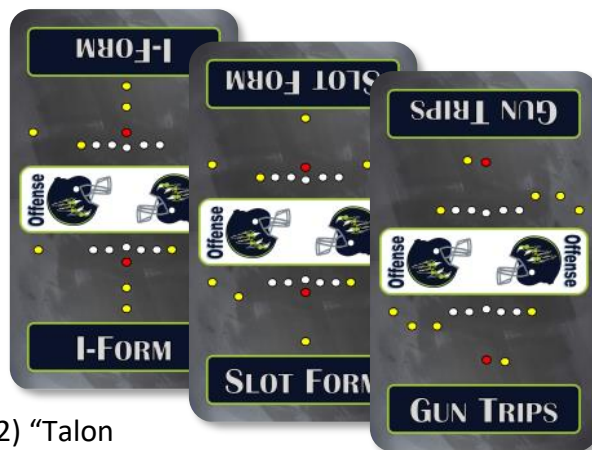
TALONS



OFFENSE

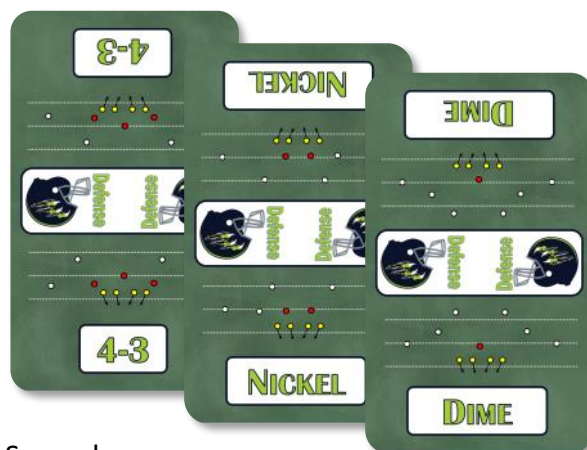
Inspired by the “Legion of Boom” 2013 Seattle Seahawks, the Talons feature a capable offense anchored by an electrifying running back capable of backbreaking runs seemingly out of nowhere. The passing game is consistent and above average, with an emphasis on Screens and Play Action passing. With a finesse-style passing attack and a power rushing attack, the Talons can prove to be a formidable opponent.

The Talons have a currency of “Talon Strikes” that activates some of their defensive abilities. The Offense can earn two (2) “Talon Strikes” by making a field goal.



DEFENSE (10 CARDS)

The Talons defense is solid and capable on its own but excels when they can activate any of their special abilities. Like other elite defenses, their Run Heavy (4-3) and their Balanced (Nickel) formations feature 4 cards each, providing the defense with all possible play calls in each formation. The variety and scope of defense cards allows the Talons to conceal their play call more efficiently than other teams.



Most impressive is the range of special abilities in their Elite Secondary.

The defense uses a currency of “Talon Strikes” to activate these abilities. The defense can earn “Talon Strikes” by forcing an opponent to a field goal, punt, or turnover.

TALONS

ELITE SECONDARY

1

BLANKET COVERAGE = Make pass low accuracy before Game Day card.

-1

OPEN FIELD TACKLE = -1 to pass play gain.

2

LOWER THE BOOM = No extra Game Day cards on passing breakaways.

HOME COOKING = At Home Only. Ignore Defense penalty.

3

TIP DRILL = On pass + Defense Pass Game Day card. Give 2nd Game Day card.

12TH MAN = HOME FIELD ADVANTAGE. GAIN ONE (1) TALON STRIKE AT START OF EACH 2ND HALF DEFENSE DRIVE.

BEAST QUAKE = Run play + "Offense Run" Game Day card. Advance token & earn bonus to play.

CLUTCH KICKER = 1 Free per game.

