

Lets play Hockey!

HOW TO PLAY

1. Lay out the team Charts and designate a Home Team. ***Let's look at that chart for a moment.*** It is laid out with four forward lines and two defense lines, 17 skaters in all. The forwards have a number next to the name (2) which is his forecheck rating (1 to 4, higher is better). Centers have a faceoff rating (F0 to F3, higher is better). The Goals and Assist ratings are a 2 to 10 rating, higher is better, *with the number in () the actual goals/assists on the season.* The INT rating is his ability to get physical, with a 0-10+ range (higher is goonier). The plus/minus number is his actual season +/- . For defenseman, the number (4) after the name is his CLEAR/defense rating, 2 to 6, higher is better. For goalies, they have a usage range to be rolled before the game to see who starts, and two save/stop numbers (example 6,9) which can stop a goal. They also have a rebound rating, 2-10, higher is better, which controls rebounds after shots.
2. Fill out the scoresheet with team names, starting goalies and their ratings.
3. Begin play. Notice that there are five SEGMENTS for each period on the scoresheet. These represent roughly four minutes of action. Each segment will give both teams a chance at an OPPORTUNITY (or two or three) to get a SCORING CHANCE or Powerplay, or both.
4. To determine these opportunities, go to OPPORTUNITY CHART. Roll 4 six-sided dice (two red for home, two white for visitors) and refer to the chart. A "0" means no opportunities for that team, "1" would be one, "2" would be two and "3" would be three. MARK down on the scoresheet these Opportunities.
5. Resolve OPPORTUNITIES via the ACTION CHART, one at a time. If both teams have equal Opportunities ("OPPS"), visitor goes first, If home team has more, resolve OPPS until equal and then visiting team goes first.
6. After that segment is resolved, move to the next until all five are over, which ends the PERIOD.

THE ACTION CHART

1. Roll all four dice (red refers to ACTION CHART and white refers to LINE CHART, which tells you which line is on the ice). A '1/2' means first line and second defense corp, 4/2b means fourth line with second defense corp (and the "b" defenseman). The charts are set up to allow 17 skaters to see ice time. Of course, lines one and two will see a bit more action, and line three will see more than four. The top three defensemen will see more time than the fourth, and he will see more time than the fifth- all automatically!

2. Let's define each specific ACTION from the ACTION CHART
 - a. +/- means a battle for loose puck and control, and uses players actual stats
 - b. Powerplay? means a check on the defensive team PENALTY rating to see if they commit a penalty and allow a powerplay
 - c. Shot/PP? means the team gets a scoring chance (called shot), and if they fail to score can also get a powerplay (check def PENALTY rating). If they score, no Powerplay chance.
 - d. ASSIST is a "dazzling" pass that allows a player who receives the pass to snap a shot on goal
 - e. DEFENSE- tests your defensemen's ratings and factors in your number of forecheckers (type of offense, high pressure or defensive)
 - f. INT: offense- a chance for physical play ("big hit") to spark some offense
 - g. INT: defense- a chance for physical play to thwart opponent offense
 - h. OPPONENT BREAKAWAY?- a chance for the other team to capitalize on your aggressive forechecking
 - i. Special Chart- a rare play chart

3. Let's Resolve each specific ACTION for the ACTION CHART
 - a. Ok, the ACTION CHART reads "+/-" and the line chart says 1/2 (first line with second def corp). Roll one red die (home) and one white one (visitor) and refer to POSITION section. The die roll will tell you which player is being tested for each team. Let's say white die roll is "1", or "LEFT WING"- use the visitor's first line LW +/- rating, and the red die is "5", or RIGHT DEFENSE- use the home second def corp RD +/- rating.

Then roll all four dice, adding the two white (visitor team) dice total to the visitor LW +/- rating, and the two red (home) dice total to the home RD +/- rating. Whoever has the adjusted highest plus-minus (original +/- rating added to die roll) WINS the +/- battle. If it was the offensive player, the offense gets a SHOT. If it was the defensive team, OPPORTUNITY IS OVER for the offense.

- b. Powerplay? Roll 2 die and see if it is equal or less than the Team Penalty Rating of the defensive team. If it is, offense gets a Powerplay. If greater, no penalty, opportunity over.

