

## HOCKEY BONES Sample Play Through

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-using rulebook from download of PDF demo in 2014 (rules say "copyright 2012")

Welcome to my sample play through of Hockey Bones. I've seen people do the same for other games and I've found them very useful when learning to how to play a game.

**Since this was my very first time playing the game, I relied on the feedback of several Delphi forum members or used their posts on similar subjects in other threads: Vetsurg, Taerl712, PlanetNine, Boots472, Gehrigorr, Gregger63, Mike C, Bird Lives, Fuzzy522, Doc Savage, and last but not least, Tim Plum (the publisher). A GREAT BIG thank you to them for reading my drafts and correcting mistakes and answering questions and making clarifications.**

For this sample, I'm using the 66-67 Maple Leafs and Canadiens, with Montreal as the home team. This sample play only covers one period, which takes up 10 pages.

I use those plastic trading cards sleeves that can be put in binders (9 pockets per page) for the player cards. The forward lines are on one sheet, with the 4<sup>th</sup> line on the back, and the defensive pairs and the goalie are on the second sheet. This way, I don't have to have the player cards in stacks, or have them laid out loose on the table top. I use pennies to indicate which lines are on the ice.

For the home team, I use the forward line order 3-1-2-4 and the visiting team 1-2-3-4, so that the home team's checking line is against the visiting team's top line. For the defence, I just go 1-2-3 for both.

You need 4 six-sided dice: one blue, two white and one red. I sometimes use the Ball Roller program, available for free from Ballstat.com. I also have a dice-rolling app called Mach Dice on my iPod.

**Dice rolls are written as blue-white-red. For the dice rolls, you read the blue die as the column and the white dice as the row on a player's Action Matrix.**

Here is a list of some of the common events, so that you can quickly refer to them if you do not want to read the whole document:

**Shots on goal, including block/screen checks, p. 2**

**Determining "in-range" shots, p. 3**

**Awarding assists on a goal, p. 5**

**Injury check, p. 6**

**Penalty and power play, p. 7-8**

**Rebound, p. 8**

## GAME TIME

**Face-off:** Ralph Backstrom against Dave Keon. Keon has an A face-off rating, while Backstrom has none. Roll the blue and white dice, 6-8, refer to the face-off chart and the LW for the visitors, Frank Mahovlich, has the puck. *NB: if the face-off result had an A in the superscript beside the position, then Keon would win the face-off, regardless if it indicated that the home or visiting team got the puck.*

**Action:** Roll all 4 dice, 3-5-2. Look at the action matrix on Mahovlich's card, under column 3, row 5 and the result is **6**. Compare the 6 against the **opposing team's Team Defense rating**. If this number is **greater than or equal to** the Team Defense rating, then a shot on goal results. If it is not greater, then an interception occurs.

Look on the Team Defense chart, under 5-5 (for 5 skaters on 5 skaters). Mahovlich is a LW, so you have to add the defense ratings of the opposing RW, RD and C. The defense ratings are the large numbers on the bottom right of the skaters' cards. Some players have two large numbers in this area: the defense rating is the bigger number, while the smaller number is the Clearing rating (Clearing ratings are used during rebound situations). For the centre, Backstrom, you have to make an adjustment (this is shown on the Team Defense chart). He is normally a 3, but since he's a centre and it's 5-on-5, his rating is reduced to a 2. Larose is a 2 and Tremblay is a 3, for a total of 7. Therefore, Montreal has intercepted the puck.

