

Hockey Blast - Outdoor Game

Weather Effects Chart

Created March 2021 by Derek Jones

Before the game, roll the two dice and refer to the chart below to see what weather effect(s) will be added. Rule adjustments for each weather effect are listed on the next page.

When a 12 is rolled on any faceoff (except when playing 3-on-3 OT), refer to the bottom chart on this page.



WEATHER EFFECTS

2	EXTREME COLD ★
3	SUN/MILD
4	HIGH WIND ★
5	SNOW ★
6	NORMAL
7	NORMAL
8	NORMAL
9	EXTREME COLD ★
10	LIGHT RAIN/FOG
11	SUN/MILD
12	SNOW ★

★ = EXTREME WEATHER EFFECT

Roll the dice again. If the result is another extreme weather effect, add that effect to the game, too. Otherwise, ignore the second dice roll.

● = WEATHER CHANGE

Any weather effect applied to the game (except Extreme Cold) is nullified.

If weather conditions are normal, roll the dice and refer to the Weather Effects chart to see if weather effects get applied for the rest of the game. (Ignore Extreme Cold result.)

ADJUSTMENTS TO UNUSUAL RESULT (12) ON FACEOFF CHARTS

2-6	INJURY	10	EQUIPMENT PROBLEM
7-9	WEATHER CHANGE ●	11	ODD GOAL
		12	RARE RESULT

WEATHER EFFECT RULE ADJUSTMENTS

EXTREME COLD

Wind chill factor ranges from 0° F to -40° F. Ice becomes chippy, which affects puck travel. Players and officials want to get through the game as quickly as possible.

Subtract one triangle and add one square to the total for players currently on the ice.

Ignore all fight and cheap shot results from the minutes and penalty charts.

HIGH WIND

15-35 mph wind gusts make skating difficult.

Roll 1d6 to see which team skates against the wind in period 1 and the first half of period 3:
Odd=home, Even=away

When a team skates against the wind, ignore all its SPEED qualities.

Teams switch sides at the 10-minute mark of the 3rd period. If no lull, remove any momentum and resume play in the 11th minute with a faceoff.

SNOW

Constant snowfall affects skating, puck handling, and visibility.

Ignore SKILL quality for all skaters.

For play chances, if the black die is 1 or both dice are 1, it's automatically a save and faceoff. If only the white die is 1, it's a goal.

Play stops after the 7th and 14th minutes for snow removal (if no lull). Remove momentum and resume play after stoppage with a faceoff.

LIGHT RAIN/FOG

Light rain or fog slightly affects the visibility of the players. Puddles on the ice affect puck travel.

Subtract one triangle and add one square to the total for players currently on the ice.

For play chances, if the black die is 1 or both dice are 1, it's automatically a save and faceoff. If only the white die is 1, it's a goal.

Roll 1d6 to determine if rain/fog delays the game: 1=Rain/fog increases, causing visibility and ice issues. Game is delayed until suitable playing conditions are established. When play resumes, neither team can gain momentum for the next 10 minutes. 2 to 6=No delay. Play starts/continues using the adjustments mentioned above.

SUN/MILD

Sunny sky softens the ice surface, affecting puck handling and speed. Sun angle could cause visibility problems for goalies.

Ignore SPEED quality for all skaters.

Subtract one triangle and add one square to the total for players currently on the ice.

Roll 1d6 to determine if sun angle delays the game: 1=Sun angle interferes with players' vision and/or softens ice too quickly. Game is delayed until suitable playing conditions are established. When play resumes, neither team can gain momentum for the next 10 minutes. 2 to 6=No delay. Play starts/continues using the adjustments mentioned above.

NORMAL

Seasonable temperatures, light/no wind or precipitation, overcast.

No weather effects at this time.