DEVIL PIG GAMES

HEROES OF NORMANDIE
BIG RED 1 EDITION

SOLO MODE

HEROES SYSTEM TACTICAL SCALE

RULES & SCENARIOS

SUMMARY

RULES

SCENARIOS

1 - PRESENTATION

We are happy to present to you, "finally!" some would say, the **Solo Mode** for **Heroes of Normandie** and **Heroes of Stalingrad**. Now you can play almost any **HoN** or **HoS** scenario against a cardboard **Artificial Intelligence**.

The **Heroes System** is, by definition, a sandbox. We always wanted to add whatever we could imagine to simulate any WWII situation in a Hollywood-style. This is what gives our game all its richness and flavor, but also its complexity.

The challenge of a **Solo Mode** for the **Heroes System** was therefore to find a solution that would allow us to retain all the diversity of situations, the enormous variety of units, Special Abilities... everything that makes our baby the action packed game it is. We wanted to develop a system that could support everything we had already created for the **Heroes System**. An **AI** that can challenge you in any scenario and handle the endless amount of gameplay in a game of **Heroes of Normandie or Stalingrad**.

But creating such an **AI** would have resulted in setting up a monster, totally at odds with the fluidity of the Heroes System.

A "scripted" **Artificial Intelligence** just felt wrong as that is only fit for specific **Solo Mode** scenarios. We needed a system suitable for the myriad of other scenarios available, from Core Boxes and Expansions to the evergrowing Downloads section of our website. Most or all of these have already safely nested within the **Heroes System** collections of our faithful players.

So we developed a system that is more flexible at the expense of more involvement from you, the solo player. When it comes to activating an **AI** unit, you will of course be helped by the game system, but sometimes you will have to make certain choices in place of the AI, such as identifying which Objective is most important to it, which of your units represents the greatest danger, which is the best position for one of its units, ...

Which brings us to this first rule:

THE COMMON SENSE

The first and most important rule to apply is the rule of the **Common Sense**.

Please heed this advice:
- On the **AI** turn, always play in its best interests.
- When activating an **AI** unit, or placing an Order Token on one of its units, only consult the Decision Tables if you do not see an obvious solution.
- If an action puts an **AI** unit in a situation that you consider absurd, don't take it.
- The system governing the **AI** cannot be perfect, nor as good as computer-driven **AI**. You alone are in charge of the difficulty of the **AI**. Allowing the **AI** to play stupidly, will result in bland **SOLO** games devoid of excitement. On the other hand, if you heed our advice, the AI will defy you to ingeniously overcome its challenges and possibly defeat it... honourably.

SCENARIOS

Despite our best efforts, the **Artifcial Intelligence** we have developed still has certain shortcomings.
The **AI** cannot play a faction which must perform a specific action (such as placing an explosive in a particular location, collecting items scattered on the battlefield, ...), but that doesn't really matter. After all, it's up to the player to achieve the complex goals whilst the **AI** instead tends to behave and respond according to common tactics.

We listed the existing scenarios in chapter 5 (p.17) identifying whether they are suitable for the **Solo Mode** and adding clarifications where needed. From this point forward, any information required to use the **Solo Mode** will be integrated in future scenarios.

Some scenarios will be created specifically for the **Solo Mode**. Two of these are already included in this booklet.

We hope that playing our **Solo Mode** will give you as much pleasure as we had whilst developing it, and that it will offer you many challenges that meet and exceed your expectations.

We love you because you are the best gaming community we have ever seen!

