

5D20 Football

You will need 5-20 sided dice (d20). It would be best if they were red, white, blue, black, and yellow. This would match what is used in the rules and on the charts.

Chart Overview

At the top of each chart is the team name, season, record, and statistics

On the left below the team name are the following sections in order from top to bottom

QB section: This will be used after getting the defensive WHAT result on pass plays.

RB section: This will be used after getting the defensive WHAT result to determine success of a run play.

Receivers section: This will be used on certain defensive or QB results to determine the success of a pass play.

Kicking section: This will be used for punting, kicking, and kick returns.

In the middle below the team name are the following sections in order from top to bottom

Playcalling section

Defensive play calling adjustment section

Penalty Range section

Fumble section

On the right below the team name are the following sections in order from top to bottom

Defense Run section: This will be used to determine which defensive player is involved and his effect on run plays.

Defense Pass section: This will be used to determine which defensive player is involved and his effect on pass plays.

Player Statistics section

How to read the charts

Most of the charts show the range of results. Each cell shows the highest number of the range which will indicate the player or result used. These ranges can be in one of two forms: across rows or down columns.

WHO			PASS	+2	WHAT		
RUN	BASE	PASS			PRE	DEF	REC
2	2	1	Paul Lankford	DB	2	15	20
4	4	2	William Judson	DB		16	20
6	6	3	Glenn Blackwood	DB		13	18

Down a column from top to bottom applies to locating players involved, pass length, and scrambles. You find the first row which is equal to or higher than the die roll.

Example 1: In a RUN or BASE defense, Lankford will be the defender on a roll of 1-2, Judson will be the defender on a roll of 3-4, and Blackwood will be the defender on a roll of 5-6.

Example 2: In a PASS defense, Lankford will be the defender on a roll of 1, Judson will be the defender on a roll of 2, and Blackwood will be the defender on a roll of 3.

Across a row from left to right applies to results. You find the first column which is equal to or higher than the die roll.

Example 3: If Paul Lankford is the defender, his WHAT result will be PRE on a roll of 1-2, DEF on a roll of 3-15, or REC on a roll of 16-20.

Example 4: If Glenn Blackwood is the defender, his WHAT result will be DEF on a roll of 1-13, REC on a roll of 14-18, or OTHER on a roll of 19-20 since the roll is higher than the last column.

Let's get right into the action as we teach you the details to resolve each type of play.

Kickoff

Roll all 5 dice.

8	8	12	4	4
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8

1) In the KICKOFF section, find the red die column and look at the row above it labelled Kickoff to find the distance of the kickoff.

Example: with the red 8 rolled above, Butler would kick the ball 61 yards.

KICKOFF	RET	+2	60	61	62	63
Kevin Butler			7	8	9	10

12

2) In KICK RETURN section of the return team's chart, look for the first row where the number listed is equal to or higher than the blue die. This tells you who will return the kick.

Example: with the blue 12 rolled above, Gentry will be the return man.

KICK RETURN	#		1	2	3	4	5
Willie Gault	11		13	10	11	12	13
Dennis Gentry	20		13	10	11	12	13

4

3) Find the black die column and look at the returner's row to find the base distance of the return. The base distance must be modified by the kicking team's return rating which is shown at the beginning of the KICKOFF row in a black box next to RET.

Example: with the black 4 rolled above, Gentry would have a base return of 12 yards. Butler's team return rating would add +2 so the final return would be 14 yards.

4 4

4) If black and yellow dice are the same number, there is a possible fumble on the return. Refer to the FUMBLE section to resolve.

8 8 12

5) If any two or all three of the red, white, and blue dice are the same number, there is a possible penalty on the play. Refer to the PENALTY section to resolve.

Onside Kickoff

Roll the red, white, and blue dice.

8	8	12
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8 8 12

1) The highest of the red, white, and blue die is the distance the kickoff travels and where it will be recovered. There is no return on an onside kickoff.

8 8 12

2) If any two or all three of the red, white, and blue dice are the same number, the kicking team recovers the kick. Otherwise, the return team recovers the kick.

