



# Solo Hockey Gameplay Example

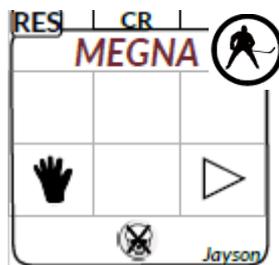


It's the 2022 Final, with Colorado (2021-22) playing on Tampa Bay's (2021-22) ice. First we'll check the absences and starting Morale of both teams. Let's roll 2d6 on the "Gameday" chart (p. 9).

First roll for COL...

Starting Morale D, Absence 1 AWAY (one player of the team playing away i.e. Colorado), starting formations 1/5. Let's check who is absent. Roll d20... **12**

Counting from formation 1 down, the twelfth player is Aube-Kubel. Let's cover his card with the "Absence" tile. J. Megna from the reserve will play for him. Let's mark him with any marker.



*Megna plays for Aube-Kubel*

Now Tampa Bay...

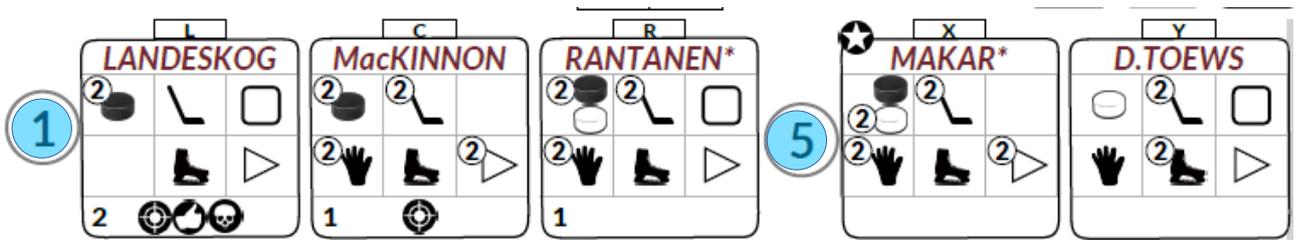
Starting Morale B, no absences, starting formations 2/6.

Tampa will have the initial Initiative, as they have rolled more (6-2)

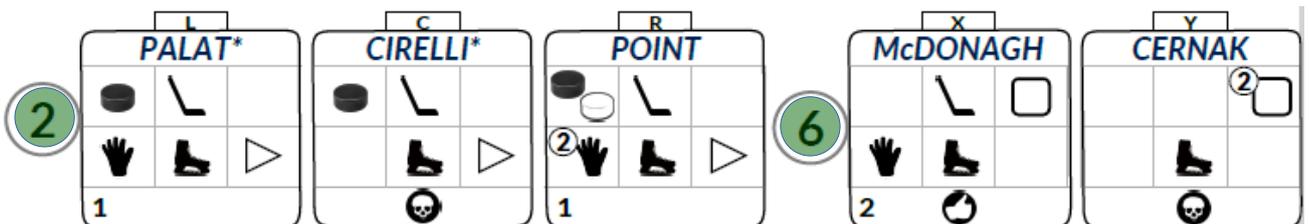
The starting goalkeepers will be... (roll 2d6 and check result in upper right corner of the goalie card) 2d6 for COL: **3** – Kuemper, 2d6 for TB: **6** - Vasilevskiy.

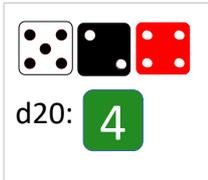
No surprises.

TB starts as **ATT** (Attacking) team, COL is **DFD** (Defending) team.



