

***DICE* Hockey**

1st Edition Rules (Copyright 2009)

1.

Introduction

DICE Hockey uses 2 10-sided dice and can be played with 1 or 2 players. Each player chooses a team and the two players decide who will be the home team and who will be the away team.

2.

Game Equipment

In your copy of *DICE* Hockey you should have the following items.

- Rules
- 30 NHL teams from current season
- 6 lineup cards
- Score sheets
- Team reference sheets
- Game Charts
- Career Chart
- 2 10-sided dice (printed version only)
- 5 pawns (printed version only)

3.

Game Setup

Setting up a game of *DICE* Hockey is quick and easy. First determine which team will be the home team and which team will be the away team. Grab 3 lineup cards for each team. The away team must place their starting lines on the lineup cards first, and then the home team places their starting lines on their lineup cards. Grab a team reference sheet so can record important ratings from your player's cards and get a score sheet so you can keep track of the in game action. Get the Timing Chart. After filling out both sheets, you are ready to play.

4.

The Player Cards

Each player card is broken down into four areas. On the top of each player's card is the year and team the player plays for. His name and position is also listed at the top of the cards. Next is the shooting/saves ranges. Each player has a goal range. Whenever a player is directed to shoot using his goal range, this range of numbers is used. The saves

section tells you the shot did not result in a goal and the goalie saved it and the puck is now in the players possession. Next is the ratings section. Each player is rated in numerous categories, based on how well he performed in those areas during the season. At the bottom of the player cards are his stats from that season. Finally, the left hand column of the player's card is his passing section. Whenever your player has the puck and is not directed to shoot, roll the dice and follow the results from this passing column.

5.

How to Play the Game

Now that you are familiar with the player cards, lets see how to get the action started. You should at this point start to familiarize yourself with the game charts. To start the game you must have a face off. Roll both dice and read the red die as your tens result and the white die as your ones result. A roll of a red 4 and a white 3 would be a 43. Each player has a face off rating. The rating will either be a + or a – followed by a number. If you look at the face off chart you will see that before any modifications the home team will win the face off on rolls of 00-49 and the away team will win the face off on rolls of 50-99. After the face off winner is determined the player with the puck must pass it around until he is directed to shoot. Sometimes this will happen in one roll and sometimes it could take several rolls. In *DICE* Hockey you do not have the option of who to pass to or when or who to shoot with. That is all determined by the dice and the player cards. This makes for a great solitaire game. Once a player is directed to shoot it will also tell you whether you can shoot using your player's card or the opposing goalie's card. Score one point if the goal is good. Continue playing like this until a break in action is called, by way of penalty, goal, face off, turnover, end of period, or a special play. I will break down every aspect of the game further.

6.

Face Offs

Face offs are a very important part of hockey. In order to get the action started after a whistle, you must have a face off. Before any modifications the home team wins the face off on rolls of 00-49 and the away team wins the face off on rolls of 50-99. Every player who either won or lost a face off is given a face off rating. The face off rating is either a + or a – followed by a number. Take the two players ratings and take the difference to get your new range. For example. If the visiting Center has a -9 rating and the home center has a +4 rating that tells us that the visiting center is giving away some numbers on a face off while the home center is getting some. When we look at the -9 and the +4, we see that the home center has an advantage of +13 over the away center. Add 13 to face off range of 00-49. The new range would be, 00-62 the home team center wins the face off and a 63-99 the away team center wins the face off. Of course

you won't always be dealing with one positive and one negative number. It is very possible that your two face off foes could be a -3 and a -6. Or even a +2 and a +5. In both cases just take the difference. For the two minuses, the player with a -3 would have a range of 00-52. The +5 against the +2 would also have an advantage of +3. After you have determined your new face off range, the ensuing dice roll will also tell you who is in control of the puck. On all even rolls the RD player of the team that won the face off is in control of the puck and on all odd rolls the LD player of the team that won the face off is in control of the puck.

7.