Yann & Clem

1.2 - COMPONENTS

↓ ACTION CARDS - x70
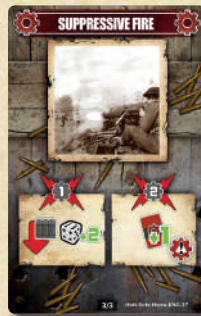
↑ Front ↑ Back

↓ REACTION CARDS - x46

↑ Front ↑ Back

↓ DANGER MARKER -x1

↓ AI SETUP TILES - x12

↓ Faction Setup Tiles - x3

SIGNAL CORPS — SETUP — FACTION — GERMANS (WEST) — SERIAL NO. 290

FACTION — BC-611- B — SERIAL NO. 290

↓ Difficulty Setup Tiles - x3

SIGNAL CORPS — SET UP — DIFFICULTY — EASY — SERIAL NO. 743

DIFFICULTY — KD-078- H — SERIAL NO. 743

↓ Attitude Setup Tiles - x3

SIGNAL CORPS — SET UP — ATTITUDE — AGRESSIVE — SERIAL NO. 537

ATTITUDE — AT-902- C — SERIAL NO. 537

↑ Front ↑ Back

↓ ANONYMOUS UNIT COUNTERS - x48

↓ Anonymous Unit - x30

↓ Anonymous Numbered Unit - x10 + Numbered Marker x10
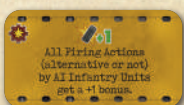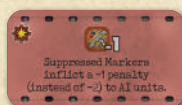
1 2 3

↓ Anonymous Decoy Unit - x8

↑ Front ↑ Back

↓ DANGER TILES - x18

↓ Yellow Aggressive Danger Tile - x3

All Firing Actions (alternative or not) by AI Infantry Units get a +1 bonus.

DANGER

↓ Red Aggressive Danger Tile - x3

Suppressed Markers inflict a -1 penalty (instead of -2) to AI units.

DANGER

↓ Black Aggressive Danger Tile - x3

AI units can control an Objective, even if some of your units are adjacent to it.

DANGER

↓ Yellow Defensive Danger Tile - x3
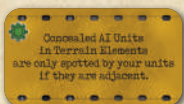
Concealed AI Units in Terrain Elements are only spotted by your units if they are adjacent.

DANGER

↓ Red Defensive Danger Tile - x3

All AI Light Vehicles receive 1 Life Point Marker. If the AI doesn't have Light Vehicles, draw a Tactical Bonus.

DANGER

↓ Black Defensive Danger Tile - x3

AI units in Terrain Elements receive double the Defensive Bonus if they are Assaulted.

DANGER

↑ Front ↑ Back

PRESENTATION

SETUP

GAME TURN

CLARIFICATIONS

DECISION TABLES

SCENARIOS

SCENARIOS LIST

GAMING AIDS
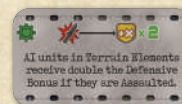
↓ DEALING SHOES / DECISION TABLES - X4

↑ Tactical Bonuses x1   ↑ Action / Reaction Cards x1   ↑ Unit Counters x1   ↑ Action / Reaction Cards x1

↓ TACTICAL BONUSES - x12

Front - x12   Back - x1   Back - x2   Back - x1   Back - x2   Back - x1   Back - x1   Back - x2   Back - x1   Back - x1

↓ LIFE POINT MARKERS - x10

x10

↓ SCENARIO MARKERS - x12

x3   x3   x3   x3

↓ REINFORCEMENTS BAG - x1

↓ AI DASHBOARD - x1

SOLO MODE
AI - DASHBOARD

FACTION   ATTITUDE   DIFFICULTY

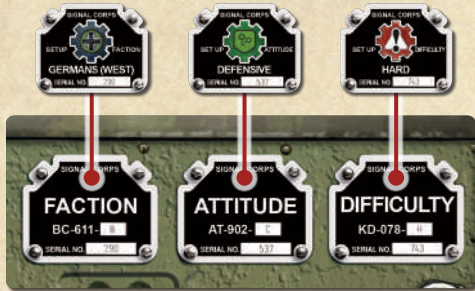At the start of every Order Phase, the AI draws an Action Card.

↓ UNITS BAG - x1

2 - SETUP

Select a scenario from those in your collection.

2.1 - SET UP THE AI

After selecting a scenario, you must choose the faction and define the **Attitude** and **Difficulty** parameters of the **AI** you are going to face. Place the **AI** Setup Tiles on the corresponding boxes.

FACTION

The **AI** may play one of these 6 Factions.