*Starting formations: COL (up), Tampa (down)*





d20: 4

It's time for the big (hopefully) match to begin. The first face-off...  
The basic mechanics of "Solo Hockey": roll 4 dice and check the result according to the "Even Strength" chart. See box „52” (white die-black die)  
 Event: "HARD HIT!" TIME +9 (now 3:00). Line changes: DFD arrow up/-. Colorado must change forward formation by moving the token up. They can't do this because the "1" formation is the highest so he moves the token to a lower formation ("2"). We go to the event's description:  
 If ATT player (  L,  C,  R,  X,  Y,  choice) has  he shoots SHOT A, see d20  
 ATT X skater is McDonagh. He has one Checking icon so he shoots. SHOT A d20 (4) + shooter's black pucks (0) = 4. Shot is wide. Initiative change.  
 Now COL is ATT team.



d20: 9

„GOOD POSITIONING!”. TIME +2 +1 (red die) (now 4:00).  
 Line changes: ATT up/down. COL 1/6  
 1<sup>st</sup> or 2<sup>nd</sup> period: see d20 result: D20 is 9: FACEOFF. Add Experience of COL 1/6  
 1-10 FACEOFF [EXPERIENCE] formations: the sum is 6. TB Experience of 2/6:  
 [MORALE], sum is 4. Colorado gains Initiative again.



d20: 18

„WHISTLE!”. TIME +5 +4 (red die) (7:00). Line changes ATT up/-. COL 2/6  
 Penalty for DFD C player (Cirelli)! D20 roll was not used this time so we can use it on the PENALTY chart. 18 result is 2 min Minor penalty for High sticking.

LET'S PREPARE TEAMS FOR THE POWER PLAY

①   
 Cover Cirelli's card with the penalty tile

②   
 Place PP-END token is placed six spaces ahead of actual TIME (on 9:00)

④ Initiative goes to PP team (COL)

⑤ ATT can change one formation (up or down), COL changes 2 for 1. Current lines: 1/6

⑥ Now TB can change one formation (up or down), they change 6th defender line to 5. Current lines: 2/5

POWER PLAY CHART  
  
 d20: 6

TIME +3 (8:00). Line change ATT up/up. COL 2/5  
 ATT skater X (Makar) shoots. SHOT B: d20 (6) + number of white pucks on the shooter's card (2) = 8. „Shot straight at the goalie”.

POWER PLAY CHART  
  
 d20: 11

TIME +1 (8:20). Event! This is a special type of Power Play event. This time we have to generate the Event on the "Even Strength" chart.



HARD HIT! TIME +9, Line change DFD up/- but... (IMPORTANT) we do not move the Time marker or change the lines during this type of Power Play event (TIME is still 8:20).

ATT player L (Burakovsky) has no Checking icon so he shoots from distance SHOT B (-1). D20 (10) + white pucks (0) - 1 (shot modifier) = 9. Shot deflected...

PP is still on so we return to Power Play events.

#### POWER PLAY CHART



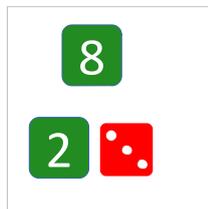
Great roll! HOCKEY GENIUS! TIME +0 (8:20) and no line change.

**GOAL!** Scored by (red d6) R ATT player: **Nichushkin. 1-0 for COL.** PP is over. Remove penalty tile from Cirelli's i PP-End token from the Time track.

(IMPORTANT) GOAL EFFECT chart. It's the key element of „Solo Hockey”. See just rolled red die (5).

*Team scored goal MOR+1 IN high MOR team ATT 4/6*

Colorado's Morale level increases by 1 (to C). The Initiative token goes to the team with the higher Morale level (it's Tampa, their Morale level is still B, the goal loss did not affect them negatively). New lines in ATT team (TB) 4/6.



*(OPTIONAL RULE) EXACT EVENT TIME*

TIME of scored goal: 8:15 - 7 (d20 8 -1) sec. = 8:12

*(OPTIONAL RULE) ASSISTS.* Number of assists (d20: 2): 1 assist. The assist is given to the skater with the highest Speed (d6: 3) among the players on the ice at the time the goal was scored. This is Makar (Speed 2).