Passing/Defense/Assists

The passing system is probably the most challenging aspect of *DICE* Hockey but after a few games you will have an easy time of keeping track of it. Every player has a passing column on the left of their cards. For the most part, a pass will be directed to another player. The passing column is broken down into different parts. The low numbers will direct the pass to one of the 5 players on the ice followed by the letters PS. This means you have made a successful pass to that player and he must now take a shot using his card. PS stands for Player Shot. I will use Sidney Crosby and Ryan Malone for my examples. If Crosby has the puck and rolls a 12, you would check his passing column and see that it says To LW PS. That means Crosby has made a good pass to LW Ryan Malone and that pass has enabled Malone to take a Player Shot (PS). Look on Malone's card and you see under Shooting that Malone scores a goal on any number between 00-28. Roll the dice. If Malone rolls a 24, it means he has scored a goal and Sidney Crosby would be credited with the assist. If Malone rolls a 65, under Saves it says To D LD. That means that the opposing goalie has saved the shot and the puck is now controlled by the defensive Left Defense player. He would then roll the dice and refer to his passing column. The next section of the passing column is followed by the letters GS. GS stands for Goalie Shot. This means that the pass has been completed successfully and the player must take a shot using the opposing goalie's card. For this example I will use Marc-Andre Fleury. This time Sidney Crosby rolls a 36. Looking at his passing column we see that a 36 says, "To LW GS". This means that Crosby has completed a pass to LW Ryan Malone and Malone must take a shot using the opposing Goalie's card. So we need to look at our opposing Goalie's card (Marc-Andre Fleury) and we see that under shooting, the numbers 00-04 result in a goal. Malone rolls both dice for the shot. If he rolls a 00-04 Malone has scored a goal and give Crosby the assist. If Malone rolls a 42 we see that the goalie has stopped the shot and the puck is now on the stick of the defensive Center. The next section of the passing column is a simple To and the position. This means the pass has been completed to this position and the pass did not result in a shot attempt. If Crosby rolls a 65 we see that it says, "To LW." This means that Sidney Crosby has completed a pass to LW Ryan Malone. Now

we need to roll the dice and check the passing column on Ryan Malone's card. We continue to do this until a shot is created or we get a dead puck situation. The last section of the passing column are the results; TRV A, TRV B, Penalty, Special. If you get the result of Penalty, TRV B, or Special, just refer to the proper chart and follow the instructions. If you get the result TRV A, compare the number rolled to the defensive lineup card to see which player has stolen the puck and is now in possession of it.

ASSISTS: Give an assist to the last two players to handle the puck right before the goal scored. If only one player handled it, then just give one player and assist. At first you may struggle to remember who touched the puck the last two times, but once you have your system down you will be OK.

DEFENSE: I would suggest playing a game or two without using defense and passer ratings so you can get the game flow and mechanics down. Once you feel comfortable with the game feel free to add this advanced rule. Every player is rated for a passing rating and a defense rating. The better the defense the tougher it is for the offense to get good shots, in this case, Player Shots. Good passers can help overcome tough defense. Passing ratings range from +0 to -10. The lower the number the better. A -10 passer rating is better than a -2 rating. Defense is just the opposite. The defense ratings range from a +0 to a +10. The higher the number the better. A +10 defender is better than a +2 defender. Offensive players are also rated for defense but they either get a +0 or a +1. You need to add up your defensive values of your LD and RD that are on the current line on the ice. You can write this number on your team reference sheet. Let's say it is a +8. You take this number and add it to the dice roll of every single attempted pass. So for example, if Sidney Crosby is attempting a pass you roll the dice. You roll a 19 which would have resulted in a pass to the RW for a PS (player shot), but you must add 8 to that die roll giving you a new value of 27. If you look at Crosby's passing column a 27 is To C for a GS (goalie shot) since Crosby is the center, he doesn't pass. He has skated into position and now must take the goalie shot.

8.

