

# FISHING TOURNAMENT UNIVERSE DICE GAME

Roll 1d10 and 1 d20

GREAT LAKES / SEAS / BAYS / GULF

## FISH CAUGHT IN THE GREAT LAKES / SEAS / BAYS / GULFS

If you want to add more detail to your game, you can roll to determine what type of Fish was caught. Use the Weight Caught to help you decide which Chart to roll on

### Roll 1d6

- 1 Spanish Mackerel – 1 to 6 lbs
- 2 Haddock – 2 to 7 lbs
- 3 Large Mouth / Sea Bass – 1 to 8 lbs
- 4 Catfish 2-10 lbs
- 5 Whitefish – 2 to 10 lbs
- 6 Flounder – 1 to 10 lbs

### Roll 1d6

- 1 Sheepshead – 2 to 15 lbs
- 2 Walleye / Burbot – 2 to 15 lbs
- 3 Bluefish – 2 to 15 lbs
- 4 Steelhead – 5 to 20 lbs
- 5 Pollock / Snook – 3 to 20 lbs
- 6 Northern Pike – 5 to 25 lbs

### Roll 1d6

- 1 Atlantic / Chinook Salmon – 5 to 30 lbs
- 2 Lake Trout – 5 to 40 lbs
- 3 Striped Bass – 5 to 40 lbs
- 4 Cod – 5 to 40 lbs
- 5 King Mackerel – 5 to 40 lbs
- 6 Yellofin / Blackfin Tuna - 20 to 45 lbs

### Roll 1d6

- 1 Red / Black Drum – 5 to 50 lbs
- 2 Cobia / Grouper – 20 to 80 lbs
- 3 Wahoo - 20-80 lbs
- 4 Halibut (small coastal) – 20 to 100 lbs
- 5 Amberjack – 20 to 100 lbs
- 6 Sharks (small coastal) – 20 to 100 lbs

## FISHING STRATEGY RATING

1d20	FISHING STRATEGY RATING								1d10	
	1	2	3	4	5	6	7	8	9	10
1	1.93	1.98	2.01	2.06	2.08	2.11	2.15	2.17	2.21	2.24
2	2.27	2.33	2.35	2.39	2.42	2.45	2.48	2.51	2.56	2.58
3	2.62	2.66	2.68	2.71	2.73	2.75	2.82	2.85	2.88	2.91
4	2.94	2.97	3.03	3.05	3.09	3.1	3.12	3.18	3.22	3.26
5	3.28	3.31	3.33	3.44	3.47	3.49	3.51	3.54	3.58	3.62
6	3.65	3.66	3.71	3.74	3.77	3.81	3.84	3.88	3.91	3.96
7	3.99	4.02	4.07	4.09	4.12	4.15	4.17	4.22	4.26	4.28
8	4.32	4.35	4.37	4.41	4.44	4.48	4.53	4.56	4.58	4.62
9	4.65	4.69	4.71	4.74	4.75	4.81	4.86	4.89	4.91	4.95
10	4.98	5.02	5.04	5.08	5.12	5.17	5.19	5.21	5.24	5.28
11	5.33	5.36	5.38	5.42	5.45	5.49	5.53	5.55	5.58	5.61
12	5.65	5.68	5.72	5.75	5.77	5.83	5.86	5.88	5.92	5.94
13	5.98	6.01	6.06	6.08	6.11	6.12	6.18	6.23	6.25	6.27
14	6.31	6.36	6.38	6.42	6.44	6.47	6.51	6.54	6.57	6.64
15	7.05	7.12	7.24	7.31	7.33	7.48	7.52	7.59	7.66	7.67
16	7.92	7.96	7.97	8.02	8.15	8.19	8.27	8.29	8.36	8.41
17	8.58	8.63	8.73	8.73	8.88	8.94	9.02	9.11	9.36	10.56
18	11.03	11.27	11.76	12.18	12.44	12.96	13.08	13.47	13.62	14.09
19	15.14	16.23	16.37	16.84	17.54	17.89	18.13	18.42	18.72	19.21
20	W H O P P E R									

If you rolled "WHOPPER", you get a chance to roll on the Whopper Chart! Roll 2d10,  
1 for the top Number and 1 for the side Number

## WHOPPER CHART

	1	2	3	4	5	6	7	8	9	10
1	20.17	20.58	20.89	21.43	21.72	22.41	22.68	22.96	23.04	23.58
2	23.87	24.11	24.39	24.92	25.18	25.73	26.03	26.47	26.81	27.38
3	27.63	27.91	28.12	28.34	28.47	28.53	28.64	28.73	28.88	28.93
4	28.99	29.17	29.25	29.34	29.43	29.53	29.62	29.74	29.85	29.96
5	30.01	30.13	30.23	30.34	30.41	30.52	30.67	30.72	30.83	30.92
6	30.99	31.03	31.11	31.22	31.34	31.46	31.54	31.62	31.77	31.86
7	32.77	34.58	36.41	38.95	39.84	41.25	44.57	47.93	49.8	52.48
8	53.66	57.31	59.72	62.07	63.91	66.58	68.44	71.14	72.33	74.66
9	76.22	79.04	83.12	84.19	86.73	88.02	90.66	92.11	97.44	97.99
10	101.29	102.87	109.38	112.49	117.92	118.06	120.55	121.88	124.2	126.77