Since there's an **interception**, we use the red die result above, 2, to determine which player on Montreal gets the puck. Look on Mahovlich's Pass column, which is the column on the right-hand side of the card, next to the Action matrix. A 2 shows that the RW on Montreal now has the puck, Claude Larose. **Move the timer to the first time, 24 seconds**, meaning 24 seconds has passed and play is now in the 25 to 48 second range

Roll on Larose's card: 1-7-1. Looking on column 1, row 7, the result is **@**. Since the teams are at even strength, we compare the red die (1), with the total of **the Passing Factors** of the Montreal players on the ice, not including Larose himself. The Passing Factors are shown as "Pass" with a number like +1 or +2 below it, near the bottom of the card, just above the player stats. The Passing Factors total 4 (greater than the die roll), so this results in a **shot on goal!**

### SHOTS ON GOAL:

**For every shot on goal, you need to roll all 4 dice and check for two things:**

- 1) **check for a possible blocked or screened shot by the DEFENDING team AND**
- 2) **if the shot is not blocked, look at the shooter's range.**
- 3) **USE THE SAME DICE ROLL FOR BOTH CHECKS.**

- 4) (The rules state that you check on the shooter's range first and then check for a possible blocked shot. But at least one gamer does it the other way around. This way, if the shot is blocked, there's no need to check on the shooter's range.)

*Note: Screens by the **shooting** team only happen in rebound situations. This situation occurs further down between time 14:24 and time 14:48.*

For a **potential** blocked shot to occur, refer to the Block shot chart.

1 blocker = white dice roll of 3

2 blockers = white dice roll of 3 or 11

3 blockers = white dice roll of 2, 3 or 11

4 blockers (only allowed while short-handed) = white dice roll of 3 or 9

5 blockers = white dice roll of 3 or 8

(i.e. If you have 4 blockers while playing at even strength, only 3 of them are counted for this check).

**For a blocked shot to occur, the above condition must be met AND the red die has to be 3, 4, 5 or 6. For a screened shot to occur, the above condition must be met AND a value of 1 or 2 on the red die has to be rolled.** Since this roll combination doesn't happen very often, it's quicker to look at the dice roll first. If the white dice condition is true, THEN check for defenders with block ratings (indicated by a large B on the card). If the number of defenders required for a block is on the ice, (eg. A roll of 11 with 2 blockers), then you have to check the red die roll. If the red die is a 1 or 2 (again, only while the white dice is 2, 3 or 11), then the block has actually failed, but the defender(s) has inadvertently screened his own goalie. If a screen happens, then you reduce the value of the blue die on the roll, which will increase the chance of the shot being "in-range".

Roll all 4 dice and the roll is 5-6-3. Since the white dice roll is 6, there is no potential for a blocked shot and no potential for a screened shot.

Now, check that **same dice roll, 5-6-3**, against the shooting range of the shooter, Larose. The shooting ranges are found in the upper left of the player's card, N for Normal (5-on-5), P for Power Play, D for a forward playing a defensive position (eg. The point on a power play), S for short-handed. Larose's N shooting range is 2-8(1).

**DETERMINING "IN-RANGE":** One of the following conditions **must** be true for something (eg. Shot, some penalties, clearing on rebounds) to be **in-range**:

-**blue die < value of first number in the range** (for Larose, this is a 2)

-**blue die = first number AND white dice < second number** (second number for Larose is 8)

-**if no number in parentheses in the range, eg. 2-10**

**-blue die = first number AND white dice = second number**

**-if number in parentheses (for Larose, it's a 1)**

**-blue die = first number AND white dice = second number AND red die <= number in parentheses**

Since none of the conditions are true for this dice roll, the shot is out-of-range.

Roll the 4 dice again and refer to the goalie's card to see the result. Roll is 2-12-6. Looking on Johnny Bower's card, the result is C, meaning that Bower saved it and Toronto's Centre (Keon) has the puck.

**Move the timer to :48.**

Roll on Keon's card, 6-6-6, which is **11**. We look at the Team Defense of Montreal's C (minus 2), LD and RD. The total is 9, so this is a shot on goal for Toronto.