Resolving a powerplay is easy. Roll 4 die. If the red total is one of the Offense Powerplay numbers OR defense Penalty Killing numbers, it is a GOAL.

Also, if the white die is the Shorthand goal number for the penalty killing team, a Shorthand goal was scored.

Example- Sharks get a Powerplay? reading on the ACTION CHART. They roll 2 dice and refer to the Bruins Team Penalty Rating to see if it's a powerplay- the Bruins are 2-10, the roll is 7, so it is a powerplay. If the roll was an 11, the Bruins would have been disciplined and no penalty, opportunity over. Since there is a powerplay, the 4 dice are rolled. Red dice is 6, and the Shark Powerplay numbers listed on the Team Sheet are 2, 3 and the PK number on the Bruins team sheet is 11- so, NO GOAL. The white die was 8, and since the Bruins Shorthand number (on the team sheet) is a 12, no shorthand goal. Opportunity over.

- c. Shot/PP?- Offense gets a SHOT. They do not have to earn it with any ratings, they just get it. If they score, opportunity over. If they do not, they check to see if the defense got a penalty during the shot process and if there will be a Powerplay for the offense.
- d. Assist- roll two dice and refer to the RANK CHART. This will tell you which player will try to use his assist rating for a dazzling type pass to set up a teammate with a shot on goal. A "1" on the rank chart means **first (or highest)**, "2" is second, etc. Ignore the second number in () for now. Then, roll four dice. The red dice is compared to the ASSIST rating- if equal or less than that rating, it is a SUPERB pass that sets up a shooter who snaps a **shot on goal**- use the white die to see if the goalie makes a save (it has to be one of his save numbers). If not, GOAL! If red dice was out of Assist range, pass was not good enough, no play was made, opportunity over.
- e. Defense- add together the defensemen's clear ratings and subtract the # of forecheckers the defensive team is using (more forecheckers hurt defense); roll 2 dice. If two dice total is greater the number, offense gets a SHOT; if not, opportunity over. Example: You roll a "DEFENSE" on the Action Chart and the 2/1 lines are out. Add the first def corp ratings of the defensive team together (lets say both are "4"s, so its an "8"). Then subtract the number of forecheckers the defensive team is using (lets say "2"), for a final of "6" (4+4-2). Roll two die, if higher than 6, defense failed and offense gets SHOT; if you roll a 6-or-less, defense makes play and NO SHOT for offense, OPP over.
- f. INT OFFENSE- this is the chance for the physical guys to contribute by sparking his team's OFFENSE with a BIG HIT, fight or physical play. Go to the RANK CHART to see which player's rating to use (first thru fifth on ice). Then roll two die: if equal or lower, player make sbig hit and offense gets momentum to get a shot. If die roll is higher, no such play, OPP over. Example: you roll "INT OFFENSE" on the Action Chart, and the line is 3/1. You roll for the RANK CHART, and find a 2(3). Use the first number , the "2" or SECOND HIGHEST INT rating on the ice.

Looking over the offensive team's third line and first def corp, you see the highest INT player is "8", and second high is "6". Since you rolled second highest on the RANK CHART, use the "6". Roll two die: a 6-or-less gets you a SHOT due to his physical play; over "6" means OPP is over.

- g. INT DEFENSE. Same as above except the DEFENSIVE team is trying to crush the offensive opportunity with a big hit. Find out which player to use from the defensive team. Roll two die: if equal of lower than his INT rating, he PLANTS an offensive player and OPP is over; if higher, then offense gets a shot due to the failed defensive toughness required
- h. OPPONENT BREAKAWAY? This result keeps a team honest so that they just don't run a full throttle 3-forecheck offense all the time. Look at the OPP BREAKAWAY chart, look at the appropriate Forecheckers that the offense is using and roll two die: If higher than number range listed, OPP is over and the defense did NOT get a breakaway chance. If number is within listed number range, then defensive team gets a breakaway chance.

Example: You roll "OPP BREAKAWAY" on the Action Chart, with lines 2/2 on the ice. The offense is in a "1-forecheck" offense. Looking at the OPP BREAKAWAY chart, it reads a "2-4" number range. Roll two die: if not 2-4, then OPP is over and defense did not breakaway. If in the 2-4 range, defense poked puck away and gets a breakaway shot.