CARD VALUE

EARNING "TALON STRIKES"

TALONS DEFENSE:

- FORCE FIELD GOAL

• FORCE PUNT OR TURNOVER (PFC PUNTS, DOWN)

TALONS OFFENSE:

- MAKE FIELD GOAL

SPECIAL ABILITY – ELITE SECONDARY

Elite Secondary is a group of special abilities that the Talons can spend “Talon Strikes” to activate. There are only 5 Talon Strikes available at a time, though they can be earned and spent repeatedly throughout a game.

For one (1) Talon Strike, the Talons defense can either activate Blanket Coverage to make any pass low accuracy for that down, or Open Field Tackle to reduce a completed pass gain by -1.

For two (2) Talon Strikes, the Talons defense can activate Lower The

Boom to stop drawing extra cards on an Offense passing breakaway, or Home Cooking to ignore a defense penalty.

For three (3) Talon Strikes, the Talons defense can activate Tip Drill to manufacture a turnover possibility. Tip Drill opportunities trigger when an opponent pass play encounters a Defense Pass Game Day card. The Talons can spend three Talon Strikes to tip the ball in the air, then draw another Game Day card, which, if it has red text, means the tipped pass was intercepted.

NOTE: The Offense can use a challenge flag to cancel the Defense Pass Game Day card, but that must be done BEFORE Tip Drill. Once the Talons spend their Talon Strikes, a challenge flag cannot impact the Tip Drill.

SPECIAL ABILITY – BEAST QUAKE

Beast Quake is a surprise burst where the Talons' monster running back breaks a tackle and adds yards to the end of a run play. The Beast Quake mechanism becomes more powerful as the game wears on, which indicates the running back imposing his will on the defense.

When a run play uses the main effect of an Offense Run Game Day card, advance the marker down the Beast Quake track and add that value to the run. The defense can spend a challenge flag to negate the main effect, which would PREVENT Beast Quake from triggering on that down.

NOTE: The "Card Value" space means the play value is doubled. For example, a Power Run of "4" would become a run of "8" for that down. "Card Value" can trigger multiple times in a game, making it an attractive benefit to running.

SPECIAL ABILITY – CLUTCH KICKER

The Talons can, once per game, decline to draw a Game Day card on a field goal attempt and instead take a value of "7." This mechanism guarantees the field goal is good from the appropriate range.

SPECIAL ABILITY – 12TH MAN

The crowd noise is a significant home field advantage for the Talons. When playing at home, the Talons gain one (1) Talon Strike for free at the start of every defense drive in the 2nd half.

VULNERABILITIES

The Talons take awhile to get their Beast Quake and Elite Secondary abilities going. Beast Quake requires a significant commitment to the run. Also, the opponent can undermine Beast Quake and Tip Drill by using challenge flags.

SOLO AI PLAY

The Talons will use Talon Strikes to create opportunities, spending them aggressively whenever possible. When in doubt, do what is better for the Talons, even retroactively between plays. The Talons should always get the benefit of the doubt.

