HOCKEY BONES
Quick Reference

4d6: 1 blue, 2 white, 1 red

TIMING	Advance time whenever you roll on player's Action Matrix
	except when action code results in first pass on a power play or goalie-pulled man advantage
IN-RANGE CHECK **1 of these MUST be true**	**1. Blue die roll is < 1st number**
	2. Blue = 1st AND White < 2nd
	3. if no ( ), then Blue = 1st AND White = 2nd
	4. if there is ( ), then Blue = 1st AND White = 2nd AND Red <= 3rd
SHOTS ON GOAL	**Use SAME dice roll for blocked/screened shot check (1) and for shooter's in-range check (2)**
	1. Blocked shot check: Check def team for # of blockers and consult Blocked Shots chart
	If enough blockers AND **White dice** = required #, shot is blocked or screened
	Red = 1-2 shot screened by def team / 3-6 = blocked shot (treat as interception)
	If screened, then reduce Blue die value by 1 when checking for in-range from shooter
	2. Shooter check: Shooting ranges: N=ES, P=PP, S=SH, D=forward playing defence
	R: shot and rebound (see secn below); normal shot procedure (roll for shooter in-range)
	3. Goalie check: Roll 4 dice again, check goalie's card
	PS1: penalty shot if red=1, roll again for shot (PS range is 3-6); o/w puck frozen
	F?1: puck frozen, goalie injured if red = 1
REBOUNDS	**If from shooter's card ("R"), ignore ALL NON-GOAL results from G card; result is rebound**
	Ignore goalie injury or goalie penalty results on goalie card as well
	Red die value on goalie's RBND column: player with rebound shot
	If Red=6, roll again, check Roll section of goalie card
	Clearing check: add clearing ratings of defending team's defencemen
	Subtract 1 if player(s) on shooting team, other than shooter, has screening rating ("S")
	Roll 4 dice, consult Clear chart for In-Range Check; **if in-range, def team clears it**
	Treat as interception from shooter, red die for player on def team who now has puck
	If rebound shot (i.e. clearing check not in-range), follow normal shot process
	i.e. roll for in-range check on shooter's card and check for block/screen; then on G's card
	If R from goalie card is **1st** shot, treat as rebound (do clearing check)
	If R from goalie card is **2nd** shot (i.e. rebound), then result is F (goalie freezes puck)
ASSISTS **(roll 3 dice)**	First check against goalie's assist range
	Roll again; consult Assists chart for # of assists to award (# in front of slash)
	Rank players by AS rating, 4 (high) to 1 (low); roll again, Assists chart, numbers after slash
	OR use optional Assist Retaliation Cards (ARCs)
TIME OF GOAL	Roll 3 dice; Exact Time chart; add that time to end of preceding time sequence
INTERCEPTIONS **if red = 6**	ES: puck goes to opposing player indicated
	SH: puck goes to player indicated after "pk…"
	PP: treated as successful pass, puck goes to player indicated after "pp…"
DEFENSIVE ZONE FACE-OFFS	If O team wins and result is a #, add 2 to #; if > 14 after this adj, then automatic shot on goal
PRESSURE OFFENCE	5-on-5 or goalie pulled: any "S" on Action Matrix, by either team, is auto-shot
CHECKING GAME	5-on-5 or goalie pulled: Level 1 is -2 from # results; Level 2 is -3 from # results
INJURIES	Determine OIP (# of Intimidation bars) on opposing team
	Roll 3 dice; subtract 1 from Blue die (now known as Adjusted Blue)
	If OIP < **Adjusted** Blue, NO injury; If OIP >= Adjusted Blue, consult Injury chart
	If -1, for example, then reduce any plain numeric result by 1, or any P# results by 1
	A "P" result (normally auto-pass) becomes a P6, then modify by injury number

