

FOURTH STREET SOFTWARE HOCKEY—Summary Sheet / Advanced Options*

Timing

Every roll of the dice moves the clock except for face-offs.

0 seconds: FO, extra rolls on shots: **10 seconds:** 1st shot, 2nd LP; **20 seconds:** pd, sc, 1st LP, d/c, ice pp.

Face-Offs [no 2d6]

1. **2d10:** Home (dark d10) vs. Away (light d10) +/- FO () ratings.
2. +2 points for each man advantage (including 6th skater).
3. In case of ties: (1) team in offensive zone wins, (2) Home team wins in neutral zone, and (3) PP team wins.
4. d20 indicates the zone in which the face off is recovered.
5. **d6P** (d6 in numerals) identifies the player taking possession of the puck.
6. If the player identified is not on the ice, then a “loose puck” ensues.

Forechecking

Set forecheckers (1, 2, 3) in offensive zone whenever opponent has the puck in his own defensive zone.

Forecheckers may be moved only after: (1) gaining puck possession, (2) a loose puck, and (3) play stoppage.

* Defensemen who “pinch” and take possession of the puck in the offensive zone must be moved to the offensive zone. They may be moved back—one zone at a time—with each offensive play, or 1, 2, 3 above.

PLAY ACTION

- **2d10** (00-99) on player card.
 - * Skater in off zone can choose to shoot unless *inj* or *pen* occurs. Zone 3=SS, Zone 2=choice; Zone 1=WS.
 - * Skater can choose to D/C to next zone unless *ice*, *off*, *pn*, or *inj* occurs.
 - * Skater in any zone can choose to pass (pd) or skate (sc) unless a result other than pass or skate occurs.
- **d6P** identifies defender.
- d20 is used for match-up: $d20 \leq (\text{OFF rating} - \text{DEF Rating}) \Rightarrow \text{Offensive Card (otherwise Def. Card)}$.
- **2d6** result on Offensive or Defensive card.

Shots (Phase I) Block? [No 2d10]

- **2d6** on player card for shot location (e.g., C2 on goalie's card).
- **d6P** identifies defender for possible block (if defender is available in the defensive zone).
- d20 is used for match-up: $d20 \leq (\text{WS/SS} - \text{BL}) \Rightarrow \text{Shot gets through (no block)}$. **BL = loose puck**.

Shots (Phase II) Goal? [No d20]

- Identify location bonus (e.g., L/C/R = 2/1/0 on WS/SS)
- **2d6** result on WS or SS for possible WR/WL, “drift” (←), “tip” (⊕ +TP), or “screen” (⊕ +10)
- **2d10** (00-99) for GOAL: $2d10 \leq (\text{WS/SS} + \text{Location} + \text{TP/Screen} - \text{GOALIE}) = \text{goal}$.
- **2d10** (00-99) on Goalie's card for rebound, player, and location (or frz).

Rebound Shot (Phase I) Block?

- **2d10** (00-99) on player card (possible rebound shot, pd, sc, ws, ss, pen).
- **d6P** identifies defender for possible block (if player is in zone).
- d20 is used for match-up: $d20 \leq (\text{WS/SS} - \text{BL}) \Rightarrow \text{Shot gets through (no block)}$.
- **2d6** on player card for shot location (e.g., C2 on goalie's card).

Rebound Shot (Phase II) Goal?

- Identify location bonus (e.g., L/C/R = 2/1/0 on WS/SS)
- **2d6** result on WS or SS for possible “drift” (←), “tip” (⊕ +TP), or “screen” (⊕ +10)
- **2d10** (00-99) for GOAL: $2d10 \leq (\text{WS/SS} + \text{Location} + \text{TP/Screen} + \text{REB} - \text{GOALIE}) = \text{goal}$.
- **2d10** (00-99) on Goalie's card for rebound, player, and location (or frz).

Loose Puck [no 2d6] Same as FO (LP ratings). Roll d20 for new location. **Dark d10** = OFF, light d6 = DEF.

POWER PLAYS

- pd and sc plays vs. **PK** not DF or CH.
- After icing, Ⓢ takes control in his defensive zone at M2.
- +1 additional zone movement for PP team.
- SH-R: + 1-man/2-man rating to shooter when puck has not been blocked (Shot Phase II).

* **Fatigue:** -1 on all ratings for every extra 10 seconds on ice beyond shift lines.

EN: Subtract *EN* differential from *CK* rating for inferior team.

PH: If defensive team has higher *PH*, subtract differential from offensive *PS* and *SK* ratings.

TG: + *TG* to all *OFF* rating during last 5 minutes of game (within one goal).

* **D/C to Change Lines:** Must gain neutral zone. Turnover to opponent in his def zone (roll d20 for location).