	GERMANS (WESTERN FRONT)		**GERMANS (EASTERN FRONT)**
	AMERICANS		**RUSSIANS**
	COMMONWEALTH		**FFI**

1.1.2 ATTITUDE

There are Attitudes:

Defensive   Balanced   Aggressive

They can be chosen regardless of the role of the **AI** in the scenario, that is, you can fight a defending **AI** that has an **Aggressive Attitude**.

The chosen **Attitude** has repercussions on certain **Reaction Cards**, on the bonuses granted by the **Danger Gauge**, and during the **Supply Phase**.
The Balanced **Attitude** is the most difficult to play because it requires the player to make more decisions.

1.1.3 DIFFICULTY AND DANGER LEVELS

There are three **Difficulty** levels:

Easy   Medium   Hard   .

The **AI** gains bonuses when it loses units. These bonuses depend on the chosen **Difficulty**.

- DANGER LEVELS

There are **4 Danger Levels**: green , at the start of the game, then yellow , red and finally **black** . The green **Danger Level** (printed on the **AI Dashboard**) provides the same **Danger Bonus** regardless of the chosen **Difficulty**. This starting bonus allows the **AI** to draw an **Action Card** at the start of each **Order Phase**.

- DANGER TILES

The yellow, red and black **Danger Bonuses** depend on the chosen **Difficulty**. They are represented by the **Danger Tiles**.

There are **9 Danger Tiles** for **Defensive Attitude** and **9** for **Aggressive Attitude**, 3 for each **Danger Level** (yellow, red and **black**). The back of each tile indicates which **Attitude** it corresponds to.

This example is a yellow **Danger Tile** for the **Aggressive Attitude**.

- Shuffle, face down, the **Danger Tiles** corresponding to the chosen **Attitude**.

- Then, place one **Danger Tile**, still face down, per **Danger Level** (yellow, red or **black**) on the **AI Dashboard**.

- For the Balanced **Attitude**, place the **Danger Tiles** from the other two **Attitudes** in one of the bags, draw one and place it face down on the **AI Dashboard**.

Do this for each **Danger Level** (yellow, red and **black**).

- DANGER GAUGE
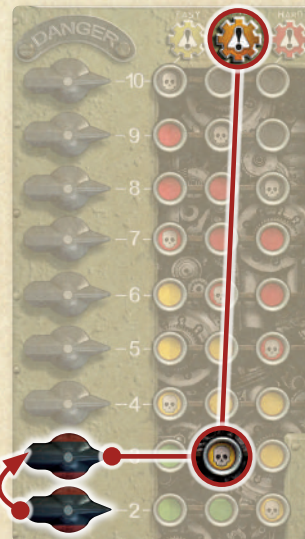
Place the **Danger Marker** on space 1 of the **Danger Gauge**.

Whenever the **AI** loses a unit, the **Danger Marker** goes up one space.

When the **Danger Marker** reaches a threshold that increases the **Danger Level** (indicated by the skulls and the change of color), the corresponding **Danger Tile** is revealed and its effects are immediately applied.

Bonuses granted by the Danger Tiles are cumulative.

↙ Example :
The AI loses its second unit. The Danger Marker goes up one space on the Danger Gauge. The chosen Difficulty is Medium. The marker crosses a Danger threshold (the Danger Level turns from Green to Yellow), so the Yellow Danger Tile is revealed and the AI benefits from its Bonus.

You can place the revealed Danger Tiles near the battlefield as a reminder of the available Danger Bonuses.

Gather your units and set up the Battlefield as explained in the selected scenario.

2.2 - TACTICAL BONUSES

Always use any required **Tactical Bonuses** from the **Solo Mode** instead of those from the **Heroes of Normandie** core box.

If the scenario is lacking **Tactical Bonuses**, place the **Solo Mode** Tactical Bonuses anyway. Their number will depend on the **size** of the battlefield.

- 1 or 2 Terrain Board(s) = 1 Tactical Bonus
- 3 Terrain Boards = 2 Tactical Bonuses
- 4 Terrain Boards = 3 Tactical Bonuses
- 5 or 6 Terrain Boards = 4 Tactical Bonuses

Distribute them evenly, outside any deployment zones.