Free Kick after Safety

Use the Punt procedure with the following changes:

- * Do not check for a blocked punt.
- * Add 20 yards to the punt distance.
- * All punts are returnable. Ignore any N or F results.

Plays from scrimmage

Play Calling

This game is designed to have the system determine the play calls. Feel free to ignore this and call your own plays. If you do, skip steps 3 through 7.

We need to find the play call number and defensive alignment. We start with the Play Call Chart.

1) Determine which row to use.

Use the row labelled **SHYD** if it is 3rd/4th down and 1 yd to go or on the opposing team's 1 or 2 yard line.

Otherwise, multiply the down number by the distance to go for a first down and find the row with this result.

Example: 3rd and 5 is 15 so the third row would be used.

Note the color of the Def column. This sets the defense alignment and will be used to resolve the play. The SHRT and RUN rows are Run alignment. The BASE row is Base alignment. The NCKL and DIME rows are Pass alignment.

2) Note the Defensive Adjustment Number in the DEF Column of this row. It will be used in step 13.

3) Determine which column to use.

Look at the top row and use the column where the ball is on the field.

YZ	On the team's own 1 to 20 yard line.
NZ	From the team's own 21 to the opposing team's 21
RZ	In the red zone, opposing team's 20 to 1 yard line.

DOWN x DIST	YZ	NZ	RZ	DEF
SHYD	13	15	14	1D20 SHRT +4
10<	12	10	12	RUN +2
10-19	11	9	9	BASE 0
20-29	8	6	5	NCKL -2
30+	6	3	3	DIME -4
DEF PLAY ADJUST		-2	-3	
Natural white 1d20 rolls 1 or 20 changed to advantage home team				

4) Find the number where the row and column intersect. This is the Off Play Call number.

5) Find the Def Play Call number on the Def Play Adjust row on the defensive team's Play Call Chart. When the play is in the red zone, the white number in the red box is the Def Play Call number. Otherwise, the black number is the Def Play Call number.

6) Add the Off Play Call number and the Def Play Call number. This is the Play Call number.

Optional Play Calling Adjustments based on score and time

Depending on how many scores a team is up or down and the time left in the game can adjust a teams playcall rating
Teams that are down will pass more and teams that are ahead will run more

The SITUATION chart is broken down into 5 areas.

- A. Last 5 minutes of a game
- B. Between the 5-10 minute marks of the 4th quarter
- C. Between the 10-15 minute marks of the 4th quarter
- D. Last 5 minutes of a the 3rd quarter
- H. Last 3 minutes before the half

UP OR DOWN BY: is the number of scores a team is down by.
Figured by taking the scores of both teams and dividing by 7 rounding up.

		SITUATION				
		A	B	C	D	H
UP OR DOWN BY	QTR	4	4	4	3	2
	MIN	0-5	6-10	11-15	0-5	0-3
	-2	-7	-5	-3	-1	-3
	-1	-4	-2	-1	0	
	0	0	0	0	0	
	1	+4	+2	+1	0	
	2	+7	+5	+3	+1	

Example: Team A is behind Team B by 11 points (-11/7 rounded up is -2) with 7 minutes left so they would be in SITUATION B. Team A would have a -5 to their play call. Team B would have a +5 to their play call when on offense

Roll all 5 dice.

8	19	17	4	6
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8

7) If the red die is equal to or less than the Play Call number, the play will be a run. Otherwise, it is a pass.

Example: on 1st and 10 at midfield, the Off Play Call number will be 9 and the Def Play Call number will be -2 so the Play Call number is 7. The defense will be in the B (Base) alignment. If the red die is 1-7, the play will be a run. If the red die is 8-20, the play will be a pass.

Example: on 3rd and 10 at their own 20, the Off Play Call number will be 6 and the Def Play Call number will be -2 so the Play Call number is 4. The defense will be in the D (Pass) alignment. If the red die is 1-4, the play will be a run. If the red die is 5-20, the play will be a pass.

