

Solitaire Rules

Deck construction

In the solitaire game, you take on the role of the commander of one side and battle against the enemy's forces. Construct a deck, both for yourself and the opposing side, however you wish within the normal limitations. The enemy deck must contain the same Supply point value of units as your own and it must also contain the same amount of common, uncommon, rare and Special cards as your deck.

It is usually easiest to build your deck first, count the total Supply point value of the cards in your deck, and the number of common, uncommon, rare and special cards. Then build the enemy deck according to those guidelines. The most challenging solitaire games involve well rounded decks on both sides – for a real challenge, try winning two games, using the same decks, but playing one game as one side and then switching sides.

Setup

Setup differs from normal play in Terrain deployment, the placement of enemy troops, and the determination of the enemy's aggression level.

Terrain

Choose nine Terrain cards that have a combined value of 32 points. Place these out randomly in the standard three by three grid.

Enemy Forces

Divide the enemy's cards into two decks: a Unit Deck and a Specials Deck. Sort enemy Units cards, fortifications and obstacles into the unit deck and all other Special cards into the Specials Deck.

Shuffle the Unit Deck and deal three cards face down into each of the three zones along the enemy's edge of the Battlefield. Once the cards are dealt, flip them over. Move artillery units back into the Headquarters. Place obstacles along the edge of the zones in which they are located – if more than one obstacle appears on the same zone, deploy one in front of the zone and set the extras aside. Aircraft units move to the Airfield. Mount any infantry unit on a transport unit if possible.

Deal out additional cards face down to replace all of those that were moved. Flip these cards over, repeating the entire process until each of the three enemy zones reach their stacking limit. Make sure that all enemy artillery units are in the Headquarters, all aircraft units are in the airfield, and all obstacles and fortifications are properly deployed and occupied.

Although all of the enemy cards are full up, they are considered unspotted (spotted status in solitaire play is discussed below). Once placement has been completed, shuffle the Unit Deck and the Specials Deck together. Include any extra obstacles set aside earlier. After shuffling, deal a starting enemy hand of seven cards. Don't look at these cards yet.

Friendly Troops

Buy starting forces as you would in a regular game – that is, count out the appropriate setup Supply for your side, then subtract out the cost of the Terrain cards in your starting row. Deploy your troops normally, deal yourself a starting hand, and then roll first turn Supply for both you and the enemy. Each side gets the same number of Supply dice as in the standard game.

Aggression Level & Aggression checks

The last thing to do before starting the game is to determine the enemy's aggression level. Roll a die. The result is the aggression level for the game, which is used when making aggression checks. Whenever the rules call for an aggression check, roll a die. If the result is less than or equal to the Aggression level, the check is passed and the enemy will take aggressive action. If the roll is greater than the Aggression level, the check is failed and the enemy does not act aggressively.

The enemy's action

In addition to playing your own deck, in solitaire play you control the enemy forces. The enemy follows a programmed procedure which will be outlined later. In addition, there are several other factors to deal with, explained below.

Spotted vs Unspotted

You'll need to keep all enemy cards face up, even when the units are unspotted. Because of this, you'll have to keep track of which units are spotted and which aren't by non-standard means. One option is to place all unspotted so that their text is upside down, then turn them right side up when spotted.

Another option is to place markers (different from the ones used to mark damage) on spotted units.

Enemy Card Play

Once the game has started, place the cards of the enemy hand face-up off to one side where you can easily refer to them. Throughout the game, play enemy Special Cards at the first available opportunity. The only exception to this is when there are multiple cards which may be played at the same time, but which are mutually exclusive. This applies primarily to Special Cards which affect assaults, such as Night Infiltration or Surprise Attack. In these cases, choose one of the appropriate cards randomly. Do not play a Special Card if the cost of doing so will reduce the enemy Supply Stockpile below 5.

Enemy Targeting Criteria

Enemy units choose targets based upon the following criteria, listed in descending order of importance: First, enemy units attack units of the type against which they have the most firepower (For example, a German Motorcycle Troops unit will attack an infantry-type target instead of an armor target if it has the choice). If there is more than one target of the best type, the unit attacks the target with the lowest Def (taking hits into consideration). If there is still a tie for the best target, the unit attacks the target with the highest total infFP and armFP. If there is still a tie, choose randomly between the possible targets. Note that as a result of this process, units firing at the same type will tend to gang up on one enemy unit until it is destroyed before attacking a new target.

Enemy Turn Sequence

In the Solitaire game, you play through both your turn and the enemy's. The enemy turn follows a modified sequence, as described here. As you play through each enemy turn, follow these steps using the enemy units and cards in the enemy hand.

Reinforcement Phase

First, play all applicable Special cards (such as Supplies or Divisional Reserve).

Then perform Reinforcement Phase actions in the specific order in which they appear on the turn sequence card. During your turn, as usual, you do not have to follow a specific order, but always follow the listed order for the enemy's turn.

Refit enemy units only if doing so does not drop the enemy Supply Stockpile below 5. If not all damage can be repaired, refit units in the forward-most zones first. If not all those units may be repaired, determine randomly which are refitted.

Deploy as many enemy units and Specials as possible without dropping the enemy Supply Stockpile below 5. Begin with the most expensive units in the enemy hand. If some units are of equal value, determine the order in which they are deployed randomly. If the most expensive card cannot be deployed without dropping the enemy Supply Stockpile below 5, play the most expensive card that won't drop the enemy Supply Stockpile below 5. If the Headquarters reaches its stacking limit, don't deploy any more units this turn.