How to resolve breakaway shot: roll 2 die and refer to the "Shot by..." Chart. Roll two die and it will tell you who shoots (LW, RD, etc.). We add +4 (breakaway modifier) to that players GOAL rating, and roll four dice. If RED DIE is within modified GOAL rating, it is a shot on goal; use the WHITE DIE number to see if the Goalie makes a huge save (the number has to be exactly one of the goalie's number, if a "6" or "9" for example, anything else is a scored goal). Note there are NO rebounds on this type of play. Shot is either good or OPPORTUNITY is OVER.

Example- Defense gets a breakaway, you roll a "Center" on the "SHOT BY..." Chart- the defensive center is streaking towards the opponent's goalie. Lets say he has a "4" GOAL rating. Roll two die and if it's a "2" thru "8", (remember the +4 modifier) he could score-! If it were a "9" or higher, OPP OVER. He rolls a "3"... since he can score, roll two more die and refer to Goalie. He has "6" and "9" save numbers... if you roll a "6" or "9" exactly, GREAT SAVE, OPP OVER. If not GOoooooooooaaal!

- i. SPECIAL CHART. This will provide odd plays, rare plays and use players ratings in different ways, Roll two dice of differing color and read them 11-66 (APBA style) rather than 2-12, and refer to the number on the Chart, Most of the results are common sense, such as this ref call on #52:

“Home cooking as HOME team gets a POWERPLAY; Visitors get OPPORTUNITY OVER”. So, if the team on offense is the home team, they get a powerplay. If visitors, nothing. OPP OVER.

4. Lets resolve a SHOT CHANCE

Ok, lets say your ACTION from the ACTION chart was successful and you get a SHOT. **(please understand that this is a highlight game, and no attempt is made for actual SOG totals. For our purposes, shots are really good scoring opportunities, and the other dozen shots were routine and easily stopped).**

Roll four die. With red die, Go to SHOT CHART . It will tell you what the modifier is for this shot (-1 to +4). A “loose puck” that is picked up and snapped towards goal is a (-1); from the point, +0; Faceoff circle, +1, and so on. You will modify the shooters GOAL rating with this number.

Notice numbers 3,4 and 5 on the chart use the NUMBER of forecheckers as the modifier. If you are using two forecheckers, use +2; zero forecheckers, +0. In this way the pressure of attacking forwards is reflected in a shot/scoring attempt.

With white die, refer to “Shot by....” Chart. This will tell you WHO shoots, and who’s GOAL rating to use. Notice it will tell you a position (RW) or #1 scorer (highest GOAL rating) or #2 scorer (second high GOAL). This chart will give a good distribution of shots and give the better scorers more chances.

Also notice numbers 3 and 11 on the chart, LD (point) and RD (point). When this result comes up, ignore any other modifier and just let that defenseman rip from the point (zero adjustment)

Example: the offense has earned a shot from a successful Int/OFFENSE action. The 2/1 lines are on the ice (second line, first defense corp). You roll four die: red totals 10, white totals 7.

RED goes to Shot Chart, and the 10 reads, “from slot/behind the net, +2”. This means your shooter is either firing from the slot or wrapping around behind the net (your choice, imagination) and it modifies the shot +2.

WHITE die goes to “Shot by...” Chart and the “7” reads “RIGHT WING”. The second line RW has a 5 GOAL rating, which becomes a “7” with the +2 modifier. You are ready to fire away.

Roll four die. RED refers to GOAL, and our RW is a “7” now; if you roll seven or less, it is going to score unless the goalie makes a great save. Refer to white die to see if that happens. It must be one of the goalies save numbers exactly. The defense’s goalie has 5 and 10; lets say the the white was an 8... GOAL!

If the white would have been one of the goalie’s save numbers, BIG SAVE, OPP OVER!

But what if the shooter misses? Our RW was “7”, and lets say we rolled an “11”? He misses his chance, and **we go to the REBOUND CHART.**

5. The Rebound Chart

The missed shot chances go to a rebound chart that can give the offense another scoring chance or end the OPPORTUNITY. Looking at the chart, you can see that the Goalie’s ability to control a rebound can be tested, as well as the defense corps ability to clear a puck. Also, forechecking can play a big role, too, and even a key faceoff or deflection can make a difference.