19

8) If the play is a run, skip this step. In QB's Pass Depth column, look for the first row where the number listed is equal to or higher than the white die. This tells you the depth of the pass. NOTE: From the opposing team's 5 to 1 yard line, all passes are SP depth. From the opposing team's 15 to 6 yard line, change any depth LP to a MP

PASSING				PASS DEPTH	
Jim McMahon				SP	9
				MP	15
SNAP	1	FUM	7	LP	20

Example: Jim McMahon would throw a Short Pass on a white die roll of 1-9, a Medium Pass on a roll of 10-15, and Long Pass on a roll of 16-20.

17 4

9) Compare the blue die to the white number in black cell at the top of either the runner's section on a run play or the appropriate pass depth column on the receiver's section on a pass play.

If the blue die lower than the white number, locate the row in the blue column where the number is equal to or higher than the blue die. This is the runner or receiver for this play.

If the blue die is equal to or higher than the white number, locate the row in the black column where the number is equal to or higher than the black die. This is the runner or receiver for this play.

Example: using the dice above, on a SP the receiver would be Margerum because the blue die is 17. If the play was a MP, the receiver would be Payton because the blue die equals the white number in the black box at the top of the blue column and the black die is 4.

OUT	RECEIVING	SP & OUT					MP				
		18		DRP	CMP	YAC	17		DRP	CMP	YAC
11	Walter Payton	5	1	4	11	20	2	4	7	13	20
	Emery Moorehead	8		5	12	20	5	5	8	14	20
18	Matt Suhey	11	4	7	14	20	6	9	9	15	20
	Willie Gault	12	8	5	7	20	10	11	8	9	20
	Dennis McKinnon	14	13	5	9	20	13	14	8	11	20
	Tim Wrightman	15		8	11	20	15	16	11	13	20
	Ken Margerum	17		10	17	20	16	17	12	18	20

4 6

10) If the black and yellow dice are the same number use this number against the QBs SNAP FUM rate
If fumbled consider the play to be a 2 yard loss for spot of fumble (NOT RETURNABLE)

Determine who recovers using the FUMBLE section later.

8 19 17

5) If any two or all three of the red, white, and blue dice are the same number, there is a possible penalty on the snap. Refer to the PENALTY section to resolve.

Roll all 5 dice a second time on this play.

3	14	14	6	6
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3

11) Look at either the Run or Pass Defense Chart depending on the type of play. Read down the column which matches the defense alignment from the Off Play Call chart to for the first row where the number listed is equal to or higher than the red die. This is defensive player who is key on this play.

Example: using the roll above, in a BASE defense, William Judson will be the key defender. In a PASS defense, Glenn Blackwood will be the key defender.

WHO			PASS	+2	WHAT			INT
RUN	BASE	PASS			PRE	DEF	REC	
2	2	1	Paul Lankford	DB	2	15	20	5
4	4	2	William Judson	DB		16	20	4
6	6	3	Glenn Blackwood	DB		13	18	8

14

12) HOME FIELD ADVANTAGE: If the white die is a 1 or 20, its value may be changed.

White die is a 1, change it to a 20: if the home team is on Offense and the play is a PASS - OR - if the home team is on Defense and the play is a RUN.

White die is a 20, change it to a 1: if the home team in on Offense and the play is a RUN - OR - if the home team is on Defense and the play is a PASS.

13) Add the Defensive Adjustment Number to the white die which may have been changed above.

14) In the key defensive player's WHAT section, look for the column where the number listed is equal to or higher than the modified white die. This will tell you what the defense result is. On pass plays, the modified white die may be higher than all the columns; in this case, the defense result is OTHER.

Example: using the roll and chart above, if Judson is the key defender, the defense result will be DEF. If Blackwood is the key defender, the defense result will be REC.

14

14a) On a run play: in the runner's section which matches the defense result, look for the column where the number listed is equal to or higher than the blue die. Use the that column on the game chart in the next step to find the yards gained on the play. If the column is BRK, look at the runner's row and find his BRK rating. Use that column on the game chart to find the yards gained.

