

## IN-GAME INJURY DURATION TABLES (2d10)

If Injury was...

	<u>-1</u>	<u>-2</u>	<u>-3/P</u>	<u>G</u>		<u>-1</u>	<u>-2</u>	<u>-3/P</u>	<u>G</u>		<u>-1</u>	<u>-2</u>	<u>-3/P</u>	<u>G</u>		<u>-1</u>	<u>-2</u>	<u>-3/P</u>	<u>G</u>
1	0	0	0	-2*	26	-1*	-1*	1	1d10	51	1	1d6-1	1d10	2d6	76	1d6	1d10	2d10	2d10
2	0	0	0	1	27	-1*	-2*	1	1d10	52	1	1d6-1	1d10	2d6	77	1d6	1d10	2d10	2d10
3	0	0	0	1	28	-1*	-2*	1	1d10	53	1	1d6-1	1d10	2d6	78	1d6	1d10	2d10	2d10
4	0	0	0	1	29	-1*	-2*	1	1d10	54	1	1d6-1	1d10	2d6	79	1d6	1d10	2d10	2d10
5	0	0	0	1d6	30	-1*	-2*	1d6-1	1d10	55	1	1d6-1	1d10	2d6	80	1d6	1d10	2d10	3d10
6	0	0	0	1d6	31	-1*	-2*	1d6-1	1d10	56	1	1d6	1d10	2d6	81	1d6	2d6	2d10	3d10
7	0	0	0	1d6	32	-1*	-2*	1d6-1	1d10	57	1	1d6	1d10	2d6	82	1d6	2d6	2d10	3d10
8	0	0	0	1d6	33	-1*	-2*	1d6-1	1d10	58	1	1d6	1d10	2d6	83	1d6	2d6	2d10	3d10
9	0	0	0	1d6	34	-2*	1	1d6-1	1d10	59	1	1d6	1d10	2d6	84	1d6	2d6	2d10	3d10
10	0	0	-1*	1d6	35	-2*	1	1d6-1	2d6	60	1	1d6	1d10	2d10	85	1d6	2d6	3d10	3d10
11	0	0	-1*	1d10	36	-2*	1	1d6-1	2d6	61	1	1d6	1d10	2d10	86	1d6	2d6	3d10	3d10
12	0	0	-1*	1d10	37	-2*	1	1d6	2d6	62	1	1d6	1d10	2d10	87	1d6	2d6	3d10	3d10
13	0	0	-1*	1d10	38	-2*	1	1d6	2d6	63	1	1d6	1d10	2d10	88	1d6	2d6	3d10	3d10
14	0	0	-1*	1d10	39	-2*	1	1d6	2d6	64	1	1d6	1d10	2d10	89	1d6	2d6	3d10	3d10
15	0	0	-1*	1d10	40	1	1	1d6	2d6	65	1	1d6	1d10	2d10	90	1d6	2d6	3d10	4d10
16	0	0	-2*	1d10	41	1	1	1d6	2d6	66	1d6-1	1d6	2d6	2d10	91	1d10	2d10	3d10	4d10
17	0	0	-2*	1d10	42	1	1	1d6	2d6	67	1d6-1	1d6	2d6	2d10	92	1d10	2d10	3d10	4d10
18	0	0	-2*	1d10	43	1	1	1d6	2d6	68	1d6-1	1d6	2d6	2d10	93	1d10	2d10	3d10	4d10
19	0	0	-2*	1d10	44	1	1	1d6	2d6	69	1d6-1	1d6	2d6	2d10	94	1d10	2d10	3d10	4d10
20	0	-1*	-2*	1d10	45	1	1	1d10	2d6	70	1d6-1	1d10	2d6	2d10	95	1d10	2d10	3d10	5d10
21	0	-1*	1	1d10	46	1	1d6-1	1d10	2d6	71	1d6-1	1d10	2d6	2d10	96	1d10	2d10	3d10	5d10
22	0	-1*	1	1d10	47	1	1d6-1	1d10	2d6	72	1d6-1	1d10	2d6	2d10	97	NC	NC	NC	5d10
23	0	-1*	1	1d10	48	1	1d6-1	1d10	2d6	73	1d6-1	1d10	2d6	2d10	98	NC	NC	NC	S
24	0	-1*	1	1d10	49	1	1d6-1	1d10	2d6	74	1d6-1	1d10	2d6	2d10	99	NC	NC	NC	S
25	0	-1*	1	1d10	50	1	1d6-1	1d10	2d6	75	1d6-1	1d10	2d6	2d10	100	NC	NC	NC	S

### NOTES/INSTRUCTIONS

- This chart was developed to replicate injury durations due to in-game injuries for use in modern day season replays with Hockey Bones

- During the game, note any player who suffers an injury and the impact (-1/-2/-3/P/G). Prior to the next game, roll 2d10 (tens/ones) and cross-reference the 2d10 result (Yellow) and the in-game impact columns. The resulting entry is the number of games the player will miss due to injury. For example, rolling a 28 for a "P" injury results in the player missing 1 game

- Any roll that results in a 2dX or more, the two numbers are added together (not tens/ones). For example, rolling a 92 for a "-2" injury results in a 2d10 number of games lost. The 2 d10s are then re-rolled with a 1 & 2, so this player would be out 3 games (not 12 or 21)

-1\*, -2\* indicate player can still play in next game but lingering effects reduce his effectiveness by the amount indicated

NC = Re-Roll on Next Chart Higher

S = Out for Season