Make a pile with unused **Tactical Bonuses**, face down, and place it in the corresponding dealing shoe.

When the **AI** wins a **Tactical Bonus** (by controlling it or gaining it thanks to a **Reaction** or **Action Card**), if nothing is specified, it is placed on its **Dashboard**.

← The **AI** has room for **4 Tactical Bonuses** on its **Dashboard**. Once these spaces are filled, any extra **Tactical Bonus** gained by the **AI** is discarded and therefore ignored.

TACTICAL BONUS DESCRIPTIONS

The **Effect** of a **Tactical Bonus** is different depending on whether it was gained by the **AI** or by a player.

GRAND STRATEGY x1 (Single Use)
- **AI:** Until the end of the game, the **AI** has one additional **Numbered Order Token**.
- **PLAYER:** Discard this **Tactical Bonus** during an **Order Phase** to gain a **Special Order Token** for that turn.

DANGER x2 (Single Use)
- **AI:** Move the **Danger Marker** up one space, then discard this **Tactical Bonus**.
- **PLAYER:** Move the **Danger Marker** down one space, then discard this **Tactical Bonus**.

RESUPPLY x1 (Single Use)
- **AI:** At the start of each **Order Phase**, the **AI** regains **1** used marker from a **Gear Option**. Return it to its **Option Tile**. To choose which marker to take, apply these priorities: Grenades / Ammo / Panzerfaust / Rifle Grenade / Knife / your choice.
- **PLAYER:** Discard this **Tactical Bonus** during an **Order Phase** to regain every used marker from a **Gear Option** of your choice.

REINFORCEMENTS x2 (Single Use)
- **AI:** Draw a unit from the **Reinforcements Bag** and deploy it, then discard this **Tactical Bonus**.
- **PLAYER:** Discard this **Tactical Bonus** during any **Supply Phase** to deploy one of your **Destroyed Infantry Units** in your deployment zone.

ADVANTAGE x1 (Permanent)
- **AI:** Until the end of the game, the **AI** will move first during the **Supply Phase**.
- **PLAYER:** Discard a **Tactical Bonus** of your choice from the **AI Dashboard**.

OPPORTUNISTIC x1 (Permanent)
- **AI:** The **AI** may have up to **4 Action Cards** in its **Reserve**.
- **PLAYER:** Your hand of cards 🂠 is increased by **1**.

TACTICIAN x2 (Permanent)
- **AI:** During each **Order Phase**, after placing your own **Numbered Order Tokens**, assign the lowest one to one of the **AI** units (see p.18 **Place an Order** - Decision Board 5.1).
- **PLAYER:** Until the end of the game, you have one additional **Numbered Order Token**.

TRAP x1 (Instant)
- **AI / PLAYER:** All adjacent units suffer a **Hit** with the **Combat Values** printed on this **Tactical Bonus**. If the **AI** draws this **Tactical Bonus** with a **Reaction** or **Action Card**, there is no effect.

NOTHING x1 (Instant)
- **AI / PLAYER:** No effect.

LIFE POINTS
Life Point markers may be placed on **AI** units. They may come from a **Reaction Card**, an **Action Card**, a **Danger Tile**, a **scenario** effect, ... A unit can receive more than one **Life Point** marker. Discard a **Life Point** marker to negate a **Hit** or a **Damage** that the unit has just received. If the result of the **Firing Action** involves a **Double Hit**, you must discard **2 Life Point** markers. If the unit does not have enough **Life Point** markers, it suffers one **Hit** for each missing marker.