Shooting/Saves

Now that you understand how to pass and how to move the puck, let's take a good look at shooting the puck. In *DICE* Hockey to make sure that you get a very accurate picture of how good players are, there are no choices or decisions to make as to who shoots the puck. Why would you shoot with a player with a goal range of 00-02 when you can always shoot with a player who has a goal range of 00-28? The only way you can shoot the puck in *DICE* Hockey is when you are told to by the pass. Remember that PS stands for a player shot and that means you get to shoot using your player's goal range and GS stands for goalie shot and you get to shoot using the opposing goalie's goal range.

Most of the players will have a much higher chance to score when they get shoot using their own card. Whenever a shot has been taken it is either a goal or a save by the goalie. Any shot that does not result in a goal, a save is given credit to the goalie. The missed shot result will tell you who controls the puck. If after a shot the offense maintains possession of the puck, there is a chance for a rebound goal. After a shot has been saved, if it goes to an offensive player ignore all defensive ratings and only use the player's passer rating. In our example before, Hossa had a passer rating of -5 and had to add +4 to all of his passes. If he is in possession of a rebound he ignores any defense and now gets to subtract -5 from his passing column dice roll. On an unmodified Hossa passing column, a result of 00-18 will get a PS (player shot). After a rebound that result goes to a 00-23. Still follow passing rules and do not use defense values until the whistle has blown the play dead or the defense has gained control of the puck.

9.

Line Changes

By this time you should have a pretty good idea of how the game works. You win a face off, you pass, you shoot, you score. Now we will introduce line changes. Each team is given three total lineup cards. On the first lineup card is enough room for your first three lines, containing a LW, C, and RW for each line. Your second lineup card contains your seldom used fourth line, your penalty box, and your bench. Your third lineup card contains all three of your defensive lines and your starting goalie.

Make sure you lay all three lineup cards out in front of you. Then grab two pawns. One for your offensive lines and one for your defensive lines. This will indicate which line is currently on the ice. To make a line change simply move your pawn to a different line, representing that a different line is now on the ice. You must use all 3 lines regularly and your fourth line must make a full shift appearance at least once every period. You can start the game with any line on the ice. The away team must make this decision first and then the home team can counter. Let's say you start the game with Line 1. Once you make the line change, Line 1 cannot come back onto the ice until Lines 2 and 3 have taken a full shift or the period has ended or a team has taken a time out. If you fail to play your fourth line in a period, the fourth line must start on the ice the next period and must now become part of your regular rotation. Line changes can be made a couple of different ways. If either your LD or RD player has control of the puck, you can then switch your offensive line. At this time your opponent can then switch his defensive line and his offensive line. If your LW, RW, or C has control of the puck, you can then switch your defensive line while your opponent then switches his offensive line. If you would like to make a wholesale line change. (Wholesale meaning switch both offense and defense lines together) you must DUMP the puck.

When you want to dump the puck, first one of your players must have control of the puck. State that you are dumping the puck and then roll the dice. You have now cleared the puck down into the corner. If you rolled an even number the opposing teams RD has chased the puck down and if you rolled an odd number the opposing teams LD has chased the puck down. Then you can change both lines out. It is very important that you make a line change as soon as you can after the line has reached it's max playing time. At any time you leave a line in after their playing time has run out you must deal with the following; No PS (player shots) any PS results that come up change to GS. On defense ignore your defense ratings and subtract -10 to your opponents passing numbers. As you can see, leaving a line in too long can be dangerous to both your offense and defense. A line change must be made after two timing spaces. A timing space is either a turnover or the offensive team's first shot during that possession. Do not consider any other shots during the current possession as timing spaces. Only the first shot of the possession. If a line stays on the ice for more than two possessions, you MUST dump the puck as soon as possession is taken, allowing for both teams to make wholesale line changes.

10.

