

## PUNISH CHART

**Cross Check both Player's Aggression Ratings and roll 1d20. If the roll is in Range, the Punish was successful! If not in Range, the Punish Failed! Once you know if it was successful or not, roll for the Result of the Punish Attempt.**

DEF AGG RATING	ATTACKER'S AGGRESSION RATING								Roll 1d20	
	1	2	3	4	5	6	7	8	9	10
1	10	9	8	7	6	5	4	3	2	1
2	11	10	9	8	7	6	5	4	3	2
3	12	11	10	9	8	7	6	5	4	3
4	13	12	11	10	9	8	7	6	5	4
5	14	13	12	11	10	9	8	7	6	5
6	15	14	13	12	11	10	9	8	7	6
7	16	15	14	13	12	11	10	9	8	7
8	17	16	15	14	13	12	11	10	9	8
9	18	17	16	15	14	13	12	11	10	9
10	19	18	17	16	15	14	13	12	11	10

## PUNISH ATTEMPT RESULTS

**If SUCCESSFUL roll 1d6:**

**If UNSUCCESSFUL roll 1d6:**

**1, 2 = Ball Knocked Loose. #**

**1 = L3 Penalty on DEF Player**

### 3 = ATT Player commits L1 Penalty!

**2 = L2 Penalty on DEF Player**

**4 = DEF Player steals the Ball! They**

**3 = DEF Player totally misses ATT!**

pass the Ball to an open teammate of choice! They shoot a 3 Pt Shot!

**The ATT player shoots and scores!**

4 = ATT shoots and scores. DEF Playe

5 = ATT is forced to make a bad play.#

also commits a L1 Penalty!

5 = DEF Player is injured! They can

6 = DEF makes a beautiful hit on the ATT!

The ATT not only loses the ball, but the

- **DER Player is injured. They can return in 3 Segments! DROP ZONE**

**The ATT must only lose the ball, but the ATT has to sit out the next 2 Segments! #**

**6 = Both Players Fight! FIGHT IT OUT**

# = Change of Possession

**0 = Both Players Fight: FIGHT IT OUT  
PLUS! See Instructions**

## ICEKETBALL DRAMA CHART

Roll 1d6 to determine which Zone is affected. 1, 2 = Green 3, 4 = Yellow 5, 6 = Blue. Then roll 1d20!

1. An amazing Defensive play energizes the DEF Team. There is a Change of Possession. Also, Increase that team's Control Range by 2!
2. The Attacker comes up limping after this Segment. Mark this Segment as a Push. The Attacker is out for the rest of the game!
3. The Defender is Playing at the top of his Game. His Defending and Rebounding is a "10" for the rest of this Game! The Attacker shoots!
4. For the rest of the Game, this ATT is on fire and shoots! Make note that for this Segment and all to come, everyone of their Ratings is a "10"!
5. The Defender blocks the shot leading to a Rebound and 3 Point shot made by the Attacking Teams Anchor!
6. The Bench Player for the Attacking Team, with the lowest shooting Rating, unexpectedly heats up and makes two 3 Point Shots in Back to Back Segments. Give the next Segment a 3 Minute Time.
7. The ATT Player slips and falls allowing the DEF Player to cause a Change of Possession!
8. The crowd erupts after a massive dunk, energizing the Home Team! Give the Netter for the Home Team 2 Points! The Home Team has their Control Range increase by 3 to give them more of an advantage in future Drop Zones for this game only.
9. The Defender knocks the Ball loose, passes to their Netter, who slams in a 2 Pointer!
10. The Attacker goes on a 3 Segment Scoring Streak! Each Segment is the same time as this Segment. Each Score is dictated by this Zone!
11. The Ace of the ATT Team makes the shot, but the Referee overturns the shot after a review! The shot does not count, but the momentum of the game changes! The ATT Team Controls the next 2 Segments and the Ace scores 4 Points each Segment! Each Segment is 3 Minutes.
12. The Attacker makes the shot, and the Defender commits a L1 Foul after the shot. The Referee gives the Attacker 1 Contested Shot!
13. The crowd is silenced after a massive Defensive Play, energizing the Visiting Team! The Home Team has their Control Range decreased by 3 to give them a disadvantage in future Drop Zones for this game only.
14. The Defending Player slips and falls leaving the Attacking Player to make the shot. The Anchor gets the 3 Points.
15. This and the next 2 Segments are done by Line 2 of both teams. Roll on the Action Chart as normal.
16. The Anchor of the Attacking team takes a shot in the Yellow Zone that is massively blocked by the Defender, sending the ball into the Stands ending the Segment! Since the Defender was the last to touch the ball, The Attacking team gets to keep Control for the next Segment.
17. For this shot and the rest of the Game, this DEF is on fire! Make note that for this Segment and all to come, everyone of their Ratings is a "10"!
18. The Attacker is Playing at the top of his Game. His Shooting, Skating and Passing is a "10" for the rest of this Game! The Attacker shoots!
19. The Defender comes up limping after this Segment. Mark this Segment as a Push. The Defender is out for the rest of the game!
20. An amazing Attacking play energizes the ATT Team. They score from the rolled for Zone. Also, Increase that team's Control Range by 2!