RUSHING			BACK			LOS			HOLE				BRK	FUM
	18		STF	LINE	AVG	LINE	AVG	SEC	AVG	SEC	SG	BRK		
Walter Payton	11	5	4	15	20	11	16	20	6	12	18	20	4	6

Example: using the roll and chart above, if the defensive result was BACK, Payton would run for an LINE gain. If the defensive result was LOS, Payton would run for a SEC gain. On a HOLE, he would run for a SG gain.

14

14b) On a pass play and the defense result is REC: in the receiver's section which matches the pass depth, look for the column where the number listed is equal to or higher than the blue die. This tells you what the play result is.

14

14c) On a pass play and the defense result is not REC: in the QB's section which matches the defense result, look for the column where the number listed is equal to or higher than the blue die. This tells you what the play result is.

PASSING	PASS DEPTH		PRE					DEF			OTHER		LINE	
			SCK	INC	SCR	OUT	CMP	INT	PD	CMP	INC	CMP	AVG	
Jim McMahon	SP	9	3	4	9	11	20	-2	8	20	1	20	SEC	17
	MP	15	5	11	17	19	20	-1	10	20	7	20	SG	19

Example: using the roll and chart above, on a SP, McMahon would be CMP for all defensive results. If the play was a MP, McMahon would SCR (scramble) instead If the defensive result was PRE.

Details of Pass Play results from QB section

- CMP** The pass is complete. If the play is a SHORT or MEDIUM pass, use the SP or MP column on the game chart in the next step to determine the yards gained on the play. If the play is a LONG pass, look at the receiver's row and find his LPY rating. Use that column on the game chart to determine the yards gained on the play.
- INC** The pass is Incomplete.
- OUT** With the QB under pressure, he is forced to throw a Short Pass to the outlet RB. Roll the red and white dice for a third time. Use the red die and look down the OUT column on the receivers chart for the row where the number listed is equal to or higher than the red die. This tells you who the new receiver is. In the receiver's SP & Out section, look for the column where the number is equal to or higher than the the white die. This tells you what the play result is.
- PD** The defender may intercept the pass or he will knock it down. Find the key defender's INT rating and add the QB's INT rating for the pass depth. If the black die is less than or equal to this modified INT rating. The pass is intercepted. Refer to the INTERCEPTION section to resolve the return. If the black die is higher than the modified INT rating, he has knocked the ball away. The pass is incomplete.
- SCK** The QB is sacked. Use the SACK column on the game chart in the next step to determine the yards lost on the play.
- SCR** The QB scrambles. Use the black die and the QB's scramble column which is to the right of the OTHER results. Look for the row where the number listed is equal to or higher than the black die. Use that column on the game chart in the next step to determine the yards gained or lost on the play. Reroll the black die before moving to the next step.

Details of Pass Play results from Receiver section

- DRP** The receiver dropped the pass. Pass Incomplete.
- CMP** The receiver makes the catch. Find the yardage per the QB's procedure.
- YAC** The receiver makes the catch and breaks free for yards after the catch. Find the base yardage per the QB's procedure and then determine the yards after using the following procedure:
Re-roll the black die. Add the raw die roll to the base yardage. If the roll is a 20, add 20 yards and roll again. Continue rolling until a 20 is not rolled.

6 15) In the column indicated by the play result, read the row which matches the black die. This is the yards lost or gained on the play. If this was a Pass Completion, the yardage is adjusted by the defensive pass modifier. The modifier is located on the PASS defense chart in the column next to the word PASS. This may be a positive or negative value.

In the SACK column, some results contain an "f". This indicates an automatic check for a possible fumble by the QB. Refer to the FUMBLE section to resolve.

6 6 16) If the black and yellow dice are the same number, there is a possible fumble during the play. Refer to the FUMBLE section to resolve.

3 14 14 17) If any two or all three of the red, white, and blue dice are the same number, there is a possible penalty during the play. Refer to the PENALTY section to resolve.

