

### PTG HOCKEY Quick Reference Card

<b>SHOTS ON GOAL</b>	roll 4 dice, use <b>SAME</b> roll for block/screen shot check and for in-range check
<b>IN-RANGE CHECK</b>	<p><b>1 of these conditions MUST be true</b></p> <ol style="list-style-type: none"> <li>1. Blue die roll is <math>\leq</math> 1st number in shooter's range</li> <li>2. Blue = 1st AND White <math>&lt;</math> 2nd</li> <li>3. if no ( ) in shooter's range; Blue = 1st AND White = 2nd</li> <li>4. if there is ( ) in shooter's range; Blue = 1st AND White = 2nd AND Red <math>\leq</math> 3rd</li> </ol>
<b>BLOCK/SCREEN SHOT</b>	<p>On SOG roll, if White = 2,3,8,9, or 11</p> <p>-check defending team for # of blockers and consult Blocked Shots chart</p> <p>If enough blockers AND White dice = one of above, shot is blocked or screened</p> <p>Red = 1-2 means shot screened inadvertently by defending team</p> <p>Red = 3-6 means blocked shot</p> <p>If screened, then reduce Blue die value by 1 when checking for in-range on shot</p>
<b>REBOUNDS</b>	<p>If from shooter's card, resolve shot as normal BUT</p> <p>Ignore non-goal results from goalie's card; result is rebound</p> <p>Red value on goalie's RBND column: player with rebound shot</p> <p><b>Clearing check:</b> add clearing ratings of defending team's defensemen</p> <p>subtract 1 if player on shooting team, other than shooter, has S</p> <p>Roll 4 dice, consult Clear chart</p> <p>If in-range, defending team has cleared it; treat as interception</p> <p>If not in-range, puck not cleared, proceed with rebound shot</p> <p>If R from goalie card is <b>1st</b> shot, treat as rebound (do clearing check)</p> <p>If R from goalie card is <b>2nd</b> shot (i.e. rebound), then result is F (goalie freezes puck)</p>
<b>INJURIES</b>	<p>determine OIP (# of Intimidation bars) on opposing team</p> <p>roll 3 dice; subtract 1 from Blue die</p> <p>If OIP <math>&lt;</math> Blue, NO injury; If OIP <math>\geq</math> Blue, consult Injury chart</p>
<b>DEFENSIVE ZONE FACE-OFFS</b>	<p>If off. team wins and Action result is a #, add 2 to #</p> <p>if <math>&gt;</math> 14 after this adjustment, then shot on goal</p>
<b>ASSISTS</b>	<p>roll 3 dice; consult Assists chart for # of assists to award (# in front of slash)</p> <p>rank players by AS rating, 4 (high) to 1 (low); roll 3 dice, Assists chart, #s after slash</p>
<b>TIME OF GOAL</b>	roll 3 dice; Exact Time chart; add that time to end of preceding time sequence

## PTG Hockey Quick Reference Card

<b>PENALTIES</b>	<p>Roll 3 dice (Blue, White); if Blue is odd, check O column; if even, check E cross-ref with White value to get type of penalty</p> <p>If "-", D or M; then delayed penalty is Blue = 1-2; otherwise, play stopped</p> <p>If delayed, other team puts on 6th skater</p> <p>Interception; Red die to determine player with puck, gets ONE dice roll to take shot</p> <p>If shot, resolve as normal; if other than shot, play stopped</p> <p>If Red result for interception goes to empty position, play stopped</p> <p>If penalty from Action (i.e. not from Retaliation or from Special Occurrences)</p> <p>Possible misconduct: roll 4 dice, check MC for in-range; if yes, 10 mins additional</p> <p>Retaliations: If A, B, C, F, G; rank players by MI or MA ratings</p> <p>Roll 3 dice, consult Retaliations chart to see who gets retaliation penalty</p> <p>See Section 14.00, page 8, for details of different types of penalties</p>
<b>POWER PLAY</b>	<p>If numeric result, add 1</p> <p>If 1st consecutive pass, no time sequence; if 2nd, time seq plus auto shot on goal</p> <p>If forward playing D, defensive rating is LESSER of 1 or def. rating</p> <p>also if numeric Action result with this player, subtract 2</p> <p><b>All PP interceptions (i.e. by short-handed team) treated as Passes</b></p> <p>If Red = 6, look at position after "pk", eg. "pkLD"</p>
<b>SHORT-HANDED</b>	<p>If Star rating on player card, add 1 to Team Defense for <b>each</b> player with Star</p> <p><b>All SH passes treated as Interceptions (except if it goes to empty pos'n. on PP team)</b></p> <p>if Red = 6, look at position after "pp", eg "ppRW"</p>
<b>GOALIE PULLED</b>	<p>Team Defense for goalie-pulled team calculated as normal BUT add 1</p> <p>Successful passes go to 6th skater</p> <p>If interception by goalie-pulled team, puck goes to 6th skater</p> <p>If goalie pulled AND man advantage</p> <p>    If interception by other team and Red = 1,2 and 6-on-5: pass instead</p> <p>    If interception by other team and Red = 1-4 and 6-on-4: pass instead</p> <p>    If interception by other team and 6-on-3: pass</p> <p><b>Empty net shooting ranges</b> N, P, D: 4-12 ; S = 2-12</p> <p>If not in-range, no shot, refer to Red:</p> <p>    1-3 icing for shooting team; 4-6 interception, puck to 6th skater</p>
<b>PUCK TO EMPTY POSITION</b>	<p>From Pass? Then Interception (if opp also empty, player keeps puck)</p> <p>From Interception? Player keeps puck</p> <p>From goalie save? Goalie freezes puck</p>