RULES

2.3 - CARDS

Make two separate decks with the **AI** Reaction Cards and **Action Cards** and place them in their corresponding **dealing shoe**.

| ACTION CARD 1 | ACTION CARD 2 | ACTION CARD 3 | ACTION CARD X |
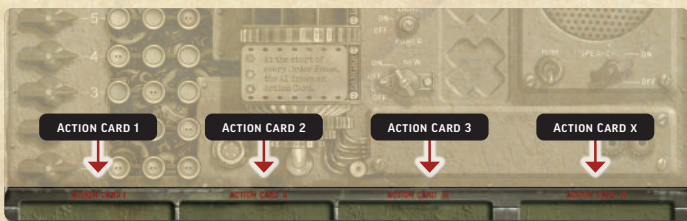
ACTION CARDS

- Include the **AI** cards with the red cog icon and cards from only the **faction** played by the **AI**. Those cards have that **faction**'s specific icon.

- When the **AI** draws an **Action Card**, either play it or put it in the **AI Reserve** (under the **Dashboard**). **Action Cards** can only be stored in slots **1** to **3**, ONLY the **Opportunistic** Tactical Bonus may be placed in slot **X**.

- Remove **Initiative** cards from your **Action Cards** deck.

- When you play a **No!** Action Card, you can negate the effect of an **Action Card** the **AI** has just played, or you may discard an **Action Card** of your choice from the **AI Reserve**.

- If an **AI Action Card** cannot be played immediately, nor placed in the **Reserve**, it is **discarded**.

- Some **Action Cards** have the 🎲+1 icon accompanied by a text explaining when this bonus can be played. This bonus gives a **+1** to any **AI** die roll.

Some Action Cards have a Lasting Effect. (**see chapter 3.2 REACTION CARDS P.12**).

2.4 - AI UNITS

After the AI army is assembled, sort out the units:

- Gather all **Characters** as well as counters larger than a **1-square** counter (such as guns). All of these will henceforth be called **Particular Units**.
- Put all **Vehicles** together.
- Collect all combat group sized **Infantry Units** (the size of a RIFLE TEAM).
- Separate all **Infantry Units** with the **Scout** 🔼 **Special Ability** fom this collection.

UNITS BAG

Put only the combat group sized **Infantry Units** without the **Scout** 🔼 Special Ability in the **Units Bag**. **Particular Units** and those with **Scout** 🔼 Special Ability are kept aside.

ANONYMOUS UNIT COUNTERS

Take one **Anonymous Unit** counter for each Infantry Unit counter placed in the **Units Bag**.

Take one **Particular Unit** counter for each **Particular Unit** set aside. The **Numbered Anonymous Unit** counters are accompanied by a marker with the same number. Place these markers on the token of the units they are replacing. **Particular Units** replaced by **Numbered Anonymous Unit** counters are placed next to their **Recruitment Tiles**.

Take one **Decoy Unit** counter for every **3 Anonymous Unit** and **Numbered Anonymous Unit** counters. There cannot be more than **8 Decoy Unit** counters.

Shuffle all **Anonymous**, **Numbered Anonymous** and **Decoy Unit** counters and and place them in a face down stack.

REINFORCEMENTS BAG

- Place minimum **3** or more **Infantry Units** in the **Reinforcements Bag**.

- **WARNING:** All counters in the bag must be the same size.

- The **Reinforcements Bag** may contain infantry counter-sized **Light Vehicles** (such as ZÜNDAPPS).

- If your choice includes a **Particular Unit**, place a numbered marker on its counter and add the corresponding **Numbered Anonymous Unit** counter to the bag instead.

Favor the units of the unused **Recruitment Options** corresponding to the **Recruitment Tiles** determined by the scenario. You can also choose from common **Recruitment Options** (generic faction-coloured stripes) or **Orders Options** from your collection.

If the **AI** is facing an army that has one or more **Heavy Vehicles**, try to place at least one Infantry Unit with an effective **Combat Value** against **Heavy Vehicles** (such as **bazookas** or **PAK40s**) in the bag.

If you place a **Character** (Hero, Officer, ...) in the **Reinforcements Bag**, do not add its **Recruitment Tile** to the **AI** army. The **Character** will not have access to any bonuses (such as special markers, sniper board, Order Token, ...) present on it.

During the game, whenever an **AI Infantry Unit** (except **Particular Units**) is **Destroyed**, it is placed in the **Reinforcement Bag**.