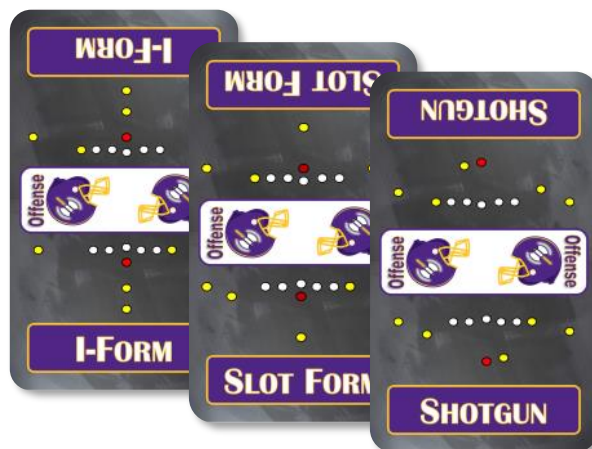


VANDALS



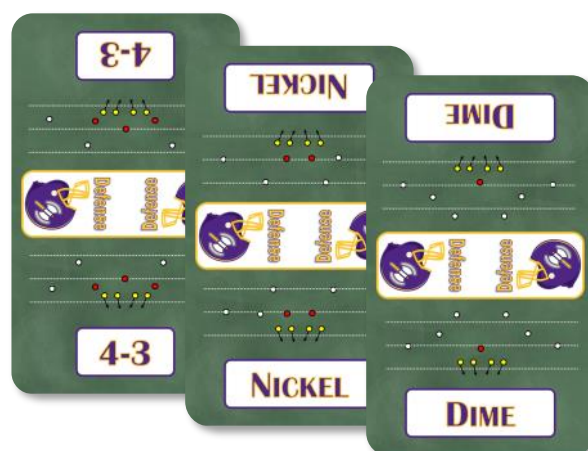
OFFENSE

Inspired by the 1998 Vikings, a dominant Offense that fell just short of their shot at a championship, the Vandals feature a dynamic rookie wide receiver who can stretch the field and surprise opponents with dazzling Long Bombs. In fact, all three special mechanisms for the Vandals are Offense abilities to enable the Long Bomb! The Offense is very capable overall, though, featuring valuable runs and passes in multiple formations. When combined with the big play capability of the Long Bomb, the Vandals Offense is a surprisingly fearsome weapon.



DEFENSE (10 CARDS)

The Vandals have a balanced defense with good values against the pass. While not as dynamic as their Offense, the Vandals Defense can certainly hold its own against most opponents. The one knock on the Defense is that it can encourage “hit or miss” play calling. Individual plays have appropriate strength in run or pass values, but rarely in both. However, the Defense performs best when adopting a “bend don’t break” attitude. If the Defense coordinator can limit opponent breakaways without unnecessarily sacrificing yardage, the Vandals will thrive.



SPECIAL ABILITY – MOVE THE CHAINS

The Vandals Offense needs to establish a rhythm to set up their surprise Long Bomb capability. **MOVE THE CHAINS** tracks the number of times the Vandals Offense crosses a milestone (midfield & both 20-yard lines), which sets up the **YOU GOT MOSSED!** ability.

VANDALS

MOVE THE CHAINS

1

2

3

→

✓

Advance pawn at 1" Down milestones (50 or 20-yard line & goal line)

✗

→

✓

YOU GOT MOSSED! Convert Pass Play into "Long Bomb"

1 DECLARE BEFORE REVEALING PLAYS

2 GREEN TEXT = GAIN 10 LINES INCOMPLETE

3 BREAKAWAYS MAY APPLY 1 GAME DAY CORNER

If Defense = 2 Man Under, draw two (2) Game Day cards. BOTH must be "Green" to complete!

JUMP BALL

Cannot Use on Breakaways

If You Got Mossed! is no breakaway, spend challenge flag to draw new Game Day card.

The Vandals have three (3) total pawns they can earn with **MOVE THE CHAINS**. Each token begins off the team card. When the Vandals cross a milestone on Offense, they advance one pawn one space down the track. When that pawn reaches the checkmark spot on the track, the pawn is active and usable for **YOU GOT MOSSED!** On the next milestone crossed by the Vandals Offense, repeat the same process for the next earnable pawn. **NOTE: Only three (3) total pawns can be earned per game. Only one (1) pawn can be on the track at a time.**

For example, the Vandals cross their first milestone of the game. The Vandals take their pawn and place it on the "1" spot on the track. After crossing the next milestone, the Vandals advance that pawn

from “1” to the “2” spot. The next milestone crossed moves the pawn to “3” and the final milestone crossed advances the pawn to the checkmark, which activates the pawn for the **YOU GOT MOSSED!** mechanism.

SPECIAL ABILITY – YOU GOT MOSSED!

YOU GOT MOSSED! allows the Offense to ignore its pass play & instead throw a Long Bomb to Randy Moss.

