

Notes for 2010-11 Season Face-off Hockey Card Set

The shadow symbol in this set returns to being ● instead of the ○ in recent sets.

Below are new rules making it into the computer game. You will see the symbols for them on the cards. They are of course optional in the board game.

New Rule #1 - Shootout

This isn't new, but players now have individualized ratings which appear on the cards. Take the shootout rating (SO below the penalty ratings) on the skaters card and adjust it according to the opposing goalie's rating:

if an A, subtract 2 from the rating

if a B, subtract 1 from the rating

if a D, add 1 to the rating

if an F, add 2 to the ratings

Rating cannot exceed 10, or be less than 0.

then you roll on the chart

Shootout range

0 = 1-6(1)

1 = 1-8(1)

2 = 2-5(2)

3 = 2-9(5)

4 = 3-6(6)

5 = 3-12(6)

6 = 4-8(1)

7 = 5-5(2)

8 = 5-9(5)

9 = 6-6(6)

10 = 6-8(5)

If the roll is In-Range, then it is a goal.

New Rule #2 - Forwards can now block shots.

Some forwards will have the B symbol on their card.

Blocked Shot

1B = 3

2B = 3, 11

3B = 2, 3, 11

4B = 3, 9

5B = 3, 8

1, 2 = Screen

3, 4, 5, 6 = Blocked

Only 3 blockers on the ice count unless:

A) the team is on the PK;

B) the team is playing in checking 1 game, then 4 blockers can count;

C) the team is playing in checking 2 game, then 5 blockers can count;

Special Occurance (#) Penalties

You will notice alot less of the special occurance (#) penalties. These penalties were "extra" penalties assigned on top of the actual earned penalties to the biggest goons, but the routine that assigned these things hadn't changed in years and no it no longer fits the current NHL. Now these symbols will be extremely rare, and honestly unless the worst of goons play in your league, they are probably more or less gone from the game.