UNITS SET UP EXAMPLE

1 The scenario instructs to make an army for the **AI** with the **FESTUNGSKOMPANIE** (A), **1 PAK 40 GROUP** (B), **1 DEFENSE GROUP** (C) and **1 ARTILLERY SPOTTER** (D)

The **3 MG 42 HMG** (E), the **3 GUNNERS** (F), as well as the **2 FIRE GROUPS** (G) are placed in the **Units Bag**.

UNITS BAG

3 The player selects 4 units as Reinforcements. The **COMMAND GROUP** (K) and the **ZÜNDAPP** (L) are placed in the bag.

The **2 Particular Units**, **HEINRICH** (M) (the hero) and the **7,5CM IG18** (N) (the gun) are replaced by the **Numbered Anonymous Unit** counters **4** and **5** which are put in the **Reinforcements Bag**. The corresponding numbered markers (4 and 5) are placed on these 2 units.

REINFORCEMENTS BAG

2 **8** (3+3+2) **Anonymous Unit** counters are selected.

The **3 Particular Units** (the **PAK 40** (H), **OL.GRIMME** (I) the officer and the **ARTILLERY SPOTTER** (J) are replaced by the **Numbered Anonymous Unit** counters **1**, **2** and **3**. The corresponding markers (1, 2 and 3) are placed on these 3 units.

Since there are 11 counters (3+4+1+3), 3 **Decoy Unit** counters are added. A **stack** is formed with all these **14** counters.
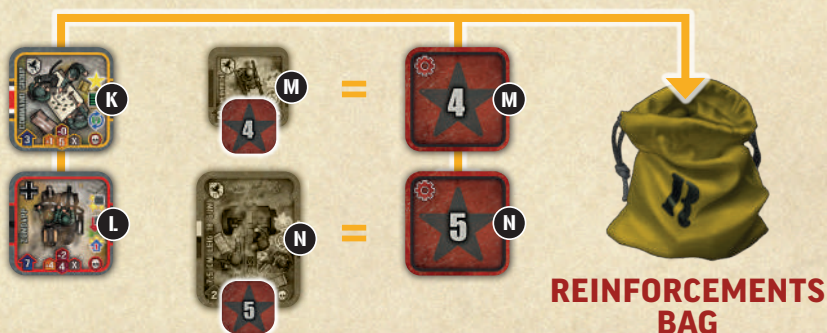
UNITS STACK

ATTENTION: Units with the **Scout** Special Ability are never placed in the **Units Bag**, the **Reinforcements Bag** or the Unit Stack (see Unit Bag p.08). They are set aside.

9

2.5 - DEPLOYMENT

You deploy first, deploy **AI** units next as follows:

SCOUTS

- Deploy units with the **Scout** ⬦ Special Ability first, if possible to the **maximum** distance granted by the **Scout** Special Ability.

- Deploy **Vehicles**, out of the **LoS** of your units, as close as possible to the **Objectives**, but one square apart if possible.

- Deploy **Infantry Units** as close to the **Objectives** as possible. Either place them, one square apart, in **Terrain Elements** or stack them (only for deployment) in Vehicles with the **Transport** ⬦ Special Ability.

- Units with the **Ambush** Special Ability are placed on their **Concealed Side** ⬦ .

OTHER UNITS

If the scenario specifies that other **AI** units have to enter play by squares marked with an arrow, place their counters next to the corresponding battlefield edge.

During the first turn **Activation Phase**, these units will consider any **FIRING ACTION** or **SUPPRESSIVE FIRE** Effects as a **TACTICAL MOVEMENT** in order to enter the game. (see **"DESCRIPTION OF THE EFFECTS", p.13**).

Units that did not enter the battlefield during the **Activation Phase** will enter during the **Supply Phase**. If the scenario assigns a **deployment zone** for **AI** units, deploy them according to these rules:

- Start by deploying the **Vehicles**, as close as possible to the **Objectives**. Make sure that they are not blocked by an **Impassable** ⛔ **Terrain Element**, and that they are outside the **LoS** of your units. Place them at least two squares away from each other.

