

HOCKEY BONES SAMPLE PLAY

Let's take a look at a brief example of play in the exciting, fast paced Hockey Bones board game.

We'll begin with a faceoff to see which team controls the puck. I roll 3 dice, the blue and both white that come with the game. The blue die is the lead die, and the white dice are always added together. I roll 3 blue, 7 white (combined 3+4), and then I refer to the Faceoff Chart under the "3 across, 7 down" column and find "LW" in black type (left-wing). This means my LW home team has won control of the puck after the faceoff.

We'll use Nick Palmieri as my home team LW for this example. I now roll all 4 dice (including the red "special" die) and find 3 on blue, 8 white (combined), and 6 red. Looking at Palmieri's card I read across 3 and down 8 and I find the number 12. This is a possible shot. We don't need the red special die result on this particular roll, but we would use it if the result from Palmieri's card was a pass or an interception (to see who then gets control of the puck).

Continuing, I add the Defense Total of the three players opposite Palmieri's LW position (Note on the table below next to 5-5 the matchup to add defense totals) since Palmieri is in the LW position I add the RW+ RD+ C defense values, and they hypothetically sum 7 (2,2,3 being the defense values, i.e., the large number on each card), Palmieri's card below as an example has a 1 defense value. I check modifiers on the team defense table, which is -1 for the C (centers affect each defense calculation so their defense number adjusts). The Defense total is thus 6. Since 12, the original result of Palmieri's card is ≥ 6 , a shot has occurred! All shots are checked first on the shooter card and then on the goalie card.

I then find in the upper left of Palmieri's card the N(ormal) shot scoring chance range which is 1-10(3). I roll all 4 dice again, 6 blue, 6 white (combined), and 3 red. The 6 blue lead die is greater than the first number or 1 in this case scoring range, so Palmieri can't score off this shot (i.e., it's not a "quality" scoring chance). We roll next on the goalie card, the combined white die total and blue are consulted first; 4 blue die, 7 combined white die (read across 4 and down 7) results in a rebound for the shooter's team! The red die is a 2, which is RW (right wing) on the goalie's card Pass/rebound column (RBND), so Palmieri's teammate on the RW, Veilleux, has the rebound. The defensive LD and RD clearing values (the small raised black number on defender's cards) are added and compared to the Clearing Table. For this example the combined rating is 4 so a 2-12 roll is found via the 4 column on the Clearing Table. Roll all 4 die again and if the result is in that range the puck is cleared; if not, Veilleux will get an automatic rebound shot. Let's presume the puck is cleared by the defense. Veilleux loes the puck on an interception, find the interceptor and continue play.

That's it to play. The action is fast and furious with each roll building the excitement to the game.

Defense	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
4-4	0	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
3-3	0	1	2	3	4	4	5	5	6	6	7	7	8	8	9				
PK-4	0	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9
PK-3	0	0	1	1	1	2	2	2	3	3	4	4	5	5	6				
PP	LD*RD*+2 (*Forwards are lesser of "1" or their own)																		
5-5	LW or LD: RW+RD+C _{adj}										C _{adj}		0=0 1,2=1 3,4=2						
	RW or RD: LW+LD+C _{adj}																		
	C: LD+RD+C-2																		



Martin Biron

AVG 2.46 GOALIE GP 21
New York R

OE	1	2	3	4	5	6	RBND
-- 2	*c	*rw	*c	*c	*c	*c	1-LD
-- 3	*c	*rw	RW	*rd	*rw	*rw	2-RW
-- 4	RD	LD	*rd	RW	LW	*rd	3-LW
-- 5	*ld	RDG	F	CG	F	*ld	4-C
-- 6	RD	F	FG	FG	FG	F	5-RD
-- 7	F	R	R	R	F	F	6-
-- 8	F	*lw	*lw	LD	FG	LW	ROLL
-- 9	LWG	RWG	C	FG	C	*ld	1-RW
-- 10	*ld	*rd	RW	*rd	*rw	*ld	2-C
-- 11	*c	*rw	*rw	LDG	LDG	*c	3-LW
-- 12	*c	*c	F?1	PS1	*c	FG	4-RW

PENALTY SHOT: 1,2
SHOOTOUT: C

MC 0 AS 1-2
GM 0

11 HOCKEY BONES 12
MINS SHOT GOALS SAVE%
1220 519 50 0.9037
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Nick Palmieri

N 1-10(3) W [5]
P 1-10(3) GP29 - 9
D 1-7(5) NJD - MIN
S 1-3(4)

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OE	1	2	3	4	5	6	PASS
-- 2	14	*D7	6	*H	*D5	*D5	1-LW
-- 3	12	I	13	*H8	7	11	2-RW
-- 4	7	*D5	8	*D4	7	*D3	3-RD
-- 5	I?	*H	*D9	6	X	*D8	4-C
-- 6	14	*H	10	5	PPS	9	5-LD
-- 7	@	@	R	R	R	PPS	6-
-- 8	13	*H	12	IS	*D7	11	RD
-- 9	X	X	I?	*D6	@	6	6th
-- 10	X	3S	#	#	@	4S	ppRD
-- 11	5	9	*D6	10	*H7	*H9	pkRW
-- 12	*D2	PPS	*H6	*H6	#S	*D2	

MI 0 AS 6
MA 0
GM 0
MC 0
SO 1

11 HOCKEY BONES 12
GLS AST SOG PIM PPG SHG
4 3 55 14 0 0
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Stephane Veilleux

N 0 W [5]
P 0 GP1 - 21
D 0 NJD - MIN
S 0

OE	1	2	3	4	5	6	PASS
AB 2	#	#	#	#	#	X	1-LW
BD 3	*H2	*H3	*D8	*D2	*D3	8	2-RW
-- 4	@	1	7	I?	2	*D6	3-RD
-- 5	*H6	*H9	#	1	#	3	4-C
BD 6	*H	PPS	6	I?	X	*H	5-LD
AB 7	PPS	R	R	R	@	@	6-
D- 8	5	IS	7	*H	X	X	LD
-- 9	2	*H8	6	*H7	4	@	6th
-- 10	*D5	4	*H	5	*D7	3S	ppLD
-- 11	#	#	*H5	*D4	I	*H4	pkC
DD 12	#	#	#	PPS	#	#	

MI 39 AS 8
MA 39
GM 0
MC 0
SO 1

11 HOCKEY BONES 12
GLS AST SOG PIM PPG SHG
0 2 16 15 0 0
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