Timing

If the play was a completed pass, scramble or sack and the **yellow die is 18-20**, the play ended out of bounds.

If the play was a run and the **yellow die is a 20**, the play ended out of bounds.

0 sec Snap penalties* and field goals**

10 sec Out-of-bounds plays, incomplete passes, plays with penalties, plays followed by a timeout

10 sec plays followed by a change of possession, kickoffs

40 sec In-bound running plays, In-bound pass completions, sacks

* If a snap penalty is a delay of game or 12 men on the field, a team may spend a timeout to override the penalty.

** A team could run the clock down to 0 and still attempt a FG try since it takes no time.

Penalty

When two or all three of the red, blue, and white dice are the same number, there is a possible penalty.



Use the number which is the same and check on the penalty charts for both the offense and defense team charts to see if there is a penalty. Use the row which applies to the final outcome of the play as described below.

SNAP: If penalty occurs on the first roll of a play from scrimmage. Teams can call timeouts to override Delay of Game and 12 men on the field penalties

RUNNING: All run plays including scrambles

COMPLETIONS: Completions including YAC outcomes

INC, DROP & INT: All incompletions, interceptions and drops

(PASS) use pass yardage for depth of pass (LP max is 50 yards)

(SCK) use sack yardage

Grounding (SCKd) overridden on interception, keep interception

SACK: Any play that ends in a sack

PUNTING, KICKOFF, or FIELD GOALS: Use these to check for penalties on these type special teams plays

& Disregard these penalties if no return including touchbacks and fair catches

If a penalty occurs, re-roll the yellow die.



Find the row on the appropriate penalty chart which includes the value of the yellow die. This is the penalty.

Certain penalties have initials that affect when and how a penalty is counted off

(a) counted off after play. Keep outcome of play and count the penalty yardage afterwards

(d) loss of down, keep play and add one down

(f) Automatic 1st down, after the marked off yardage it is an automatic first down

Fumble

4

4

When the black and yellow dice are the same number or a SCK result contains an f, there is a possible fumble.

Find the ball carrier's fumble rating. This is the black number in the yellow box in the section of the team chart being used. Add the other team's Def Fum Rate Adjust to this number. If the number on the yellow die is equal to or less than ball carrier's adjusted rating, there is a fumble.

5

1) Compare the yellow die to the Off Fum Lost range on the ball carrier's team chart. If it is within the range given, the other team has recovered the fumble. If it is above the range, look at the Def Fum Rec range on the other team's chart. If it is within the range given, this team has recovered the fumble.

Otherwise, the ball carrier's team has recovered the fumble; the play is over. Ignore the rest of the steps.

If a fumble occurs, roll all 5 dice.

8

5

12

8

5

8

2) Find the row on the defense alignment for the play which is equal to or higher than the red die to find out who recovered the ball. On a kickoff or punt, use the ??? column.

5

3) If the white die is equal to or less than the number in the column next to NO on the Fumble Return Chart, there is no return. The play is over.

12

4) Locate the row on the Fumble Return Chart which matches the blue die. Read the number in the column next to it. This is the length of the fumble return.

8

Black not used unless it matches the yellow die in which case the defense fumbles the recovery (only if it was being returned). If the return man fumbles reroll the yellow die only to get what team recovers as there will be no return on this one. You need to switch who the offense and defense for the OFF FUM LOST and DEF FUM REC ranges are as the offense is now considered to be the team returning the ball.

5

Interception Return

When an interception occurs, we need to determine where it occurred and how far the return is.

Re-roll the white and black dice.

5

4

5

1) In the column for the type of pass, read the row which matches the white die. This is where the pass was intercepted. Max for long pass should be 50 yards. INT out of the end zone incomplete.

Example: If a medium pass is intercepted you would use the 5 white die roll to find the depth of pass was 12 yards downfield using the MP column of the YARDAGE CHART.

2) Find the interceptor's return rating. Look for the player's name on the RUN defense chart, the far right column shows his return rating.

