

# Where is Sidney Crosby's Hit & Run Rating?

I have every confidence that you are veteran computer sports games and I will not insult or bore you as if you are clueless.

Action! PC Hockey is set up very similar to their baseball game; individual players have several ratings that will influence their simulation performance. Today I want to walk thru the player rating categories and give you some insight to not only what they reflect but how they may work together to form synergies. Using hockey synergies is a lot like putting together a batting order to take advantage of early speed, a consistent 3<sup>rd</sup> hitter, power in the 4 and 5 holes etc.

Most of the games ratings are on a 10 to 1 scale. 10 is the best and 1 is the worst

**OFF** – This is a players overall offensive rating. 8's+ are powerful, 6's would be the average for a 20 team league. 4's can be a role player but low than 4's will not help your offense.

**Passing** – Passing is key to (1) get out of your own defensive zone so Defensemen need solid passing. Your Power Play guys need to be good passers. Since Centers are in the middle of most of your offense passing as a key rating for them. Passes from higher rated passes result in better scoring chances. Passing is a big deal rating.

**Shooting-Inside** –this will be the players scoring potential when in close to the goal. It also will indicate players who are good net front guys who can screen and deflect shots. A good Power Play unit should always have at least one forward with a high rating at Shooting Inside.

**Shooting-Outside** – this will be the players scoring potential when out near the blue line, so key for defensemen or forwards who you want to play the point on your Power Play Unit. The higher the rating also means more shots on goal from the point which also means more rebounds for your Inside Shooter.

**Shooting-Middle** is not a rating but the game uses combination of both inside and outside shooting to determine the result. In the games manual it has a chart that give you a way to approximate a player mid-range scoring rating. After years of playing it is still hard to understand and all I can conclude is that it also contains a random factor when calculated. Best method to get a feeling is just to average the two ratings.

**Shooting-Penalty** – is the players rating to score (1) on a breakaway or (2) on a penalty shot. Very few shoot-out go past 3 or 4 shooters, so try to get a few good ones but do not stress over it.

**Skating** – Speed Kills in the NHL and also in the game. Slow defensemen can be a liability. If you have a fast skater do not play him with a pair of slow skaters he will have nobody to pass to or get a pass from.

**Face-off** – The ability to win face-offs. Ask 10 veteran Action! PC Hockey coaches and you will get very different impressions of the value of top face-off guys. I always want 1 high rated Center in case I have to win a face-off and I do not want Centers below 6 for my top two lines. Use this as a tie breaker when you are comparing Centers not a critical skill.

**DEF** –The players overall defensive rating used the same way the offensive rating is used.



**Note\*\*\*\*\***

*To evaluate players you need to look at both their OFF and DEF ratings. The best players will be 13+, in a 20 team league 10.5 is about average and below 9's are role players at best. New Young player especially those who have not played many games are rated pretty low so do not be surprised how little they can help immediately, but judge them by their future abilities. Sometimes you can see that in TOI (Time on Ice).*

*You can also look for a low rated kid with a good Passing or Speed ratings as an indicator of potential.*



**D-Zone** – is the player's ability to defend in your defensive zone. More important that the DEF rating for 3<sup>rd</sup> pair players who will not be expected to contribute offense. You will see players with 5.9 DEF ratings but have a D-Zone rating of 6.1 as a part-time player that D-zone rate means more.

**D-Forecheck** – Marginally important for defensemen but very important for defensive style forwards. If you want to put together a checking line the D-Forecheck is key for those forwards.

**Takeaway** – Anytime you can take the puck away from your opponent is a big deal. Take-away leaders are keys to your season if you can sign 1 or 2.

**Block** – The ability to block shots is (IMHO) overly important in Action! PC Hockey. Every blocked shot means no goal, no rebound and highly likely a change of possession. You Penalty Kill players will be mediocre without good block shot ratings.

**Hit** – The ability to hit (Body Check) has some subtle impact in-game. It causes more turn-overs, it causes more injuries, it also results in more penalties for your team, but the biggest in-game impact in to can give your team a temporary skills boost called Momentum. A solid Hit will give you guys a boost. You do not need hitter to thrive but if you want to build a Broadstreet Bullies style team get good PK men and a good goalie and kick ass.

**PK** – this is a funny rating there are just 4 ratings values "blank" which means the player was almost never used to kill penalties. If you use him to PK he will not do well. "\*" 1-Star denotes players who were used occasionally on the PK. It also means the normal DEF ratings will be slight downgraded while in the PK.

"\*\*" there are your primary PK guys you can expect their DEF rating to be accurate while on the PK. Finally you have PK Specialists "\*\*\*\*". Not many and often not all-around players. Their DEF rating will actually get a bit better while killing penalties. If you team get a lot of penalties it may be smart to get one \*\*\*.

**Sportsmanship** – This rating will determine how many penalties this player will receive and the severity of the penalties. It will also be the trigger of suspensions.

**Durability** – Durability is based on number of NHL games played. It affects the number of injuries a play may get and also the duration of the injury. A player who played in every NHL game will never be injured for more than the duration of the game. A low rated durability player will be injured for longer periods. The game actually adjusts this rating as the season goes not. So if Patrick Kane played in 61 NHL games and in the MWHL gets injured for 20 games early in the season, he unlikely to be injured for any duration again in that season. However the other side of that coin is true also. If Kane plays uninjured into game 70 there is a pretty high chance he will get hurt and the injury will carry over into the play-offs.

We did not talk about Goalies today, but they are a whole different animal and will need a write-up of their own.