Roll for the shot: 6-11-6. Since the white dice roll is 11, we check for blockers on Montreal. There is only 1 blocker, which requires a dice roll of 3. Therefore, the shot was NOT blocked. Since the shot was not blocked, it was not screened by the defending team either. Keon's N shooting range is 2-5(2). The shot is out-of-range, because it does not meet any of the conditions for an "in-range" result. Roll all 4 dice again and refer to the goalie's card. Roll is 1-4-6. On Charlie Hodge's card, the result is **\*rw**. This means that the shot was saved and the **shooting team's RW**, Pappin, has the puck. *Remember that a position indicated in lower case, like this example, means that the shooting team gets the puck. If a result with an upper case position happened, eg, RW, then the defending team gets the puck. Also, if the shot was in-range, then the \* indicates a goal. On newer card sets (eg. 2013-2014), the \* is not present. So a result of simply "rw" would indicate a goal on an in-range shot.* **Move the timer to 1:12.**

Roll on Pappin's card: 6-9-5. Result is 6. Montreal's Team Defense is 10, so it's an interception, with the RD, J.C. Tremblay getting the puck. **Move timer to 1:36.**

Roll on Tremblay's card: 4-4-2. Result is **Pf3**. This is a check against the number of forecheckers on the opposing team. A forechecker is indicated by an up arrow near the top of the card. The number after the Pf, 3, **is greater than** the number of forecheckers on the ice for Toronto, which is 1. This means a successful pass result. 2 on Tremblay's column indicates that Laperriere now has the puck. **Move timer to 2:00, time for a line change.** Since Laperriere has the puck, he cannot change, but everyone else can. Montreal's 1<sup>st</sup> forward line and Toronto's 2<sup>nd</sup> forward line come on the ice.

Roll on Laperriere's card: 2-6-5. Result is **2**. Toronto's Team Defense is 6. Toronto intercepts it, with Bob Baun getting the puck. **Move timer to 2:24.** Laperriere now changes.

Roll on Baun's card: 2-2-3, result is **\*H3**. Since Baun is not on the home team, this is treated as an interception. Montreal's Centre, Henri Richard, now has the puck. **Move timer to 2:48.**

Roll on Henri Richard's card: 1-2-4, result is **+5**. Since Montreal is not short-handed, we ignore the + and just treat it as a 5. Toronto's Team Defense: 6. Puck is intercepted by Red Kelly. **Move timer to 3:12.**

Roll on Kelly's card: 2-10-4, result is **P3**. This number is checked against the number of Intimidation Bars on the opposing team. These bars are the large letter I's on the upper right of the card, if present. If the P number is **greater than** the number of bars, a successful pass occurs. Montreal has 3 total, so it's an interception, puck goes to the RW. **Move timer to 3:36.**

Roll on Bobby Rousseau's card: 3-3-6, result is **10**. Toronto's Team Defense is 5, so a shot on goal results.

Roll for the shot: 2-7-4. The 7 indicates that there is no block, and therefore, no screen. Check against Rousseau's N shooting range: 2-6(4). Very close to matching a condition, but not in-range. Roll on goalie Bower's card: 6-3-6, **LDG**. Since the shot was out-of-range, it's NOT a goal (if it was in-range, the G indicates a goal), it's a save by Bower, and puck goes to Toronto's LD, Marcel Pronovost. **Move timer to 4:00. Time for a line change.** Pronovost stays on the ice until a whistle or he does not have the puck.

Roll on Pronovost's card: 4-11-6, **\*D4**. If the number after the D is **greater than or equal to** the sum of the defensive ratings of the opposing defensemen, then a shot occurs. Otherwise it's an interception. Montreal's defensemen's ratings total 7, so it's intercepted, puck goes to the RD, Noel Price. **Move timer to 4:24.** Pronovost changes.