Lineup Cards

We have already briefly talked about lineup cards. At the start of the game the away team must place 18 players on his lineup card and 1 goalie. Each team can only dress 18 players per game and 2 goalies. All 18 skaters should be placed on your lineup card and your starting goalie. After the away team has placed their players, the home team now places their players. You must use your fourth line at least once per period unless you get an injury. Once you have your lines set you can not sub players in and out of different lines until the period ends or you call a time out or a player is injured. The home team always gets last chance to set their lineup cards. The lineup cards make your life easier because there is no shuffling of players or taking players off and replacing players with every line change. Just use two pawns for each team to indicate which line is on the ice. When a new line comes onto the ice just move your pawn to that line indicating they are now on the ice. Unlike baseball or football, hockey lineup cards tell you where the player is playing and not necessarily his position. Goalies cannot play another position but Goalie and no skater can play goalie. The only other restriction is Centers. Only a player with a face off rating can play in the Center position. Other than that, anything goes. You can play 5 Centers on line 1 if you wanted to.

11.

Stamina

Each player is given a stamina rating of either A or B. An A rated player can play on any lines without penalty. If a player has a B rating in stamina, that player can only play on the fourth offensive line or the third defensive line. If you play a player with a B stamina rating on one of your top 3 offensive lines, then after his shift he cannot come back on the ice until the other three lines have all had a shift. Basically, this means that if your line 2 Center has a B in stamina, then his line cannot come back onto the ice until lines 3, 4, and 1 have had a shift.

12.

Timing

On each team cover card there is a timing rating. Take this rating and add it to the timing rating of your opponent and that is the number of shots/turnovers for each period. The 2007-2008 Penguins have a timing rating of 10 and the 2007-2008 Bruins have a timing rating of 11. $10 + 11 = 21$. The Penguins and Bruins need to have between them a total of 21 shots/turnovers per period. Each team is given one time out. When a team takes a time out they can choose if they want to, to add 1 shot/turnover to the period. For example, the Penguins are trailing the Bruins 1 to 0 with only 1 shot/turnover left. The Penguins decide to call a time out and they choose to add 1 shot/turnover to the period giving the game a total of 2 shots/turnovers left. A team that calls time out does not have to add a shot/turnover. A team must be in possession of the puck to call a time out and it must be a dead puck situation. And when a time out is taken all lines are fully rested so each team can restart the game with any line they want to. Use the timing chart to keep track of how many shots/turnovers have occurred in the current period. Once you have moved your pawn to the number 21, the period has ended.

13.

Overtime

If you are playing a regular season game or an exhibition game then divide your timing per period by 4 and ROUND UP. In our earlier case of 21 shots/turnovers per period we would take $21/4 = 5.25$. Round up to 6. You would play one overtime period with 6 shots/turnovers in it. Keep the same rules for line changes as regulation. After the 6 shot/turnover overtime period you then go to a shootout. If you are playing a playoff game, use the actual timing per period for each period of overtime and keep playing until you get a winner. In other words, we started the game with 21 shots/turnovers per period so in a playoff overtime period there is also 21 shots/turnovers.

14.

Shootouts

If after 3 full periods and a short overtime period you still don't have a winner, it is time to go to a shootout. The away team chooses 3 players and the home team chooses 3 players. On each player's card and on each goalie's card at the bottom is a shootout goal range. Followed by a (number). The range is what the player needs to roll to score a goal and the number indicates how many shootout attempts he can take per season. Sidney Crosby has a shootout goal range of 00-28 and he can take (7) attempts over the course of the entire season. Goalie Marc-Andre Fleury has a shootout goal range of just 00 with a (3). This means that if you shoot using Fleury's card your only chance to score a goal is by rolling a 00. Fleury can only face three shootout attempts all season. Before you take a shootout attempt you must determine if the shot will come off the player's card or the goalie's card. Roll both dice. A 00-49 means you get to shoot off the player's card and a 50-99 means you must shoot off the goalie's card. The team that makes more goals is the winner.

15.