1. With both teams’ play cards on the board but before the matchup is revealed, the Vandals coach takes an active pawn (earned from **MOVE THE CHAINS**) and places it on top of their play card. The Vandals now must throw the Long Bomb instead of the pass play on the board.
2. Flip Offense & Defense cards, ignoring the card values, & check the play type matchup.
 - No Breakaway = Long Bomb is low accuracy. **Green text gains 10 lines. Red text is incomplete.**
 - Offense Breakaway = **Long Bomb complete for 10 lines + upper-right corner on Game Day card.**
 - Defense Breakaway = **Long Bomb fails. Resolve breakaway normally.**
3. Draw Game Day card & resolve play.

NOTE: No matter the result, that pawn used on **YOU GOT MOSSED!** is removed and cannot be reused.

SPECIAL ABILITY – JUMP BALL

JUMP BALL provides a 2nd chance to complete **YOU GOT MOSSED!** If the matchup was not a breakaway and the initial Game Day card was **red text**, spend a challenge flag to draw a 2nd Game Day card. Thematically, this captures Randy Moss outjumping the coverage to try catching the ball at its highest point.

If the 2nd Game Day card is **green text, gain 10 lines**. Moss split the coverage and outjumped the defenders to make a heroic catch! If the 2nd card is **red text**, the pass is **incomplete**. NOTE: **JUMP BALL** can only be used once per Long Bomb attempt.

VULNERABILITIES

The Vandals mechanisms are useless at the start of the game, which puts pressure on the Offense to cross milestones early. When the Vandals play elite defenses, they have trouble getting in rhythm and earning their **YOU GOT MOSSED!** pawns.

Also, because the Long Bomb is a 50-50 chance to complete, it is unlikely that all three pawns will yield yardage. While the Challenge Flags improve the odds of the completion, reserving Challenge Flags strictly for **JUMP BALL** opportunities means the Vandals are open to big swings in luck from the Game Day deck.

Lastly, because their Defense is not elite and may not have Challenge Flags to use, the Vandals can often find themselves in shootouts.

SOLO AI PLAY

The Vandals **MOVE THE CHAINS** mechanism is passive, so track their pawn movement for them as they cross milestones. The Vandals will use the **YOU GOT MOSSED!** ability as soon as they earn a pawn, attempting the Long Bomb anytime the AI dials up a pass play between either 20-yard line. The Vandals will always use Challenge Flags to perform a **JUMP BALL** if the Long Bomb was initially incomplete.

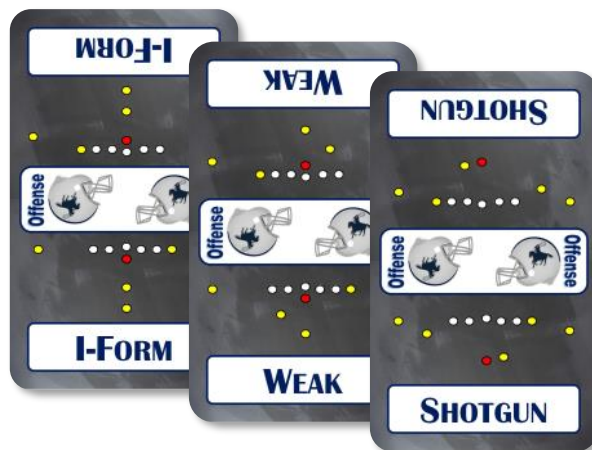


Vaqueros



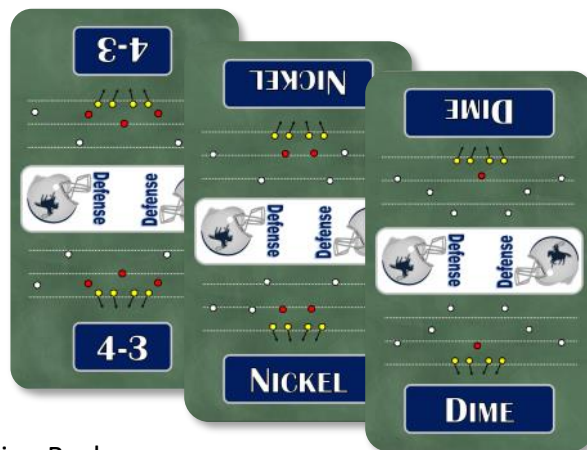
OFFENSE

Inspired by the 1993 Cowboys, a team that won back-to-back championships on the star power of electrifying skill position players, the Vaqueros feature a capable, unglamorous Pro-style Offense. While their play values are in line with other capable teams, the power of this Offense comes from their over-achieving individual players. As the game wears on, the Vaqueros star players will gain strength and redefine the Offense style to take advantage of every situation.