Roll on Price's card: 1-3-2, **\*H3**. The H means to check if the puck carrier is on the home team, which he is. Compare the 3 to Toronto's Team Defense, which is 5. An interception, and Toronto's LW, Brian Conacher has the puck. **Move timer to 4:48.**

Roll on Conacher's card: 3-8-5, **\*D6**. The defensive ratings of Montreal's defensemen total 5. A shot on goal for Toronto. Roll for the shot: 2-7-1. 7 means no block possible. Conacher's N range is 3-3(1). **The shot is in-range**, since the blue value, 2, is less than the first number, 3, in Conacher's range. Roll on goalie Hodge's card: 6-10-3, **FG**. Since the shot is in-range, it's a **GOAL!**

**AWARDING ASSISTS:** Roll 3 dice and consult the Assists chart: 3-9. Result from chart: 2/23. The number before the slash indicates the number of assists to be awarded. Roll again, first to check if the goalie gets an assist. But a quick check of Bower's assist rating, the AS number near the bottom of the card, shows that it is 0. If the goalie has an AS rating above 0, then you would roll first to determine if the goalie gets an assist. And if there are still assists to be awarded after that check, you roll again to determine the remaining assists. Rank the other players on the ice, according to their AS rating, with the highest getting a rank of 4, and so on down to 1. Roll of 2-8, result of 2/41, and only look at the numbers after the slash at this point. The first assist goes to rank 4 (George Armstrong) and the second assist to rank 1 (Kent Douglas). To get the exact time of the goal, roll 3 dice and refer to the Exact Time chart, on the same sheet as the Timing Chart. Roll of 6-9, result of :15. Add that to 4:48 and the time of the goal is 5:03. **Toronto 1, Montreal 0. Move timer to 5:12.**

**Face-off:** 4-9, visitor LD, Larry Hillman. Roll on Hillman's card: 3-7-6, **Pf2**. There is 1 forechecker for Montreal, so this means a successful pass to a teammate. Check the 6 on Hillman's Pass column and the Centre, Pete Stemkowski, has the puck. **Move timer to 5:36.**

Roll on Stemkowski's card: 4-9-2, **I?** This means that Toronto has iced the puck and the face-off will be in Toronto's defensive zone. The ? means that there is a possible injury to Stemkowski.

**INJURY.** To determine if an injury has occurred, total up the number of intimidation bars on the opposing team to get the OIP (Opposition Intimidation Points). In this case, it's 0 (zero). Roll the blue die and the white dice, but subtract 1 from the blue die and consult the Injury chart. Roll: 2-9, adjusted roll of 1-9. **If the OIP is greater than or equal to the blue die, then consult the Injury chart, using the white dice total.** If the OIP is less than the blue die, which is what has happened in this case, no injury occurs. *(Note that it IS possible to have an injury with an OIP of 0. If the blue die is a 1, you would subtract 1 to get a modified roll of 0. Then you would consult the injury chart.)* **Move timer to 6:00, line change.** Since it's a face-off, all the players change. (NB: I made a mistake and forgot to put the 4<sup>th</sup> forward line on the ice for both teams when I was playing this. Oh well.)

**Face-off: 1-8,** Visitor LD, Allan Stanley. Roll on Stanley's card: 1-6-3, **PPS.** If Toronto was on the power play, it would be an automatic pass result. The S means that if either team was playing a Pressure Offense, then an automatic shot on goal for Toronto would be the result. Since there is no power play, the result is an interception. 3 on Stanley's card shows RD, so Montreal's RD, J.C. Tremblay gets the puck. **Move timer to 6:24.**

Roll on Tremblay's card: 5-10-3, **\*D5.** The defensive ratings of Toronto's defensemen total 7, so it's an interception. 3 on Tremblay's Pass column indicates that Toronto's RW, Jim Pappin, gets the puck. **Move timer to 6:48.**

Roll on Pappin's card: 2-5-1, **7.** Montreal's Team Defense is 10, so the pass is intercepted and the LD, Jacques Laperriere has it. **Move timer to 7:12.**

Roll on Laperriere's card: 4-5-4, **#.** An offside, or something similar, has occurred and there is now a face-off in the neutral zone. **Move timer to 7:36.**

**Face-off: 1-8,** visitor LD, Stanley. Roll on Stanley's card: 1-3-1, **\*H4.** Since Stanley is NOT on the home team, an interception occurs, and Laperriere has the puck for Montreal. **Move timer to 8:00, line change.**

