

## **The SPECIAL CHART (roll 1 red, 1 white die and read, 11-66)**

- 11- Huge pile up in front of goalie; puck trickles in, GOAL!
- 12- LW takes shot on goal (use shot rating) and add RW assist; resolve normally
- 13- C takes shot on goal (use shot rating) and add LW assist; resolve normally
- 14- RW takes shot on goal (use shot rating) and add C assist; resolve normally
- 15- If using three forecheck offense, offense gets shot; if not, opportunity over
- 16- If using two or three forecheck offense, offense gets shot; if not opp over
- 21- key faceoff determines if offense gets shot or opportunity over
- 22- GOAL SCORED- but reviewed. Roll die, 1-4 goal for HOME, 1-2 for visitors  
If no goal, opportunity over
- 23- def LD clear rating, roll 1 die to see if SHOT or opportunity over
- 24- def RD clear rating, roll 1 die to see if SHOT or opportunity over
- 25- use LW forecheck rating (1 die) to see if SHOT or opportunity over
- 26- use C forecheck rating (1 die) to see if SHOT or opportunity over
- 31- use RW forecheck rating (1 die) to see if SHOT or opportunity over
- 32- G out of position; offense gets shot with no save chance; if miss, then rebound chart
- 33- bad GOAL allowed from the point as goalie didn't see it; SCORE!
- 34- Offensive barrage! Roll 3 die and check against added ratings of defensemen and  
goalie rating- if higher, GOAL! If not, opportunity over.
- 35- key faceoff determines if offense gets shot or opportunity over
- 36- possible 5-minute major! Use rank chart, then roll 2 dice on def player's INT rating.  
If equal or less, offense gets TWO powerplay rolls. If higher, opportunity over
- 41- Home cooking as HOME team gets a POWERPLAY; Visitors get opportunity over
- 42- use offense line's best assist rating to see if SHOT or opportunity over
- 43- If using three forecheck offense, offense SHOT; if not, opportunity over
- 44- GOAL SCORED- but reviewed. Roll die, 1-4 goal for HOME, 1-2 for visitors  
If no goal, opportunity over
- 45- If defensive team is using 0 forecheck offense, OPP over; otherwise, offense shot
- 46- If using two or three forecheck offense, offense gets shot; if not opp over
- 51- PENALTY SHOT! Use off best shot +5 and use goalie save if needed; no rebounds
- 52- Home cooking as HOME team gets a POWERPLAY; Visitors get opportunity over
- 53- If defensive team is using 0 or 1 forecheck, OPP over; otherwise, offense shot
- 54- If defensive team is using 0 forecheck offense, OPP over; otherwise, offense shot
- 55- GOAL SCORED- but reviewed. Roll die, 1-4 goal for HOME, 1-2 for visitors  
If no goal, opportunity over
- 56- If using three forecheck offense, offense SHOT; if not, opportunity over
- 61- def LD clear rating, roll 1 die to see if SHOT or opportunity over
- 62- def RD clear rating, roll 1 die to see if SHOT or opportunity over
- 63- key faceoff determines if offense gets shot or opportunity over
- 64- def Goalie injured, must be replaced and new goalie uses only first save number  
number for rest of period (then uses both as normal); offense gets SHOT
- 65- Home cooking as HOME team gets a POWERPLAY; Visitors get opportunity over
- 66- Hellish barrage on goalie, GOAL!