DEFENSE (10 CARDS)

The Vaqueros have an attacking defense with a variety of high-value Blitz plays. Typically the Vaqueros defense is best when attacking. While not able to consistently shut down opponents, the Vaqueros pass rush should try to deliver crippling plays that put the opponent in tough down and distance situations. Strong running teams are tougher for the Vaqueros defense to stop than teams that emphasize the pass.



SPECIAL ABILITY – "THE TRIPLETS"

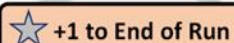
Based on the combined game-changing abilities of the three electrifying skill position players at Quarterback, Running Back, and Wide Receiver, "The Triplets" refers to a collection of mechanisms that are available to use when the Vaqueros Offense has earned enough "stars" (currency that activates a mechanism).

To earn stars that can activate mechanisms, the Vaqueros must cross specific milestones on the field – both red 20-yard lines, the midfield (yellow) 50-yard line, and the opponent's goal line. For example, if you start a drive inside your own 20 and drive the length of the field for a touchdown, you can earn up to four (4) stars.

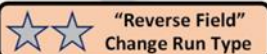
NOTE: There are two team-card variations of the Vaqueros. The endorsed "official" version now has NO RESTRICTION on spending stars. If you spend a star to earn a first down, you MAY collect that star for crossing the milestone. The other version that restricts earning stars is no longer canon.

There is no limit to the number of stars you can earn in a game. However, the maximum number of stars you can hold at any one time is five (5). If you cross a milestone while in possession of 5 stars, you will not earn or bank any extra. You may activate multiple special abilities on the same down provided you have enough stars to spend.

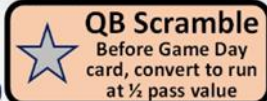
HERE IS HOW AND WHEN TO USE EACH SPECIFIC ABILITY:



Spending stars happens during the resolution of a given play. For example, after resolving a run play, the coach may spend multiple stars to add +1 gain for each star to the end of the run. **These extra yards can be added onto the end of any run play, except Defensive breakaways.**



Declare intent & spend stars **after the plays are revealed but before the Game Day card is drawn**. The run must have a star icon on it and a grey bubble with an alternate play type in order to use this ability.



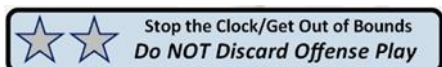
Convert a pass play into a QB run after the plays are revealed but before the Game Day card is drawn. Spend the star and divide the pass value by 2, rounding up, and resolve vs. the run value of the defensive play call. Game Day cards affecting run plays will count, since the play is now a QB run.



Before the plays are revealed, the Offense can spend two stars and force the Defense to reveal and lock their play call. The Offense can now audible if they choose before revealing their play call.



After the pass play is resolved, add +4 to any **pass completion**.



After the pass play is resolved, spend two stars to return the Offense play card you just used back into your hand. If you only have one play in your hand and no time outs, for example, you can spend two stars to keep that card in your hand so the clock does not expire! That might allow extra gains before a field goal attempt, for instance.



When a low-accuracy pass is incomplete due to red text, spend 3 stars to ignore the low accuracy restriction. NOTE: If the Game Day card is a defense pass card, you can spend a challenge flag and 3 stars to force completion.

