

## Appendix A Tables (except special teams)

		<b>Contact Table</b>											
die	w	-4	-2	-1	0	1	2	3	4	6	8	10	
1		-4^	-3^	-2^	-2^	-1^	-1^	0^	0^	1^	2^	3^	4^
2		-3#	-2#	-2#	-1~	-1~	0~	0	1	2	3	4^	6^
3		-2^	-2^	-1^	-1^	0^	1^	2^	3^	4^	5^	6\$	*-S
4		-1\$	-1\$	0\$	0\$	1\$	2\$	3\$	4\$	6\$	7-\$	*-	*
5		-1	0	1	2	3	4	5-	8-&	*-	*&	*	*&
6		1	6	*-	*	*	*	*	*	*	*	*	*

^: For draw, no man-man vs BC or non-rusher = \*  
 for draw at LOS, start at -3 yards.  
 \$: For all def pass rushers, man-to-man vs non BC, =\*  
 #,&,-: roll on indicated table. -: BC slowed down 1

	*	&	#	~	F
1	20	OL/BE	F	F	off+1
2	30	BC 2pl	F, inj BC	inj BC	off-3
3	40	off 2pl	inj BC	BC 2pl	#men
4	50	inj def	inj blkr	inj def	#points
5	70	DL/B/H	inj blkr	inj blkr	def+2
6	TD	pen	pen	pen	def rb

For \* table: -10 for S=2, -5 S=3, +5 S=5, +10 S=6

### Dive table for short yardage plays

die roll:	1	2	3	4	5	6	7	8
result:	-1~ N 1yd N 2yd x2 +1 3yd							

Note: +, -, x effects are column shifts on contact  
 N=normal play (If play is not "N", gain is limited to 3 yards.) H are +1, F are +2 on this table.

### Pass Rush

	w	-12	-6	-3	0	3	6	9	12	15	18	21	24+
1	qt-2	qt-2	qt-1	qt	qt	qt+1	qt+1	qt	qt+1	qt/i	qt/-1	i/-1	-1
2*	qt-1	qt-1	qt	qt	qt/p	qt/p	qt/p	i/s	i/-1	-1	-	-	-
3	qt	qt/p	qt/p	p/i	s	i/s	s/-2	-1	-	-	-	-	-
4*	p/i	s	i	s	i/-2	-2	-1	-	-	-	-	-	-
5	s	s	s	-2	-1	-	-	-	-	-	-	-	-
6	s	i/-2	-2	-1	-	-	-	-	-	-	-	-	-

\* On roll of 2 or 4 on table, roll d6: 1,2=offense 5=most !'s 6=defense

Initial roll: offense: Illegal procedure on offense (-5 yards, dead) Defense: Offsides penalty (+5 yards, dead)

Secondary roll: offense: Holding penalty, offense (10); roll again with +3 Defense: Roughing passer (+15yd)

2 dice:

### Penalties

2	Unsportsmanlike Conduct after the play	Offense 15 yards PP
3	Clipping / Personal Foul	Offense 15 yards from foul
4	Illegal formation	Offense 5 yards, no play
5	Offensive Holding if ! on offensive side	Offense 10 yards
	Late hit / Personal foul if ! on defense	Defense 15 yards
6	Illegal procedure if ! on offensive side	Offense 5 yards, no play
	Jumped Offsides on defense if ! at LOS	Defense 5 yards, no play
7	Illegal procedure	Offense 5 yards, no play
8	Offensive holding	Offense 10 yards
9	Face mask penalty	Defense 15 yards from spot
10	Defensive holding / Offsides on defense	Defense 10 yds/ 5, no play
11	Horse collar tackle	Defense 15 yards from spot
12	Unsportsmanlike Conduct after play	Defense 15 yards PP

qt= QB tackled, with +1,+0,-1  
 S = throw to safety valve receiver  
 p = 10 yard holding penalty on the offense, roll again with +3

	Int	rb	lrb
+4/-4	+0	+11~	
0	+1~	+14&	
rb	-2#	+18	
rb x 2	+5	+25&	
rb+10	+8	*-10	
lrb	lrb	*	

rb mods for C: -2if0,+1if3,+2if4+  
 lrb mods for S: -5if2,-2if3,5if5,10if6

**"Bump" table**

For man-to-man pass defenders at the line of scrimmage;

die2- 3 4 5,6 7 9 11 12+  
 rf r-2s PI r-s -p d-s df d-2s  
 r=rec,d=def,-s=spd-1,-2s=spd-2  
 f=falls (out of play), PI= penalty

	qt
-1	-12~
0	pen(ig)
1	-12~
2	-9#
3	-8rb
4	-6
5	-5rb
6	-4~
7	-2rb
8	rb

QT mods: from pass rush table:  
 -1 for S+C<5  
 +1if S>4.  
 pen(ig)=int. grounding,  
 -10 & lose down.