- a. Goalie Rebound rating. Roll two die: If equal or less than this rating, OPP OVER. If greater, offense gets puck back and another shot/scoring chance.
- b. Defensemen Clear ratings. Roll two die and compare to total of two defensemen’s clear rating. If equal or greater, OPP OVER, threat ended. If higher, offense gets another shot.
- c. Offense forechecking. Add the number of forecheckers with their own forecheck ratings for a total. Roll two die, if equal or lower, offense bangs out another shot chance. If higher, OPP OVER.

Example- lets say offense is using a two forechecker offense. The forechecker’s ratings (use highest) are “4” and “2”, Adding those ratings (4+2) and adding two (two forecheck offense) adds up to 8. Eight is the number in this example. While this seems hard at first, it really isn’t and the rebound chart has a note.

Three other results can happen from the rebound chart. The **Opportunity ends** on rolls of 4 and 5. A **key faceoff** happens on a roll of 3. When this happens, keep the same lines on the ice and use the faceoff ratings (F2, etc.) of opposing centers (or any rated forward). Go to the faceoff chart, roll one dice and use the net difference of the faceoff ratings. If offense

wins faceoff, they get another shot. If defense, OPP OVER. The deflection chart is the only other result possible, and this could deflect in a goal. Roll a dice and look at the deflection chart, which will tell you which forecheck rating to use (highest or second high). When you have that, roll one die, and if die is equal or less than ForeCheck rating, it's a cheap GOAL! If not, OPP OVER. Just one note- do not use original shooters forecheck rating, use one of the other two forwards.

6. Powerplay GOALS

We've seen how Powerplay goals are tallied; after that goal, you need to see who scored the goal. Go to Powerplay Line chart, roll two die and see which line is on the ice for the goal. Then, go to the rank chart and roll to see who scored (first highest, second, etc.), using GOAL rating. Yah, its cheap but everybody loves a freebie!

7. Assists

Once you have a goal, you need to record who assists. First, follow what led to the goal chance: a +/- battle, a INT, forechecking or some action from the Special Chart... these players can be your first assist guy since they directly led to the score. If there is no one obvious, this is the routine:

Roll two die and look on the assists chart to see how many assists to award (zero, one or two).

Then roll two die and look at the Rank Chart. It list two numbers like 2(1). Use both if you need two assists, the first if you just need one. In the 2(1) example, the second highest ASSIST rating would get the first assist and the highest would get the second. Note that the if there was forechecking involved from the Shot Chart or Rebound Chart, I usually give the assists to only forwards.

8. Tie breakers for GOAL and ASSIST rankings

The actual goals scored and assists given are in () after the GOAL and ASSISTS ratings. Use these as tie breakers. If the RW and C both have "4" assists rating and both are second highest, look to the parenthesis to break the tie: 4(24) and 4(27), the 4(27) gets the nod

9. End of GAME and 6th SKATER CHART

Notice the last segment of the third period has a 5a and 5b. This is because there may be a pulling of the goalie and added skater drama in a tight game.

Resolve Segment 5a as a normal segment. **If the game is a tie, OR a 3+ goal game**, then the game is over. Ignore segment 5b.

If the game is a 1-or-2 goal affair, the losing team pulls the goalie for segment 5b. go to the 6th skater chart and roll two die. The result can be a goal, goal allowed or nothing. GAME OVER... unless...

If it is a two goal game and the losing teams rolls a goal, they get ANOTHER chance on that 6th skater chart. This only occurs if they were down by TWO and SCORED on first roll. Whatever happens, game over after that second roll!

Example- The Sharks are down by two goals after segment 5a. They go to the 6th skater chart. They roll a “4”- they SCORE! Since they were down by two, and scored a 6th skater goal on the first roll they get one more chance. Lets say they roll a “3”- oh no, lead team scores empty netter, game over.

Notice that some results are dependant on which is the better team (points wise)

10. Overtimes and Shootouts

I personally do not use overtime in hockey, being more old school. And as for “shoot outs”, you will have to rate those out yourself as I don’t use them.

However, for playoff games you may need to play sudden death OT. Just use one segment for an OT period, resolving it like normal EXCEPT that the HOME team goes first and the first goal wins it.

11. Goons- please note that some players have a 10+ INT rating. If they are on the ice and any INT action comes up, use their rating if first (1) OR second (2) come up on the Rank Chart.