Penalties

In hockey from time to time you will see penalties. Most of the penalties are two minute minors. In *DICE* Hockey you can get a penalty three different ways. Off the player's card, off the goalie's card or from the special charts. Every player has a penalty range on their passing column of 97-98. Goalie's have a penalty range of 95-99. It is important to note that penalties off of a player's card or goalie's card are always 2 minute minor penalties. It doesn't matter which player's card the penalty comes from, that doesn't mean it was that player that had a penalty. If you get a penalty from either the player card or goalie card, stop play immediately and refer to the Penalty Chart A. Roll two dice and check the result. This will tell you which player had the penalty. Each player has a penalty rating. The higher the rating the more penalties he will have. Roll the dice and check the chart. If you roll a 33 we see that the result says, Player on offense with the second highest penalty rating. This is pretty self explanatory. Out of your 5 players check and see who the second highest penalty rating belongs to and he is the one the penalty is on. If there is a tie, the players' coach gets to decide who the penalty was on. Take the player off of his line and place him in the penalty box. Once you find out who the player was, we need to find out what he did. Roll the dice again and refer to Penalty Chart B. If we roll a 06 we see that the player was called for a Hooking minor penalty. If the penalty was on a defensive player you would keep playing until either a dead puck situation or the defensive team controlled the puck. If you happen to score a goal before a dead puck situation, the penalty is erased. In order to kill off a penalty the defense needs to get a total of two clears. How this works is simple.

Once the defense has control of the puck you must attempt to make a pass. As long as the pass was successful, consider it a clear. In order for the pass to be considered successful it must be directed at a player on the ice. Ignore any GS or PS results you get as this is a clearing of the puck. On your lineup card take the player in the LW spot off for both lines one and two. Your penalty killing units are only the first two lines, minus a player. Make sure to leave the LW boxes empty. No matter which player the penalty was on, the LW box is empty. If the penalty happens to be on the RW, just take the player in the LW box and move him to RW until the penalty is over. Once the defense is in control of the puck anytime a pass is directed to the LW box, this is considered as a missed attempt to get a clear. Give the puck to the LW of the team on the power play and continue with your passing. Don't forget that a combination of 2 shots/turnovers means a line change. If you give up a goal or get your two clears, the player comes out of the box and you are at full strength.

POWER PLAY: If you are on a power play recalculate the defensive rating of the remaining defenders and add -10 to every single pass. For example, the defense started out as a +9. One of their +3 defense men was called for the penalty. This brings their defense rating to +6. But after we -10 for being on a power player we are subtracting at least -4 from every pass. In this situation with Crosby being a -9 passer rating, when he passes the puck you will be subtracting -13 from the dice roll. If another penalty occurs and you are now 5-3, remove the player in the RW box and instead of adding -10 to every pass, you are now adding -20 to every pass. If the other +6 defense men was called for the penalty, the new defense rating is +0. Take the -20 and you are subtracting at least -20 from every pass. Crosby alone would be passing the pack with an amazing -29 to his dice rolls. Normally Crosby has a 27% chance of a pass resulting in a player shot. If we subtract -29 more, he now has a 56% chance of a pass resulting in a player shot. It is important to stay out of the penalty box. Remember if a goal is scored the penalty is over immediately and you can return to 5 on 5.

SPECIAL PLAY PENALTIES: If you get special play result and it calls for a penalty, these are normally of the more severe variety. Once you get into the special chart any dice roll between 50-87 results in a penalty. If you roll a 63 you will see a Double Minor penalty for Roughing to the #2 penalty rated offensive player. A double minor is a 4 minute penalty and needs a total of 4 defensive clears. If a player is serving a double minor and a goal is scored only the first 2 minutes are erased. The player then starts serving his second 2 minutes or 2 clears. If another goal is scored, the player is free to come out of the box. You can also get matching minors for each team. In these cases, skate 4 on 4. You can also get major penalties. If a major penalty is called the player is in the box for 5 minutes (5 clears) and cannot come out no matter how many goals are scored.