- Proceed by deploying the counters from the stack formed with the **Anonymous Unit**, **Numbered Anonymous Unit** and **Decoy Unit** counters, without looking at them.
  Deploy the counters, preferably at least one square apart, along the front line of the **AI deployment zone**.

  Place the counters in **Terrain Elements** with a **Defensive Bonus**, or positions suitable for **Ambush** ⬦ . Counters which cannot be placed in **Terrain Elements** are placed outside the **LoS** of your units.

  If a deployment line is filled, put any remaining counters on the next line but avoid placing these counters right behind those positioned in the line before them. Thus **AI** units will be deployed in roughly staggered rows.

- **Either way, if there are multiple Objectives, try to distribute the units evenly among them.**

UNITS DEPLOYMENT EXAMPLE

The player must deploy these units for the **AI**:

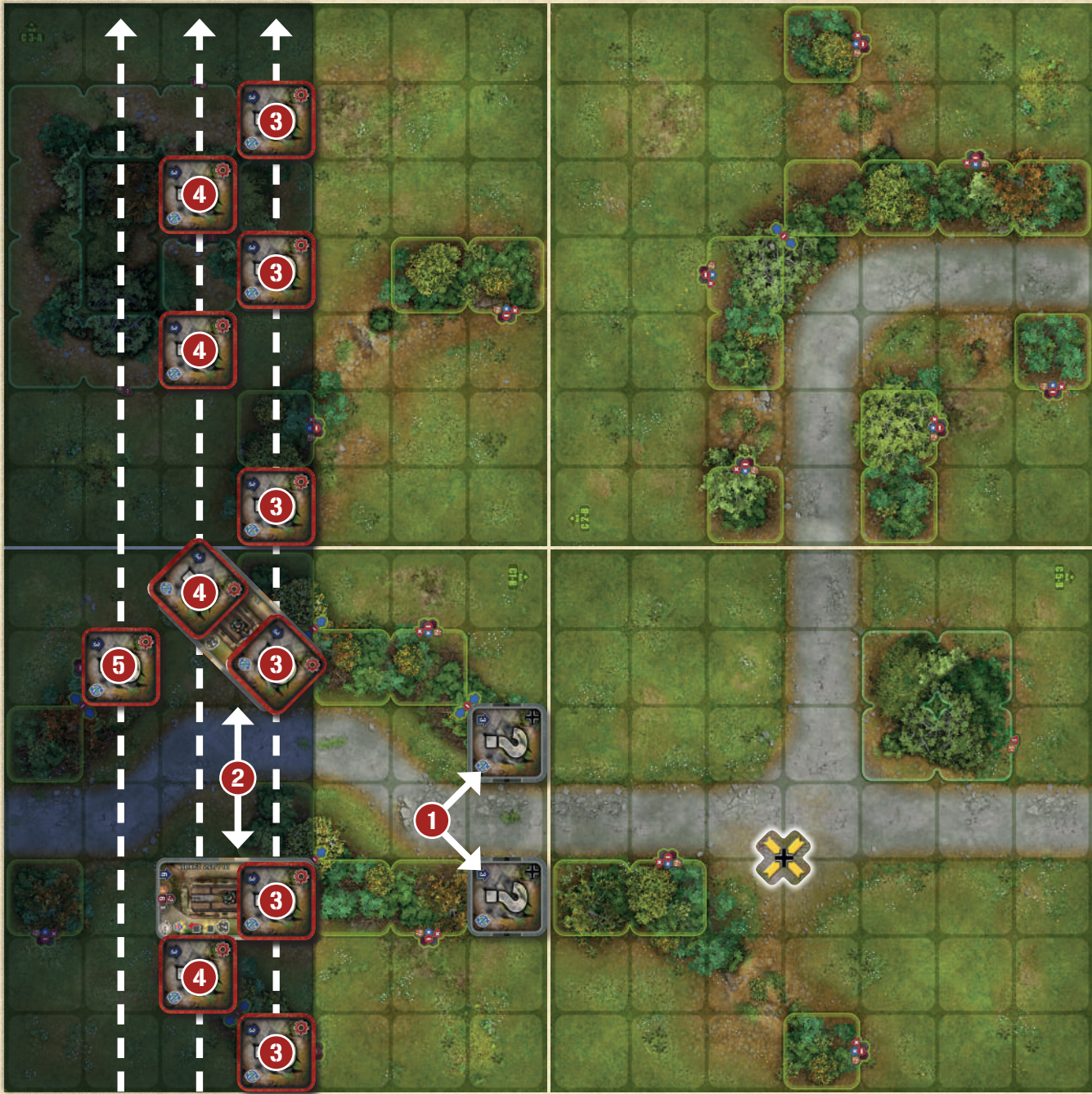2 **Infantry Units** with the **Scout** Special Ability.