**Pass Table**

	w-	w	0	1	2	3	4	5	6	7	8	9	10	11	12	13
1	s	s	cs/s	c/cs	c	c	c	c	c	c	c	c	c	c	c	c
2	s	s	s	s	cs/s	c/cs	c	c	c	c	c	c	c	c	c	c
3	i	-	-	s/-	s/-	s	cs/s	c/cs	c	c	c	c	c	c	c	c
4	is	is	-	-	-	-	s/-	cs/s	c/cs	c	e	e	e	e	e	e
5*	is	is	is	-/is	-/is	-	-	-	-	-	s/-	c/-	c	e	e	e
6	i	i	i	i	is/i	is/i	is	-/is	-/is	-	-	-	-	c/-	c/c/-	1-5c

\* On a roll of 5, if any defender is present, roll d6. If roll =6 there is a pass interference penalty. Roll d6 again. If d6=6, on offense. If 1-5, on defense. If of ! 1-3 off; if def! always D. If hi/low roll made use the same die roll. On 5,1 PI penalty against either if !. 1-2 off if both.

**Misc Tables:**

die	inj	'longer' injury	ph	prm	rb mods:	rb	lrb	Tiredness table	rookie	29-	30-34	35+
1	1 play	-P for d6 games %	1	WL,WR	+1 +2	continuous	4	2	3	5		
2	2 plays	-S for d3 games %	-	LS,LR	+1 +1	starter	2	1	2	3		
3	series	-C for d3 games %	-	L,R,C	- +1	imp. sub	1	0	1	1		
4	quarter	-C/S for 2d6g	2	LL,LR,MC	+1 -	Modifications: Plays special teams: -1						
5	half/game	-C/S seas,-2d6g	2	DC	+1 +1	Hot day (g1,2?): -1 -5+						
6	longer	season (-C/-S)	2	VDC	+2 +1	Bonuses gc:+1 pc:-1						

# Appendix B Quick Reference Guide [Needs fixing]

## Tables

		Contact Table										
die	w	-4	-2	-1	0	1	2	3	4	6	8	10
1	4^	3^	2^	2^	1^	1^	0^	0^	1^	2^	3^	4^
2	3#	2#	2#	1~	1~	0~	0	1	2	3	4^	6^
3	2^	2^	1^	1^	0^	1^	2^	3^	4^	5^	6S	*S
4	1S	1S	0S	0S	1S	2S	3S	4S	6S	7S	*	*
5	-1	0	1	2	3	4	5	8-&	*	*&	*	*&
6	1	6	*	*	*	*	*	*	*	*	*	*

^: For draw, no man-man vs BC or non-rusher = \*  
 for draw at LOS, start at -3 yards.  
 ‡: For all def pass rushers, man-to-man vs non BC, =\*  
 #,&,-: roll on indicated table. -: BC slowed down 1

### Pass Rush

	w	-12	-6	-3	0	3	6	9	12	15	18	21	24+
1	qt-2	qt-2	qt-1	qt	qt	qt+1	qt+1	qt	qt+1	qt/i	qt/-1	i/-1	-1
2	qt-1	qt-1	qt	qt	qt/p	qt/p	qt/p	i/s	i/-1	-1	-	-	-
3	qt	qt/p	qt/p	p/i	s	i/s	s/-2	-1	-	-	-	-	-
4*	p/i	s	i	s	i/-2	-2	-1	-	-	-	-	-	-
5	s	s	s	-2	-1	-	-	-	-	-	-	-	-
6	s	i/-2	-2	-1	-	-	-	-	-	-	-	-	-

\* On roll of 2 or 4 on table, roll d6: 1,2=offense 5=most !'s 6=defense

Initial roll: offense: Illegal procedure on offense (-5 yards, dead) Defense: Offsides penalty (+5 yards, dead)  
 Secondary roll: offense: Holding penalty, offense (10); roll again with +3 Defense: Roughing passer (+15yd)