BATTLE FOR THE PUCK! TIME +9 (11:20), line change ATT (Tampa) -/up (4/5)



GOOD CHANCE! TIME +4(3+1) (12:40), no line changes. In this moment Tampa has no skater with 2 „Deking” or 2 „Speed” so L forward (Maroon) shoots on goal. SHOT A: 4(d20) + 1 (shooter's black puck) = 5. Puck intercepted, Initiative goes to the opponent.



PHYSICAL PLAY! TIME +5 (14:20), no line changes. We compare Experience level of both centers (COL Kadri 2 vs TB Joseph 0): Initiative for COL and +1 Morale level (now B).



d20: 19

BLITZ ATTACK! TIME +2 (15:00), line change ATT up/- (COL 1/5). Initiative is grabbed by the SAD team (TB). Action! DFD player X (Hedman) has 1 Speed so left ATT forward (Maroon) shoots. SHOT B: 19 (d20) + 0 white pucks = 19. Shot is on target! Goalie (Kuemper) tries to save... Let's go to GOALIE chart.

GOALIE CHART

d20: 11

11+2 „shields” icons on Kuemper's card = 13. Great save... but puck is deflected. DEFLECTION chart. Roll d20 + d6.

DEFLECTION CHART

11

Puck blocked if DFD skater C (MacKinnon) has KEY SKILL (red die is 4: this time KEY SKILL is Positioning). MacKinnon has 1 Positioning icon, Colorado regains puck and Initiative as well.

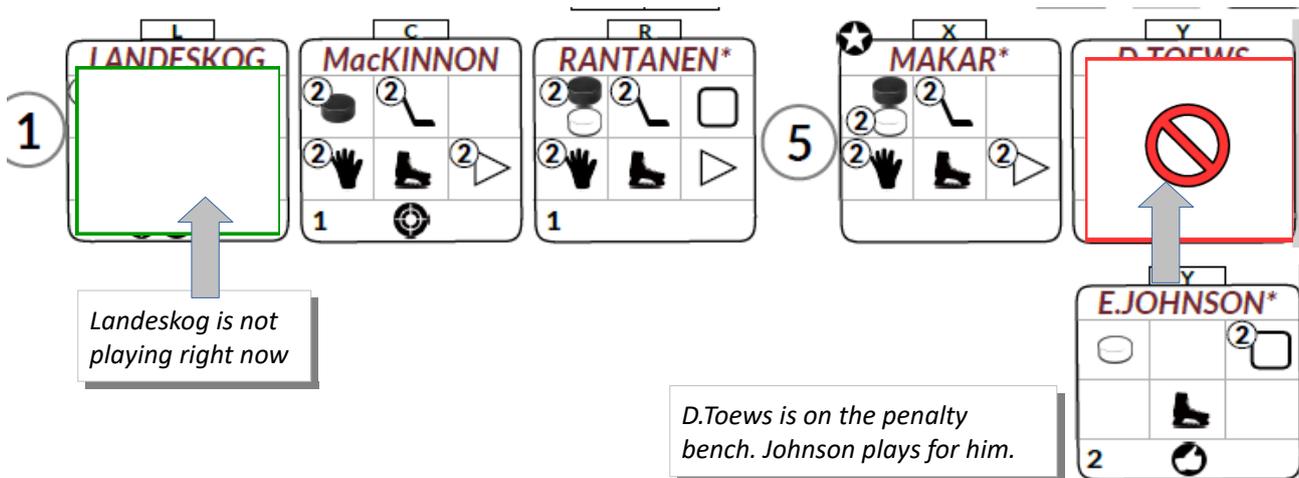


d20: 20

DANGEROUS PLAY! TIME +1 (15:20), no line changes. Penalty for HAPPY (COL players are happy, because they are winning) Y skater (D.Toews). Penalty chart shows (d20:20) that's minor penalty for delaying the game.