Roll on Laperriere's card: 3-9-2, **I?** Montreal has iced the puck, but there's a possible injury to Laperriere. Toronto has 2 Intimidation Bars. Roll: 6-10, remember to subtract 1 from the blue die on injury checks; adjusted roll, 5-10. 5 is greater than the OIP of 2, so no injury occurs. Laperriere changes. **Move timer to 8:24.**

**Face-off in Montreal's end:** 1-6, home LW, Gilles Tremblay. Roll on his card: 6-11-5, **P3.** *(NOTE: If the result was a number with nothing else (i.e. 1 through 14), and the offensive team won the face-off, then you would add 2 to the numeric value. An initial result of 14, in this situation only, would be an automatic shot on goal, but that ONLY happens on face-offs won by the offensive team in the defensive zone and the subsequent action result is a 14).* Toronto has only 2 intimidation bars, so it's a successful pass. 5 on Tremblay's Pass column indicates LD, so Ted Harris has the puck. **Move timer to 8:48.**

Roll on Harris' card: 2-5-2, #. Face-off in the neutral zone. **Move timer to 9:12.**

**Face-off:** 4-9, visitor LD, Marcel Pronovost. Roll on Pronovost's card: 2-9-1, #. Neutral zone face-off. **Move timer to 9:36.**

**Face-off:** 1-10, home LW (AA). Since there are no players with AA face-off ratings on their card, Montreal's LW, Tremblay, gets the puck. Roll on Tremblay's card: 5-5-4, \*. An automatic shot on goal for Tremblay. **Roll for the shot:** 4-7-2. No block or screen. Tremblay's N range is 1-10. Shot is out-of-range. Roll on Bower's card: 5-8-5, C, save by Bower and Toronto's Centre, Red Kelly, has the puck. **Move timer to 10:00, line change.** Kelly stays on the ice, since he has the puck.

Roll on Kelly's card: 1-3-4, +I. Since Toronto is not short-handed, ignore the +. Toronto has iced the puck. **Move timer to 10:24.** Kelly changes.

**Face-off:** 4-7, home LW, Dick Duff. Roll on Duff's card: 6-6-3, IS. Neither team is playing a Pressure Offense game, so we ignore the S and Montreal has iced the puck. **Move timer to 10:48.**

**Face-off:** 1-5, visitor C, Stemkowski. Roll on Stemkowski's card: 2-8-3, X. **PENALTY to the player with the puck.** Roll 3 dice and look at Stemkowski's penalty column, which is just to the left of the Action Matrix. Roll: 5-12. The blue die is odd, so look under the O column (O for odd). Look at row 12, and the result is "-". This indicates a 2-minute minor penalty to Stemkowski. For penalty results of "-", D or M, you use the blue die roll to see if there's a delayed penalty or if the play is immediately stopped. If the blue die is 1 or 2, then it's a delayed penalty. The blue die was 5, in this case, so play is immediately stopped. Since this penalty result came from Stemkowski's card (i.e. Not from a retaliation, or from the Special Occurrences chart), there's a possibility that he also receives a 10-minute misconduct penalty. Check the player's MC range, and if it's greater than 0, roll the 4 dice. Stemkowski's MC range is 0, so no possibility of a misconduct and no need to roll. *If the MC range is greater than zero, roll the 4 dice and check to see if the MC rating is "in-range". If so, the player is assessed an **additional 10-minute misconduct** (i.e. 2-minute minor followed by 10-minute misconduct). The team does not play short-handed during the misconduct.*

*(Note: if it was a delayed penalty, Montreal would pull their goalie and put on a 6<sup>th</sup> skater. Then you would play it as an interception, roll the red die and look on Stemkowski's Pass column to see which player on Montreal would get the puck. If the interception goes to a vacant position, then play is stopped. Otherwise, the Montreal player only has ONE roll on his Action Matrix to determine whether it's a shot on goal or not. If he gets a shot on goal, then resolve the shot as normal. If the result on his Action Matrix from his one roll is a pass, interception, neutral zone face-off, injury or penalty, ignore those results and stop play immediately.)*

