

RED DIE RESULT								
DOUBLES	1	2	3-4	5-6	7-8	9-10	11	12
1-1	ATTACKER FLATTENED	ATTACKER CARDED	ATTACKER HARD CHECKED	ATTACKER UNSPORTSMANLIKE	MAJOR SCUFFLE	MINOR SCUFFLE	RESOLVE NORMALLY	RESOLVE NORMALLY
2-2	ATTACKER GOES DOWN - MAJOR	ATTACKER GOES DOWN	ATTACKER FREAK INJURY	ATTACKER GOES DOWN	MINOR SCUFFLE	RESOLVE NORMALLY	RESOLVE NORMALLY	RESOLVE NORMALLY
3-3	MOMENTUM SHIFT	MOMENTUM SHIFT	MOMENTUM SHIFT	DEFENDER BREAKAWAY	DEFENDER BREAKAWAY	DEFENDER BREAKAWAY	RESOLVE NORMALLY	RESOLVE NORMALLY
4-4	RESOLVE NORMALLY	RESOLVE NORMALLY	ATTACKER BREAKTHROUGH	ATTACKER BREAKTHROUGH	ATTACKER BREAKTHROUGH	LULL TIME	LULL TIME	LULL TIME
5-5	GOALTENDER INJURY?	GOALTENDER SCUFFLE	RESOLVE NORMALLY	GOALTENDER CRASH	DEFENDER GOES DOWN	DEFENDER FREAK INJURY	GOALTENDER UNSPORTSMANLIKE	DEFENDER HARD CHECKED
6-6	MINOR SCUFFLE	MINOR SCUFFLE	RESOLVE NORMALLY	MAJOR SCUFFLE	DEFENDER UNSPORTSMANLIKE	DEFENDER HARD CHECKED	DEFENDER CARDED	DEFENDER FLATTENED
ATTACKER /DEFENDER FLATTENED								
Flattened player must roll injury check for major injury. If major injury, automatic red card to opposing player, otherwise red card check to opposing player.								
ATTACKER /DEFENDER HARD CHECKED								
Checked player must roll minor injury check. If injured, automatic yellow card to opposing player, otherwise, yellow card check for opposing player.								
ATTACKER /DEFENDER UNSPORTSMANLIKE								
Key player makes a yellow card check for unsportsmanlike behavior.								
ATTACKER /DEFENDER GOES DOWN								
Key player goes down in a heap, possibly from something like a rolled ankle, but not because of malicious behavior of opposing player. Player must make injury check to avoid minor injury.								
ATTACKER /DEFENDER CARDED								
Key player is carded in a possibly questionable call by the referee. Player receives a yellow card and gets no check to avoid it.								
ATTACKER /DEFENDER FREAK INJURY								
Key player goes down with a freak injury. There is no roll to avoid this injury.								
ATTACKER GOES DOWN - MAJOR								
Key player goes down in a heap, possibly from something like a sprained ankle, but not because of malicious behavior of opposing player. Player must make injury check to avoid major injury.								
GOALTENDER CRASH								
Goaltender is pummeled by attacking player. Roll for goaltender injury using 3 for check. If injured, automatic yellow card for the attacker, otherwise yellow card check for the attacker.								
GOALTENDER UNSPORTSMANLIKE								
Goaltender makes a yellow card check for unsportsmanlike behavior.								
GOALTENDER SCUFFLE								
Goaltender and attacking player get into a scuffle. Both make yellow card checks. If both or neither team receive cards, re-roll twelve-sided die for control.								
GOALTENDER INJURY?								
Attacking team gets automatic shot on goal. Goaltender rolls save as normal and then makes an injury check at a 3 to avoid minor injury.								
MAJOR SCUFFLE								
Both key players must make minor injury checks. If either player is injured, opposing player automatically receives a yellow card. If the player is not injured, the opposing player must still make a yellow card check. Both key players have a chance to be both injured and receive yellow cards. If both or neither team receives a yellow card, re-roll twelve-sided die for control.								
MINOR SCUFFLE								
Both key players must make yellow card checks. If both or neither team receives a yellow card, re-roll red die for control.								
ATTACKER BREAKTHROUGH								
Chosen attacker makes amazing play past all defenders, sprinting to the goal! Automatic shot on goal regardless of defender.								
DEFENDER BREAKAWAY								
Defender gets an automatic steal and gets a breakaway attempt in the same minute! See breakaway rules to resolve the breakaway.								
MOMENTUM SHIFT								
No shot attempt or steal for this minute. Ignore control roll. Team not in control is now in control.								
LULL TIME								
No shot attempt or steal for this minute. Team in control remains in control.								
RESOLVE NORMALLY								
No special play. Resolve play as normal with values on the black and white dice. Re-roll the twelve-sided die for control if needed.								