4

3) In the interception return column matching the interceptor's rating, read the row which matches the black die. This is the return yardage.

Example: If the interceptor has a rating of 2 you would use the the INTERCEPTION CHART column 2 (INT ret rate) and the black 4 roll getting 2 yards.

Punting

Roll all 5 dice.



1) If the black and yellow dice are the same number, there is a possible blocked punt. Add the yellow number in the black box next to Punting on the kicking team's chart to the yellow number in the black box next to Punt Return on the receiving team's chart. This is the Punt Block rating. If the black die is equal to or less than the Punt Block rating, the punt is blocked. Refer to the Blocked Punt section below to resolve.

2) In the Punting section, find the red die column. If the ball is from the team's own 1 yard line to the 50 yard line, look at the row above it labelled OWN to find the distance of the punt and the return possibility. If the ball is in the opponent's half of the field, look at the row below it labelled OPP to find where the ball landed and the return possibility.

If the punt result is **TB**, the punt results in a touchback. Check for a possible penalty.

If the punt result includes an **N**, the punt rolls dead. Check for a possible penalty.

If the punt result includes an **F** or an **R**, continue to the next step.

3) Look in the PUNT RETURN section and locate the first row in the blue where the number is equal to or higher than the blue die. This is the punt returner.

4) If the punt result does NOT include an **F**, skip this step. If the white die is equal to or less than the number in the FC column of the returner's row, they have made a Fair Catch.

5) Find the black die column and look at the returner's row, this is the distance they have returned the punt.

6) If the punt was fair caught or returned, re-roll the black and yellow dice.

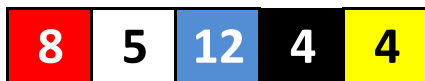


If the black and yellow dice are the same number, there is a possible fumble on the return. Refer to the FUMBLE section to resolve.

7) If any two or all three of the red, white, and blue dice are the same number, there is a possible penalty during the play. Refer to the PENALTY section to resolve.

Blocked Punt

Roll all 5 dice.



1) Add the red and white dice together. This is how far behind the line of scrimmage the punt is recovered.

2) In the Run Defense chart of the punt return team, look for the first row where the blue number is equal to or higher than the blue die. This is who recovers the punt.

3) In the Interception Return column 10, read the row which matches the black die. This is the yards of the return.

The yellow die is not used.

Place Kicks (Field Goals and Extra Points)

1) Determine the position of the place kick. Add 7 yards to the line of scrimmage for the position of the hold. Depending on the era of the teams, you may need to add 10 yards for the goalposts at the end line. Extra Points are resolved like a field goal from whatever the distance is for that era.

Roll all 5 dice.

8	5	12	4	4
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4	4
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1) If the black and yellow dice are the same number, there is a possible blocked place kick. If the yellow die is in the range shown in the table to the right for the position of the place kick attempt, the place kick is blocked. Refer to the Blocked Place Kick section below to resolve.

<30	1
30-39	1-4
40-49	1-10
50+	1-12

2) Find the red die column and look in the Field Goal row to find how far the place kick travels. If the distance is equal to or greater than the distance of the kick, the kick is good.

8	5	12
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3) If any two or all three of the red, white, and blue dice are the same number, there is a possible penalty during the play. Refer to the PENALTY section to resolve.

Blocked Place Kick

Roll all 5 dice.

8	5	12	4	4
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1) Find the row in the table below which contains the red die. If the ball goes beyond the LOS, the place kick is no good and the play is over.

1-11	Ball goes beyond LOS	not returnable
12-13	OFF Recovers	not returnable
14-20	DEF Recovers	return

2) The white die is how many yards behind the line of scrimmage the ball is recovered.

3) In the Run Defense chart of the defending team, look for the first row where the blue number is equal to or higher than the blue die. This is who recovers the blocked place kick.

4) If the DEF recovers, read the row in the Interception Return column 10 which matches the black die. This is the yards of the return.

The yellow die is not used.