The worst penalty you can get is a Game misconduct penalty. If a player is nailed with a Game Misconduct Penalty, he is ejected but you are not short handed. Just replace him in the lineup. Roll one die and that is how many games the player is suspended for. The last type of penalty that can happen is a take down from behind while on a breakaway and the player is awarded a penalty shot. In this case use the players shootout rating and treat this situation just like you would a shootout.

16.

Special Plays

Every skater in their passing column has as special play result if you roll a 99. Refer to the special play chart and the following things can happen. A fight, a penalty, or an injury. Roll the dice and refer to the proper chart.

17.

Injuries

Nobody likes to see an injury but they are part of the game. After you get a special play result any roll of a 88-99 will result in an injury. Follow the instructions and then check the player's Injury Rating and check the Game Missed chart. You will probably be asked to roll the dice again. For example. Sidney Crosby has an Injury rating of 65. According to the Games Missed chart a player with an Injury Rating of 65 can miss up to 30 games. Roll both dice. Any number rolled larger than 30, consider the player to be injured for 30 games. If you roll an 11, he would only miss 11 games. If you get an injury stop play immediately and resume play with a face off.

18.

Fights

How can you have a hockey game without fighting? Any time you get a special play you have a chance for a fight. After a special play, any roll of 00-09 can result in a fight. If a fight breaks out between two players, but players are placed in the penalty box for 5 shots/turnovers and you get to replace the player. Do not skate 4 on 4. Stay 5 on 5.

19.

Turnovers

On each player card in the passing column, results of 90-96 are turnovers. Refer to the turnover chart. These are the only turnovers that count towards the shot/turnover criteria for timing. Turnovers are broken down into three major areas. Stolen passes, stolen passes that result in a breakaway, and turnovers that result in face offs, like Icing and offsides. Just roll the dice and follow the directions.

If a turnover results in a breakaway chance, the player gets to immediately take a shot using the goal range from his card and add +30. Sidney Crosby scores a goal on his card 00-22. If he gets a breakaway chance add +30 to make it a 00-52. Roll the dice and if the number is between a 00-52 the goal is good. Follow the result off of the chart if the shot is missed.

20.

Special/Optional Rules

In *DICE* Hockey there are some assumed aspects of game play and optional rules. If you would like to add forward defense to your game, you can very easily do this. Every forward in the game is given a defense rating of either +0 or +1. Add up your current line forwards defense ratings and apply that to the opposing shooters shot dice. For example. If your three forwards on the current line have a defense value of +2, and the opposing shooter scores a goal on a shot of 00-12, we will be adding +2 to every shot roll. If we roll a 11, change that to a 13.

It is very important to remember a few things about modifications. No modifications can ever be 0 or less. For example. On every shot a 00 roll will result in a goal no matter what.

Also when you are adjusting passing rolls, nothing can be modified beyond a 94. Let me give you an example. Your defense is a +9 meaning that your opponent is adding +9 to all of his passing rolls. On a roll of 90, do not make this 99 but 94 because you can't go above a 94 when modifying a passing roll. If the roll had been a 99, do not modify at all and consider the roll a 99.

Whenever you are unsure of what player is supposed to get the puck, use the rule even numbers represent the RD and odd numbers represent the LD.

20.

Career

DICE Hockey offers a full career mode where you get to select a team to play for and what position you would like to play. You start out with a very basic and weak playing card and as you accomplish certain things in a game, you can earn more points to upgrade your player card. Can you go from a third or fourth liner to a legend? Just refer to the Career chart and get your hockey career going.

If you need more score sheets, stat tracking sheets, or more blank player cards, visit our my website at www.gen1400.com or you can email me at george@gen1400.com

21.

DICE Hockey Changes

The following list are either changes or add ons to the current game.

21A.

Stamina

The new stamina system gives every player an A or B rating. See the stamina section for complete details on how the system works. If you have an older card set that still uses numbers for stamina, just ignore.

21B.