PREPARE FOR THE SECOND POWER PLAY:

1. Initiative token goes to Tampa (team with 1-man advantage)
2. „PP end” token is placed six spaces ahead, on 17:20 space.
3. We cover D.Toews with „penalty bench” tile, assume that defender under his card (Johnson) plays for him. It's good to have two defenders on ice.
4. TB change 1 formation up or down: forwards from 4 to 1 (token moved down from 4th line appears up on 1st line). Current lines 1/5.
5. COL changes 1 formation up or down. They want to have Makar and Johnson on ice so they change 1st forward line to 2nd. Now they still have 5 skaters so they decide to cover Landeskog in order to have 4 skaters. L position is empty. Current lines 1/5.



**POWER PLAY CHART**d20: **18**

GOOD DEFENSE! TIME +2 (16:00), line change: ATT 2 OTHER. Tampa changes both formations to different ones: from 1/5 to 2/6.

**POWER PLAY CHART**d20: **6**

POKE CHECK! TIME +1 (16:20).

**POWER PLAY CHART**d20: **6**

TIME +2 (17:00). DFD's L skater has no „stick” icon, because this position is empty. Unfortunately for Colorado, they did not gain a Counter.

**POWER PLAY CHART**d20: **17**

TIME +2 (17:40). Time token jumped over PP-end token so PP ends. No event (lucky for Colorado). Because of the scoreless Power Play, check the red die result on the "NO GOAL IN POWER PLAY" micro chart. Result 4 is "DFD 2 OTHER LINES." Colorado changes lines 1/5 to 2/6. Markers from Landeskog and Toew are removed. The initiative still remains with Tampa.

d20: **18**

TIME +red die 1 (18:00). No line changes. Red die result is less than sum of „boots” icons of Tampa forwards so choice skater takes a shot. SHOOT A! All 2nd line forwards have 1 black puck so we roll red die to determine shooter (1-2 for L, 3-4 for C, 5-6 for R). It's **6**, Point (right forward) shoots. **18** (d20)+1 black puck is **19**. Surprise shot and... he scores!!! Great **GOAL! 1-1**.

GOAL EFFECT chart – see just rolled red die (6).

1. MORALE CHANGE: Team who scored goal MOR+1. Now Tampa's Morale is A. **Euphoria effect!** We will go to „Euphoria” chart after resolving this event.
2. INITIATIVE: HOME team – Tampa.
3. LINE CHANGE: DFD(COL) 4/7

**12****17****(OPTIONAL RULE) EXACT EVENT TIME**

TIME of scored goal: 18:00 – 11 s. (d20 12 -1) sec. = 17:49

**(OPTIONAL RULE) ASSISTS.** Number of assists (d20 11): 2 assists.

First assist (d6 3): fastest player. Palat and Cirelli have 1 Speed. We draw among them: Palat has an assist.

Second assist (d20 1): random skater from all the skaters on team's card. Roll d20 is 17. Counting from 1L to 7Y the 17th player is Rutta and he gains the assist.

Now we can resolve the "Euphoria" effect of the Tampa team. This team is drawing so we'll roll a d6 to see what they gained through excellent Morale.



16

13

TIME +4 (19:20). Tampa gained extra shot! Choice skater of 3rd forward line takes a wristshot (SHOOT A). Perry has 1 black puck so he shoots:  $16+1 = 17$ . Kuemper tries to save...  
GOALIE CHART. D20 13 + 2 „shields” = 15, Kuemper saves! Puck hits the post!  
This is the end of „Euphoria”. Tampa's Morale is back to level B. The match goes on...



d20:

10

GOOD POSITIONING! TIME +2+5. Time token is out of the Time track, current event is cancelled. First period is over.

GOOD POSITIONING! TIME +2+5. Time token is out of the Time track, current event is cancelled. First period is over.

---

As you can see, the game goes quickly and smoothly. We had a lot of excitement, shots, big saves, two penalties, even the „Euphoria” effect of „A” Morale. After playing a few games, you will remember where the relevant tables are and get a lot of satisfaction from the games.