### Pass Table

	w	w	0	1	2	3	4	5	6	7	8	9	10	11	12
1	s	s	cs/s	c/cs	c	c	c	c	c	c	c	c	c	c	c
2	s	s	s	s	cs/s	c/cs	c	c	c	c	c	c	c	c	c
3	i	-	-	s/-	s/-	s	cs/s	c/cs	c	c	c	c	c	c	c
4	is	is	-	-	-	-	s/-	cs/s	c/cs	c	c	c	c	c	c
5*	is	is	is	-/is	-/is	-	-	-	-	s/-	c/-	c	c	c	c
6	i	i	i	i	is/i	is/i	is	-/is	-/is	-	-	-	c/-	c/-	c/-

\*: On a roll of 5, if any defender is present, roll d6. If roll = 6 there is a pass interference penalty. Roll d6 again. If d6=6, on offense. If 1-5, on defense (if off!, 1-3off; if def!, always def!) (If a hi/lo roll was called for, use this roll also for pass interference. On the +9 column, for roll of 5, reroll of 1-3=c, 4-5=-, 6= pass interference.)

### Misc Tables:

die	inj	'longer' injury	ph prm	rb mods:	rb lrb	Tiredness table	rookie 29-	30-34	35+
1	1 play	-P for d6 games %	1 WL,WR	+1 +2	continuous	4	2	3	5
2	2 plays	-S for d3 games %	- LS,LR	+1 +1	starter	2	1	2	3
3	series	-C for d3 games %	- L,R,C	- +1	imp. sub	1	0	1	1
4	quarter	-C/S for 2d6g	2 LL,LR,MC	+1 -	Modifications: Plays special teams: -1				
5	half/game	-C/S seas,-2d6g	2 DC	+1 +1	Hot day (g1,2?): -1 -5+ contact value: -1				
6	longer	season (-C/-S)	2 VDC	+2 +1	Bonuses gc:+1 pc:-1				

2 dice:

### Penalties

2	Unsportsmanlike Conduct after the play	Offense 15 Yards PP
3	Clipping/Personal Foul	Offense 15 yards from foul
4	Illegal formation	Offense 5 yards
5	Offensive holding if ! on offensive side	Offense 10 yards
	Late hit/Personal Foul if defender !	Defense 15 yards
6	Illegal procedure if ! on offensive side	Offense 5 yards No play
	Jumped offsides, contact if ! on def line	Defense 5 yards No play
7	Illegal procedure	Offense 5 yards No play
8	Offensive holding	Offense 10 yards
9	Face Mask penalty, unintentional	Defense 5 from end of run
10	Defensive holding/Offsides on defense	Defense 10 yds/5 no play
11	Face Mask penalty, intentional	Defense 15 from end of run
12	Unsportsmanlike Conduct after the play	Defense 15 yards PP

	*	&	#	~	F
1	20	OL/BE	F	F	off+1
2	30	BC 2pl	F, inj BC	inj BC	off-3
3	40	off 2pl	inj BC	BC 2pl	#men
4	50	inj def	inj blkr	inj def	#points
5	70	DL/B/H	inj blkr	inj blkr	def+2
6	TD	pen	pen	pen	def rb

For \* table: -10 for S=2, -5 S=3, +5 S=5, +10 S=6

### Dive table for short yardage plays

die roll:	1	2	3	4	5	6	7	8
result:	-1~	N	1yd N	2yd x2	+1	3yd		

Note: +, -x effects are column shifts on contact  
 N=normal play (If play is not "N", gain is limited to 3 yards.) H are +1, F are +2 on this table.

qt= QB tackled, with +1,+0,-1  
 S = throw to safety valve receiver  
 p = 10 yard holding penalty on the offense, roll again with +3

qt	-1	-12~
pen(ig)	0	-12~
	1	-9#
	2	-8rb
	3	-6
	4	-5rb
	5	-4~
	6	-2rb
	7	rb
	8	rb

QT mods: from pass rush table:  
 -1 for S+C<5  
 +1if S>4.  
 pen(ig)=int. grounding,  
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die2- 3 4 5,6 7 9 11 12+  
 rf r-2s PI r-s -p d-s df d-2s  
 r=rec,d=def,-s=spd-1,-2s=spd-2  
 f=falls (out of play), PI=penalty

Int	rb	lrb
+4/-4	+0	+11~
0	+1~	+14&
rb	-2#	+18
rb x 2	+5	+25&
rb+10	+8	*-10
lrb	lrb	*

rb mods for C: -2if0,+1if3,+2if4+  
 lrb mods for S: -5if2,-2if3,5if5,10if6