Line Changes

In addition to the original rules involving line changes, also use this. If one team brings the puck down the ice and gets off more than one shot before a change of possession, when the change of possession does finally happen and a forward currently has the puck, they **MUST** dump the puck allowing both teams to make wholesale line changes. For example, Team A brings the puck down the ice. They take a shot and then get their own rebound. They fire another shot and this one is rebounded to the defense teams Center. That Center must now roll the dice and dump the puck allowing both teams to change. If the rebound had gone to the defensive teams LD or RD, then line changes would occur as normal.

21C.

Player Cards

There has been a few changes to the player cards. The first change takes place at the top of the cards. Players who have taken a lot of shots will now be followed by *[] with a number after their names. This indicates how often the player shoots and the number ranks that player on that team. A player with a *[1] means he takes a lot of shots, more than anyone else on his team. For example. Alexander Ovechkin of Washington would have a card that looks like this: Alexander Ovechkin*[1]. On every players' passing column you will see To LD GS* and To RD GS**. This means that the pass has been made to the LD and he will take a shot using the opposing goalies card UNLESS, there is a player currently on the ice with an *[] rating. If there is, then the pass has gone to that player for a goalie shot. As an example. Ryan Malone has the puck and the result becomes To LD GS*. Since Ovechkin is one the ice and has a * rating, the pass now goes to Ovechkin and he has to shoot using the goalies card. The difference between the * and the ** is that if the result of the pass is only 1 * then the player currently on the ice with the lowest number must take the shot. If your result ends in 2 ** then the player currently on the ice with the highest number must take the shot. For a moment we are going to put Ovechkin and Crosby on the same team.

Their cards would look like this. Alexander Ovechkin*[1] Sidney Crosby*[2]. If they are on the ice together than every single result that says To LD GS* will result in a goalie shot by Ovechkin and every result that says To RD GS** will result in a goalie shot by Crosby.

The next change to the player cards are at the bottom of the passing columns. On each player card is the result TRV A and TRV B. If you get a TRV B result (95-96) just refer to the turnover chart, roll the dice again, and follow the instructions. If you get a TRV A, it means that the opposing team has taken the puck away and are now in possession of it. To determine which player is in possession of the puck, simply look at the number rolled and compare it to the chart on the defensive player lineup card. The range is 90-94. A 90 means the LW has stolen the puck, 91 Center, 92 Right Wing, 93 LD, and 94 RD.

With this new turnover system, anytime you have a modified number above 94, treat the result as a face off. For example. The defense is adding +10 to the current pass. You roll an 87, making that a 97. Since that modified number is larger than 94 treat that as a dead puck and have a face off.

21D.

Power Play/Penalty Killing

On each team's cover card they are rated in their PP(power play) ability and their PK(penalty killing) ability. When a team is on a power play check their PP rating and compare that to the opposing teams PK rating. Subtract the two ratings and this will tell you how many numbers to – from every pass. Ignore the defense and the passing ratings and just use this number for every player. For example, team A has a -14 PP rating and is now on the power play. Team B has a +3 PK rating. Compare the two and you get -11. Subtract -11 from every pass made until you score or the penalty has been killed. If another penalty occurs the you now have a 5-3 advantage, just double the modification to every pass. In other words, that -11 from every pass, has now just become a -22.

It is very important to note that that just like you can't modify past 94, you also can't modify less than 94. In other words no matter how many you are subtracting from the pass, on any rolls of 95-99, YOU DO NOT MODIFY and just use the result. For example. Team A is on a power play and they are subtracting -11 from every pass they make. They roll a 97. Do not count that as an 86. The 97 roll is a penalty.

22.

Clarifications

The following are not changes they are more clarifications, in case you ever find yourself in one of these situations. In a 5-3 situation the team killing the penalty, when they attempt to clear the puck they must roll the dice and hope for a result that doesn't end in LW or RW. Any clearing attempt that ends in RW or LW is a failed clearing attempt. Also DO NOT KILL EACH PENALTY INDIVIDUALLY. For example. Team A just got hit with a penalty. Team B is now on a 5-4 power play. Team A clears the puck and they just need one more clear. Team A is then hit with another penalty making it now a 5-3 situation. Team A clears the puck again. The first penalty has now expired and count 1 clear towards the second penalty.