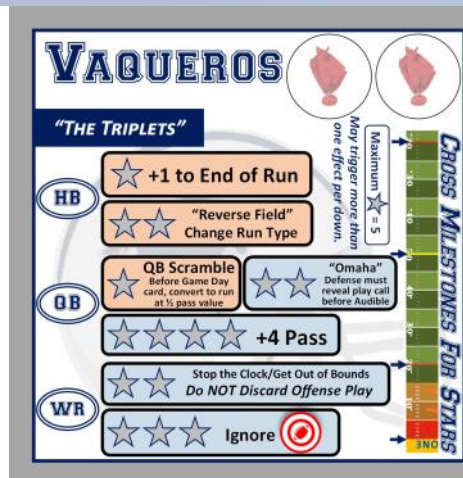
VULNERABILITIES

The vanilla playbook and lack of stars at the opening kickoff means the Vaqueros start slow. Once the Vaqueros start earning stars, drives are easier to manage. Focus on gathering stars and keeping the game close in the 1st half. Earning stars without spending them can be challenging as well.

The Defense is not elite, but is stout and formidable in predictable running or passing situations. Blitz packages are strong, but don't over-rely on them.

SOLO AI PLAY

The Vaqueros will use stars to create breakaways, extend drives, and score touchdowns. When in doubt, do what is better for the Vaqueros, even retroactively between plays.

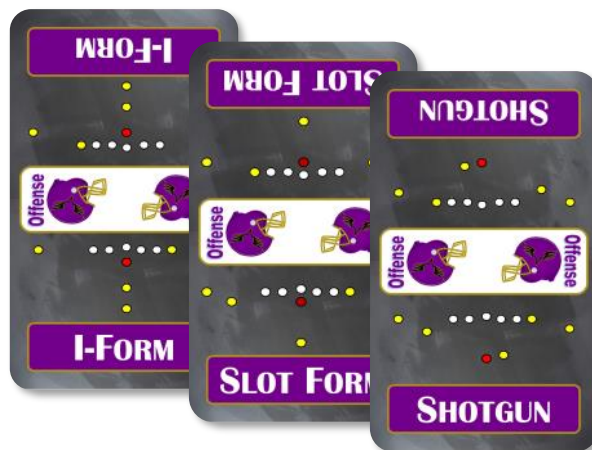


VULTURES



OFFENSE

Inspired by the 2000 Baltimore Ravens, the Vultures offense focuses on power running and surprise passing. However, the design of the offense is “inefficient” due to a lack of some play calling variety in their Offense deck. Many of the stronger run plays are consolidated in their run-heavy formation, making them easier to diagnose. Also, the playbook features a lack of passing variety needed to keep opponents guessing. For example, there is only one Long Pass (Shotgun) in the entire playbook.

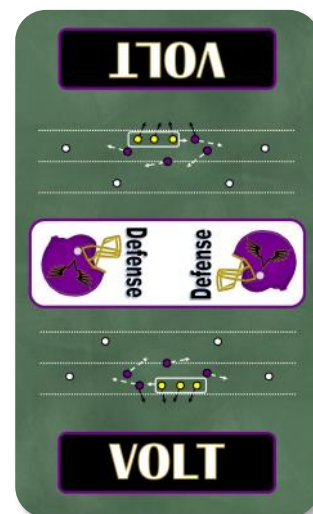


Breakaways feed the Vultures mechanisms as well, so creating breakaways is the single best tactic to move the ball with the Vultures. Because of this, the Vultures are one of the most challenging Offenses to call in *Breakaway Football*.

DEFENSE (8 CARDS)

Just like the 2000 Baltimore Ravens, the Vultures feature an impressive and overpowered defense. On sheer power, the Vultures rank as an elite Breakaway Football defense. The Vultures feature high run values on defenses against the pass (like Blitz and Zone), which makes it challenging for teams to sneak run yardage out of passing formations. The Vultures overall deck strength allows them to play a vanilla style of defense while limiting yardage. However, the Vultures are more effective when they attack their opponent to generate breakaways (see special abilities).