Toronto will now play with a man short (4 skaters). In this situation, leave the Centre position blank and have forwards at LW and RW. You may choose to have a centre play at the wing position while short-handed. **Move timer to 11:12.**

I chose to leave the players on the ice (Toronto's 3<sup>rd</sup> forward line, Montreal's 2<sup>nd</sup> forward line, and both teams' 2<sup>nd</sup> defensive pairs). When the normal line change comes up at 12:00, I'll change the normal sequence of line changing and put Montreal's top line and Toronto's top line on. You may choose to designate 2 power play units and 2 penalty-killing units if you wish.

**POWER PLAY. Face-off:** 6-7, visitor LD, Pronovost. Roll on Pronovost's card: 5-11-1, **I**. Since Toronto is short-handed, the I result here means that Montreal has intercepted the puck, RD Terry Harper. **Move timer to 11:36.**

Roll on Harper's card: 1-8-3, **5**. Since Montreal is on the power play, that value of 5 is increased by 1 to 6. Since Toronto is short-handed, we total the defensive ratings of ALL the players on the ice, not just certain players. The total is 10, and you now refer to the Team Defense chart on the PK-4 row. Under column 10, the number is 5, which is now the **modified** Team Defense. You now have to check for any Toronto players with penalty killing symbols on their cards. These are indicated by a star on the bottom right of the card. No one on Toronto has these, so there is no further adjustment. *If there were penalty killers, you would add 1 to the **modified** Team Defense number for **each** player with a penalty killer symbol.*

Harper gets a shot on goal. Roll for the shot: 3-6-6. No block or screen. Harper's P range is 0, so the shot is out-of-range. Roll on goalie Bower's card: 6-5-2, **LD**. Bower saves the shot and the puck goes to Toronto's LD, Marcel Pronovost. **Move the timer to 12:00, line change.** Keon and Ellis will be the penalty killers for the rest of the penalty.

*(I just noticed on re-reading that I jumped a time sequence here. Rather than re-play the rest of the period from this point, we'll just leave it as is).*

Roll on Pronovost's card: 3-9-3, **#**. Neutral zone face-off. Pronovost changes. **Move timer to 12:48.**

**Face-off:** 6-4, visitor LW (AA). Keon and Richard both have As on their card for face-offs, so treat the result as simply visitor LW. *If one of the centres had a AA on their card, then that centre would win the face-off and the puck would go to the LW of the team that won the face-off.* Roll on Keon's card (Keon takes the face-off, but is actually playing LW while short-handed): 4-10-6, **5**. Montreal's Team Defense on the Power Play is LD + RD + 2. *If a forward plays at one of the defense positions while on the power play, you use the lesser of 1 or their own defense rating.* In this situation, Montreal's Team Defense is 10, so it's intercepted. Since the red die is 6, we look at Keon's pass column under 6 and then where it says "pk" (for penalty kill). It says "pkC", so the puck goes to Henri Richard. **Move timer to 13:12.** Penalty is now over. Ellis changes and Toronto's full forward line 1 is on the ice.

Roll on Richard's card: 4-2-1, **X**. Penalty to Richard. Roll 3 dice, look at Richard's penalty column: 6-11. 6 means look in the E column (Even), and 11 is "-", 2-minute minor. 6 also means that the play stops immediately. Richard has an MC rating of 0, so there's no possibility of a misconduct, and therefore no need to roll for it. **Move timer to 13:36.**



**Face-off:** 2-11, visitor LD (A). Toronto's LD, Allan Stanley, gets the puck. Roll on Stanley's card: 1-7-4, **I?**. Toronto has iced the puck but there is a possible injury to Stanley. Montreal's OIP is 0. Roll is 5-7, subtract 1 from the blue die, modified roll is now 4-7. OIP is less than the blue die, so there is **NO** injury. **Move timer to 14:00, line change.** Toronto's 2<sup>nd</sup> forward line comes on, and John Ferguson and Ralph Backstrom come on the ice for Montreal to kill the rest of the penalty.