4v4: At some point you will get 4 v 4 situations. Usually it will happen when one team has a penalty and then directly after the opposing team has a penalty. In a 4 v 4 situation play as you normally would with one big exception. Since both LW boxes are empty any pass that is directed to the LW, consider this as a clear by the team currently with the puck. Count the clear towards both players in the box and give the puck to the opposing team. For example. Team A is hit with a penalty. Team B is now on the power play. Team A clears the puck and Team B is now hit with a penalty. We will be playing 4 on 4 for one more clear and then Team A will get a short power play. During normal play Team B gets the result that says....To LW PS. Since both LW are off the ice, the pass goes the length of the ice and is retrieved by either the LD(odd roll) or RD(even roll). Team A is now in control of the puck and each penalty gets credit for a clear, meaning Team A's player is now out of the box and Team B needs one more clear. Team A will have a short power play opportunity.

Timing: With the change in turnovers you will also need to adjust to timing. In each period the timing is shots+turnovers. Count all turnovers towards timing but on shots only count the first shot of the possession towards your timing. For example. Team A shoots the puck. Then they get the rebound and shoots the puck again. Once again they grab the rebound and get off a third shot. Even though the team shot 3 times, only count the first one towards the timing. This will allow you to have games where sometimes you will get 15 shots a game and sometimes you will get 50 or 60 shots a game.

Extra Attacker: While you have possession of the puck, if a penalty is called on the defense do not stop play until you have a whistle or the team penalized gets control of the puck. Instead take any player from any line and add him to the line currently on the ice. This player is considered the extra attacker.

Whenever a pass is directed to the same player currently in possession of the puck, consider this a pass to the extra attacker.

For example, Sidney Crosby has the puck and he rolls for the pass, it says To C GS. Since Crosby is playing the C position, instead of taking the shot himself, he passes to the extra attacker and that player must take the goalie shot.

Pulling the Goalie: Late in the game when trailing, you may want to pull your goalie for an extra attacker. Take the goalie out of the lineup card and place your extra skater there. Any time a pass or shot is directed to the player currently with the puck, treat this as a pass or shot by the extra attacker. For example, the center currently has the puck and rolls the dice, the result says To C. Since our C already has the puck, he has passed to the extra skater.

Defensively, there are also some other changes when the opponent pulls their goalie. Once in control of the puck, the defense has some different options. They can attempt a dump of the puck. Roll the dice. Do NOT MODIFY the roll. If the roll results in a PS the puck has been dumped into the empty net for a goal. If the roll results in a GS then the extra attacker has kept the puck in the offensive zone for a steal. If the roll results in a simple Pass To, then the puck has been cleared for an icing call.

Instead of trying to clear the puck, the defense team can try to work a pass around. To do this, simply follow normal rules of passing. If at any time you roll and the result gives the puck to the current player in possession of the puck, then consider that a steal and the extra attacker is in control of the puck. After two consecutive good passes, roll the dice, if the roll results in a PS, then consider it as an empty net goal. All other results are a simple dump of the puck and the control goes back to the other team. Even rolls the RD has the puck and odd rolls the LD has the puck.

The Goons: What is a hockey game without the art of goon play? Goons can intimidate even the best players in the game. Any player in the game with a penalty rating of 75 or higher is considered a “goon”. Goons can either protect superstars or hound them. Whenever you are going against a “goon” add +1 to the dice roll on every shot attempt even goalie shots. You can counter this by playing your own goon. Goons can cancel each other out. Never add more than +1, so playing two goons against 0 or even two goons against one doesn't add anything more. All it takes is one goon to cancel out all other goons. For example. Team A has a line with one goon and Team B has a line with two goons. Both teams get no benefit because the goons cancel each other out.