Another key advantage for the Vultures is all of their defensive plays are in the same formation – the “Volt” – which makes it harder for opponents to predict play-calling tendencies. The Vultures also sport the strongest single-play run defense value – a “5” – on their Goal Line defense.



SPECIAL ABILITY – "FORCE TURNOVER"

When the Vultures' Defense earns a breakaway, advance a marker down the white track. As an opportunistic defense, the Vultures can create a turnover on their fifth (5th) defensive breakaway. They only earn one free turnover per game.

Since the Vultures Offense finds it hard to score, aggressive coaches will often try to trigger that 5th breakaway in the opponent's territory to create a short field for the Vulture's Offense.

SPECIAL ABILITY – TAKE FLIGHT

When the Vultures Offense earns a breakaway, advance a marker down the purple track. The Vultures Offense creates an automatic touchdown on its fifth (5th) Offense Breakaway. Regardless of where the ball is on the field, the 5th Offense Breakaway triggers an automatic touchdown. Still flip a Game Day card but ignore the result and score a touchdown.

VULNERABILITIES

Once an opponent recognizes the highest value plays out of each formation, the Vultures Offense play-caller will be severely challenged. To move the ball efficiently, the play-caller must focus on creating offense breakaways rather than relying on the latent strength of the plays. Therefore, if the Vultures cannot regularly create breakaways, they will underperform.

The Vultures find it tough to win shootouts. Instead, the Vultures must play tough defense, create negative plays to force good field position, and win close games late.

SOLO AI PLAY

The Vultures Solo AI Offense sheets are tuned to provide a competitive experience. Because their mechanism is passive, you only need to track breakaways toward the end goals.

The Advanced Offense AI sheet is the better experience vs the random card draw. The Solo AI sheet has been tuned to optimize the frustrating Vultures Offense. It is highly recommended that you use the Advanced Offense AI sheet when playing against the Vultures.

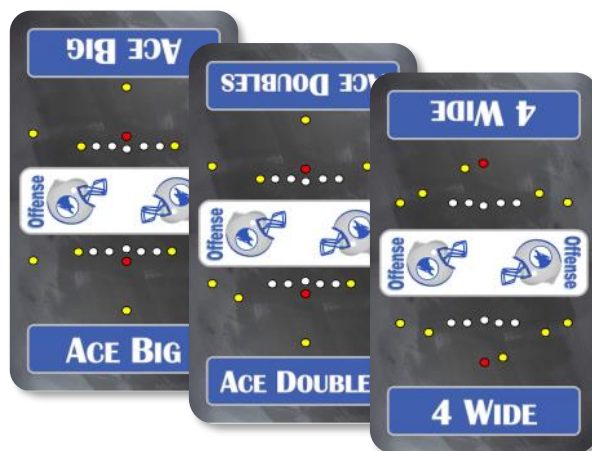


WEREWOLVES



OFFENSE

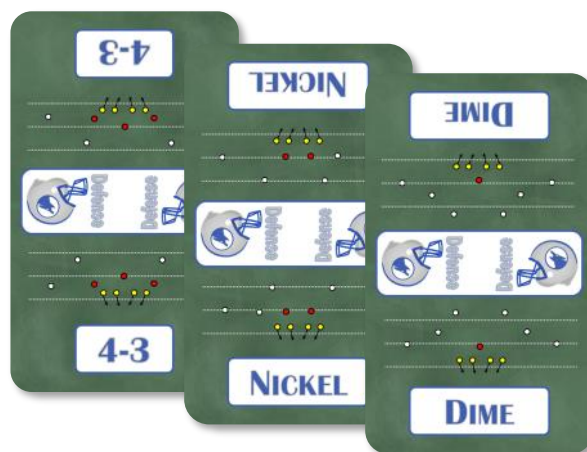
Inspired by the 1994 Detroit Lions with the legendary Barry Sanders, the Werewolves feature a superstar running back who can change the game singlehandedly. The Werewolves running plays are all valued at “2,” reflecting the average quality of the team. However, each time the Werewolves run, the superstar running back earns a token worth +1 to future run plays. With the ability to bank up to 10 tokens at a time, essentially banking a 50-yard gain to a single run, the Werewolves offense is a potent rushing attack once the superstar running back gets going.