**Face-off:** 1-6, home LW (PP). Since Toronto is on the power play, they win the face-off and Larry Jeffrey has the puck. Roll on Jeffrey's card: 2-5-3, **6**. Add 1 because of the power play: 7. Montreal's Team Defense is 14, but converted to 7 for penalty kills on the Team Defense chart. Backstrom has a Star on his card, so the value is now 8. It's intercepted by Montreal, Backstrom has the puck. **Move timer to 14:24.**

Roll on Backstrom's card: 3-6-3, **\***. Automatic shot on goal. Roll for the shot: 1-2-2. No block or screen. Backstrom's S range is 1-3, so the shot is in-range. Roll on goalie Bower's card: 6-7-4, **R. REBOUND.** Bower saved the puck but there is a rebound. Check the red die result, 4, on Bower's RBND column and Jacques Laperriere has the shot. Now, total the Clearing ratings for the defensive defensemen. These ratings are the smaller numbers, if present, next to the player's Defense rating. In this case, it's 6. (*Note: only defensemen have clearing ratings. If a forward is playing at a defense position, his clearing rating is zero.*) If any forward position on the shooting team **other than the shooter** has a Screen rating, indicated by an S on the card (if present), then subtract 1 from the defensive team's total Clearing rating. However, Montreal is playing short-handed, so that modification cannot take place. Roll all 4 dice and consult the Clear chart: 5-9-4. Under the Def column, we look at 6, and the Clear range required is 3-12. The blue and white dice roll is **out-of-range**. The defensive team **has failed to clear the puck** and now Laperriere takes his rebound shot. Roll for the shot: 1-9-4. No block or screen. Laperriere's S range (S for short-handed) is 0, so the shot is out-of-range. Roll on Bower's card: 4-11-4, **RW**. Save and the puck goes to the RW, Ron Ellis. **Move timer to 14:48.**

Roll on Ellis' card: 1-7-5, **PPS**. Toronto is on the power play so it's an automatic pass result. Puck goes to Allan Stanley. *Since this was the first consecutive pass on the power play, no time advance occurs.*

Roll on Stanley's card: 5-8-2, **#**. Neutral zone face-off. **Move timer to 15:12.**

**Face-off:** 2-8, visitor C, Red Kelly. Roll on Kelly's card: 1-8-6, **IS**. Toronto has iced the puck. **Move timer to 15:36.** Penalty to Richard is now over.

**Face-off:** 3-6, home C, Backstrom. Roll on Backstrom's card: 6-7-3, **R**. Roll for Backstrom's shot: 5-9-6. No block or screen. Backstrom's N range is 1-11(3), so the shot is out-of-range. Roll on goalie Bower's card: 4-3-4, **\*c**. *Since the R result came from the shooter's card, you ignore any result on the goalie's card that does NOT result in a goal. The shot was out-of-range, so the result from the goalie card is NOT a goal. Therefore, there is a possible rebound. (If the shot WAS in-range, then the \* would indicate a goal, and there would be no rebound.)* Use the red die value, 4, and look on Bower's RBND column to see who gets the rebound shot: Laperriere. The Clearing Ratings for Toronto's defensemen total 6. Both Ferguson and Larose have S on their cards, but you only need one S to reduce the Clearing Rating, to 5 in this case. Roll all 4 dice, 2-12-5, and consult the Clear chart, looking under 5 on the Defense column.

The Clear range is 3-7(3). The roll is in-range (the blue die value of 2 is less than the first number, 3, in the Clear range). The puck HAS been cleared and it's now treated as an interception by the defensive team. Puck goes to Tim Horton on Toronto. **Move timer to 16:00. Line change.** The 4<sup>th</sup> forward lines and 3<sup>rd</sup> defensive pairs come on the ice.