When deploying Fortifications, Obstacles and attachments cards, place them in, on, or adjacent to the enemy's forward-most zones or units. If multiple zones qualify, determine which gets the reinforcements randomly.

Air Action Phase

First, play all applicable Special cards. Then, if the enemy has aircraft units in the enemy airfield, check to see if they launch. Starting with the fighters, make an aggression Check for each enemy aircraft unit. If the Aggression check is passed and launching the enemy aircraft will not drop the enemy Supply Stockpile below 5, launch the fighter. If you have aircraft in your airfield, make a second Aggression Check for each enemy fighter that launches. If the fighter fails this second Check, it moves into a CAP position. If it passes, move the fighter adjacent to your forward-most units. If more than one enemy aircraft unit attacks the same zone, consider them to be grouped.

Once you've Aggression Checks for fighters, move on to bombers. Move all bombers which launch adjacent to your forward-most units. If multiple zones are equidistant, determine which zone each aircraft flies to randomly. Make a second Aggression Check for each bomber; if this Check is passed, the bomber will fly to the rear-most position in which you have units – This will usually be your Headquarters.

During your turn, enemy fighters on CAP always attempt to intercept the first of your aircraft to launch.

Recon Phase

The enemy always uses the maximum dice available for recons. Divide recon dice evenly between all unspotted units of a zone. If enemy troops have a choice of your zones to recon, choose the forward-most zone. If more than one qualifies, choose the one with the most unspotted units. If it's still a tie, choose randomly.

Bombardment Phase

Resolve all enemy air strikes.

Artillery bombardments are handled in the Fire & Maneuver Phase.

Fire & Maneuver Phase

Resolve this phase in the following steps:

First, determine the order in which you will move enemy units. Start by rolling one die: on a result of 1 through 3, resolve all Aggression Checks and actions during this phase starting with the left-most enemy position and working to the right zone by zone. On a result of 4 through 6, resolve all Aggression Checks and actions from the right-most enemy-held zone, working to the left.

Next, check for movement and assaults. Perform one Aggression Check for each column of zones on the Battlefield. If the column passes, place a marker on the forward-most enemy occupied zone in that column.

If **all** of these Battlefield column Aggression Checks failed, check for bombardments (if any passed, skip this step). Perform an Aggression Check for each enemy artillery piece which has sufficient range to attack one of your spotted units. If the artillery unit passes the Check and firing will not drop the enemy Supply Stockpile below 5, it immediately bombards your closest spotted unit. If multiple spotted units are at equal distances, the artillery fires on the unit that best fits the enemy targeting criteria (described above).

Next, perform assaults when aggressive units (that is, enemy units in the columns that passed the Aggression Check mentioned above) are adjacent to zones held by your troops. Resolve these in the order determined at the beginning of the phase. The enemy will only launch an assault if there is sufficient Supply to send all of the units in the zone without reducing the enemy Stockpile below 5. If aggressive enemy artillery units have enough range to reach the zone under assault, and not supplying does not drop the enemy Supply Stockpile below 5, then support the assault with up to two enemy artillery units. If there are more than two enemy artillery units which can support an enemy assault, use the ones with the highest total FP. If Aggressive enemy troops in multiple zones can assault a single zone, they do so (making a flanking attack) provided there is sufficient Supply.

When enemy troops capture one of your zones, move all of the troops which participated in the assault into the zone. If troops from multiple enemy zones capture a single zone, the captured zone is occupied by the force with the highest Supply cost total. If all forces are equal, determine the occupying force randomly.

When all assaults are over, finish the remaining Battlefield movement. Start with all zones which passed their Aggression Checks but did not perform assaults. All such units move one zone closer to your Headquarters if possible. All units on the Battlefield behind these units move as far forward as possible without moving past the front line units, except the artillery units on the Battlefield, which never move forward into a zone adjacent to your Headquarters. Dig in all units that do not move and are capable of digging in.

Finally, perform Headquarters movement. Resolve the movement of non-artillery units in the Headquarters first. Move units in the order of their Supply cost, with the most expensive unit moving first. If a Battlefield column has no enemy troops in it, units move to create a full zone in that column. Otherwise, move units one at a time into separate columns, working across the Battlefield in the order determined at the beginning of the Phase.

Artillery units move after all the others. Move artillery pieces one at a time into separate columns. If possible, move each enemy artillery piece so that it can support the enemy's forward-most units.

Friendly turns

Use the normal turn sequence on your turns. Remember to play Special cards from the enemy hand to take effect during your turn at the first appropriate opportunity. If you assault an enemy zone, Supply all the enemy in the zone from the enemy Supply Stockpile. If the enemy has the available Supply and uncommitted artillery units within range, commit up to 2 artillery units to the defense of the zone-if there is a choice, use the artillery with the highest FP. When defending, the enemy Stockpile may drop below 5 points.

Victory & Defeat

The game ends when one of the Headquarters is taken. If the enemy captures your Headquarters, you automatically lose. If you take the enemy's Headquarters, but have fewer

victory points than the enemy, the game is a draw. To win, you must both take the enemy's Headquarters and have more victory points than the enemy. If, at the end of any enemy turn, there are no enemy combat units in the Headquarters and you have units in the adjacent zone, the game ends and you are considered to have taken the enemy Headquarters.