The passing game is surprisingly capable, with satisfying variety to sustain drives. A balanced run/pass approach early on will allow the Werewolves to build their token bank while still moving the football. Late in the game, when the superstar running back is fully established, the Werewolves will pivot to the run either to deliver the knockout blow or guarantee big runs to get back into a game.

DEFENSE (10 CARDS)

The Werewolves defense is average strength. In general, average strength defenses feature smaller variance between Run and Pass values per play call. For this reason, it is possible to call safer plays that limit opponent yardage for wrong guesses. These safer calls do not usually stop an opponent but can be effective in slowing them down. The Werewolves must guess right frequently and ultimately create defense breakaways to stop an opponent.



WOLVES

RUN AFTER CONTACT (RAC) BANK

+1

+1

+1

+1

+1

Each RUN PLAY

ADD +1

After 50+ YARD RUN, ALL RUN PLAYS ADD +1

COLLECT TOKENS AT END OF DRIVE

BOOSTERS

On breakaway runs:

- ✓ Ignore first “0”
- ✓ Ignore fumbles

Collected tokens add +1 value to run plays

(Cannot use on Defense Breakaways)

SPECIAL ABILITY – RUN AFTER CONTACT (RAC)

The legend of Barry Sanders was in his ability to break almost any run at any time. However, Barry routinely logged a high number of negative yard plays, especially early on in a game. To simulate this, the Werewolves will earn their future yardage in the form of Run After Contact RAC tokens.

Every run play the Werewolves call, even if that run loses yardage, the Werewolves place one (1) RAC token on their team card. They can earn up to 5 RAC tokens during a single drive. At the end of the drive,

any earned tokens are banked for future use. RAC tokens can be used individually to add gains to multiple run plays or can be together (even all at once) to create epic long runs.

Once the superstar running back breaks a single 50-yard+ run (10+ yard lines on a single rushing down) at any time in the game, the rate of earning RAC tokens jumps immediately to two (2) RAC tokens per run. Regardless of how quickly they are earned, the maximum tokens that can be earned per drive is always five (5).

SPECIAL ABILITY – BREAKAWAY BOOSTERS

Another advantage of the superstar running back is how hard he is to tackle. When the Werewolves create an offense breakaway on a run play, they ignore the first “0” in the upper right-hand corner. Thematically this is a “broken tackle” or “jump cut” – the Werewolves then continue drawing Game Day cards to extend the breakaway.

The superstar running back also will not fumble on running breakaways. If a fumble icon appears in the upper right-hand corner during a breakaway on a run play, stop drawing Game Day cards. The play ends with no turnover.

VULNERABILITIES

At the beginning of the game, the Werewolves will be challenged to gain yardage in the running game. It is common to see negative runs and runs of no gain early as the Werewolves bank RAC tokens. However, the more they run the superstar running back, the better he gets. If you can break a 50+yard run, the superstar can take over the game.

Some coaches prefer to bank all 10 available RAC tokens to guarantee the 50-yard run as quickly as possible. Other coaches prefer to use the RAC tokens quickly to extend drives with more sustained short runs. Either way, balance is critical. The Werewolves cannot win through running alone because they do not have enough sustained success early. However, the risk of leaning on the higher value passes too often early risks the superstar running back not getting into the flow of the game until too late.

Thus, the true balancing act for the Werewolves is to run early enough and often enough to get value out of their RAC mechanism while also passing to gain bigger yardage to extend drives, all while avoiding drive-killing defensive breakaways.

SOLO AI PLAY

The Werewolves AI will spend all earned RAC tokens if the spend will earn them a 3rd down or 4th down conversion, a Touchdown, or a 50-yd gain.

The Advanced Offense AI is tuned to provide the right balance of run and pass.