Roll on Horton's card: 3-9-5, **4**. Montreal's Team Defense is 6. Interception and Jean-Guy Talbot has the puck for Montreal. **Move timer to 16:24.** Horton changes.

Roll on Talbot's card: 5-5-6, **XH**. Penalty to Talbot, since he is on the home team. Roll 3 dice, 1-10. Look under the O column on Talbot's card and the result is "--", a 2-minute minor. Since it's a "--" result, and the blue die is 1, then it's a delayed penalty. Toronto puts on a 6<sup>th</sup> skater and the play is now considered an interception. Roll the red die, result is 6, and check on Talbot's Pass column: Larry Hillman has the puck for Toronto. Roll on Hillman's card: 1-7-4, **R**. Roll for the initial shot: 5-6-5. No block or screen. Hillman's N range is 1-8(1), which is out-of-range. Roll on goalie Hodge's card: 3-6-3, **F**. Hodge saves it and freezes the puck.

As a further penalty check, Talbot **does** have a range for misconducts, 1-7(2). Roll all 4 dice: 6-10-1. No misconduct. **Move timer to 16:48.** Toronto's 2<sup>nd</sup> forward line and 2<sup>nd</sup> defensive pair come on for the power play, and Richard and Rousseau come on for Montreal with Harris and Harper on defense.

**Face-off:** 6-5, home LW, Richard has the puck. Roll on Richard's card: 1-6-6, **\*D6**. The defensive ratings of the Toronto defensemen total 6, so it's a shot on goal. Roll for the shot: 5-11-6. Since the white dice value is 11, we need to check for blockers on Toronto. The Leafs have 2 blockers, so the shot is potentially blocked. The red die is 6, which means that the shot IS blocked. Use the red die to determine who now has the puck for Toronto. Under 6, and under "pk", it says LD, so Pronovost has the puck.

**Move timer to 17:12.**

Roll on Pronovost's card: 6-2-2, **\*H**. An automatic shot on goal, but only if Pronovost was on the home team. Therefore, an interception and Richard has the puck for Montreal. **Move timer to 17:36.**

Roll on Richard's card: 3-7-2, **@**. This is a Passing Factor check. However, it does not apply when the team is short-handed. An interception, and Ron Ellis has the puck for Toronto. **Move timer to 18:00, line change.** Toronto's 1<sup>st</sup> line and 1<sup>st</sup> pair come on, and Montreal's 3<sup>rd</sup> line (Backstrom and Ferguson) and 1<sup>st</sup> pair come on.

Roll on Ellis' card: 5-2-3, **\*D4**. The defensive ratings of Montreal's defensemen total 8. An interception, and J. C. Tremblay has the puck for Montreal. **Move timer to 18:24.**

Roll on Tremblay's card: 5-8-2, **5**. Toronto's Team Defense (remember, on the power play, it's LD+RD+2) is 9. Interception, Allan Stanley has the puck for Toronto. **Move timer to 18:48. Penalty is over.**

Roll on Stanley's card: 2-11-2, **\*D3**. Montreal's defense players' ratings total 8. An interception, Claude Larose has the puck for Montreal. **Move timer to 19:12.**

Roll on Larose's card: 3-7-4, **R**. Shot on goal with possible rebound. Roll for the initial shot: 6-3-3. Since the white dice value is 3, we check Toronto for blockers. Toronto has 2 blockers, which would need a white dice value of 3 or 11. Since it's 3, the shot is potentially blocked or screened. The red die value is 3 (1 or 2 would be a shot screened by the defenders), so the shot is blocked. It's now treated as an interception, with Ron Ellis getting the puck for Toronto. **Move timer to 19:36.**

Roll on Ellis' card: 6-6-1, **IS**. Toronto ices the puck. **Move timer to 20:00.**

### **END OF PERIOD**

This ends the sample play through. Hopefully, this will give you enough of an idea of the different play results so that you can just play.