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PENALTIES ("X")	Roll 3 dice (Blue, White); if Blue is odd, check O column; if even, check E
	If "-"or "D" or "M", then delayed pen if Blue = 1-2; otherwise, play stopped
	On delayed penalty
	Interception: Red die to determine player with puck, gets ONE roll to take shot
	If shot, resolve as normal; if other than shot, play stopped
	If Red result for interception goes to empty position, play stopped
	If X in last 5 mins of reg or in OT, only a penalty if Red=1 (house rule)
	If penalty from Action (i.e. not from Retaliation or from Special Occurrences)
	Poss misconduct: roll 4 dice, check MC for in-range; if yes, 10 mins additional
	NB: 5-minute penalty = 12 sequences on timing chart
	Retaliations: If A, F, G (minor); rank players on opp team by MI ratings
	If B, C, M or # (major), rank players on opp team by MA ratings
	Roll 3 dice, consult Retaliations chart to see who gets retaliation penalty
	OR use optional Assist Retaliation Cards (ARCs)
	If it identifies player with 0 for MI or MA, roll again until it identifies player with MI or MA
	If no one on the ice with MI or MA, then no retaliation penalty
	If # result, Special Penalty; after MA check, refer to Special Occurrences chart, 3d6
	See Section 14.20, page 12 (2019 rules), for details of different types of penalties
	BENCH PENALTIES: Before each period, roll on team's Bench Minor Ratings chart
	If in-range, roll 3 dice on Bench Penalty table (odd/even) to det time of Bench Minor
POWER PLAY	**If numeric result from Action Matrix, add 1**
	If 1st consecutive pass, no time sequence; if 2nd, time seq plus auto shot
	If forward playing D, defensive rating is LESSER of 1 or def. rating
	Also if numeric Action result for this player, subtract 2
	If Interception by PK team and Red = 6, it's a pass for PP team instead
	Pass goes to position listed after "pp", eg. "ppLD"
	If Interception by PK team (Red=1 to 5) and it goes to an empty position on PK team, then
	it's a pass for PP team instead, pass goes to PP puckhandler, no time unless 2nd pass
SHORT-HANDED	**If Star rating on player card, add 1 to Team Defense for EACH player with Star**
	Passes/shots from @, PP or P# are interceptions by PP team
	For Pf1, Pf2 etc., if result is not auto shot for PP team, it is still an interception to PP team
	If Red = 6, look at position after "pk", eg "pkRW"
GOALIE PULLED	Team Defense for goalie-pulled team: determine 5-on-5 # first, then add 1
	Team Defense check against other team: same as 5-on-5
	Defense against 6th skater is the same as for the center (i.e. LD + RD + C - 2)
	PP rules for Action results for G-pulled team (i.e. 1st pass=no time); ES rules for other team
	Use N shooting range for players on goalie-pulled team
	If Red=6 on passes, pass goes to 6th skater
	If Red=6 and interception by goalie-pulled team, puck goes to 6th skater
	Some interceptions by non G-pulled team are PASSES by G-pulled team (i.e. check Red die)
	1-man advantage (6-on-5, 5-on-4, 4-on-3) and Red = 1,2
	2-man advantage (6-on-4, 5-on-3) and Red = 1 to 4
	3- man advantage (6-on-3) = automatic
	Empty net shooting ranges: N, P, D: 4-12 ; S = 2-12 / If shot in-range => GOAL
	If not in-range, no shot, refer to Red:
	1-3 icing for shooting team; 4-6 interception, puck to 6th skater
	If R (shot and rebound), treat as * instead (just a shot)
PUCK TO EMPTY POSITION	**From Pass? Then Interception (if opp also empty, player keeps puck)**
	From Interception? Player keeps puck
	From goalie save? Goalie freezes puck
	From face-off? Roll again on face-off chart, until it goes to an occupied position

Bench Penalties

	O	**E**
2	18:00	18:00
3	4:00	18:00
4	12:00	2:00
5	14:00	6:00
6	2:00	10:00
7	4:00	8:00
8	12:00	16:00
9	6:00	14:00
10	10:00	16:00
11	8:00	18:00
12	18:00	18:00