2 **Vehicles** with the **Transport** Special Ability.

11 **Anonymous Unit** counters, including 2 **Decoy** and 2 **Numbered Anonymous Unit** counters.

① ↗ *The AI first deploys the 2 units with the Scout* ⬦ *Special Ability in Terrain Elements, at the maximum distance of the Scout* ⬦ *Special Ability (3 squares) and as close as possible to the Objective.*

② ↗ *Then the player deploys the 2 Vehicles, closest to the Objective and out of the LoS of the player's units.*

③ ↗ *The player chooses the right side of the AI deployment zone and deploys the unit tokens, one square apart, in Terrain Elements or Vehicles with Transport* ⬦ *Special Ability on the front line.*

④ ↗ *Once the front line is completed, the player deploys unit tokens on the next line, behind a gap left in between units on the former line, thus creating a staggered rows formation.*

⑤ ↗ *Continue until all units have been deployed.*

PRESENTATION

SETUP

REINFORCEMENT

CLARIFICATIONS

DECISION TABLES

SCENARIOS

SCEN
LIS

DEPLOYMENT ZONE

3 - GAME TURN

Once the setup is done, you can start the game. Good luck!

3.1 - ⊗ ORDER PHASE

- PLAYER ORDERS

Take the amount of **Numbered** and **Special Order Tokens** to which you are entitled to.
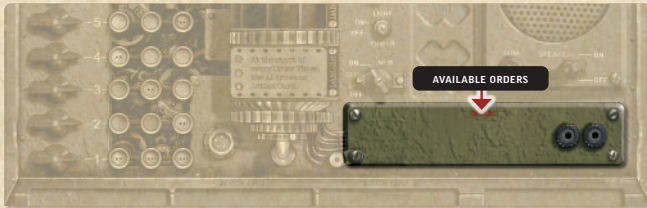
You can play **Action Cards** 🂠 to get more.

You don't need to take **Bluff Order Tokens** if you don't have **Aircraft** units in your army (for the "**In the sky!**" rules) .

Place the **Order Tokens** on your units.

- AI ORDERS

Check how many **Numbered Order Tokens** the **AI** is entitled to and place them in the **Available Orders** box on the **Dashboard**.

AVAILABLE ORDERS

- If the **AI** has a **Tactician** Action Card in **Reserve**, it gains one more **Numbered Order Token** for the turn.

- Some **Tactical Bonuses** give the **AI** an additional **Numbered Order Token**.

- Each **AI** unit with the **Autonomous** 🎖️ 🎖️ Special Ability also grants the **AI** an additional **Numbered Order Token**.

COMMUNICATIONS SCRAMBLED

After placing the Order Tokens in the **Available Orders** box, you can play one, and only one, **Communications Scrambled** Action Card, if you have it. This allows you to discard the lowest Numbered Order Token among those in the **Available Orders** box.

ASSIGN ORDERS

Starting with number **1**, take a sequential series of **Numbered Order Tokens** equal to the amount of revealed **AI** units with the **Autonomous** 🎖️ 🎖️ Special Ability. Add one extra Token if the **Tactician** ⭐ Tactical Bonus is present on the **Dashboard**. Shuffle all these Tokens, face down. Without disclosing, assign one to each revealed **AI** unit with the **Autonomous** 🎖️ 🎖️ Special Ability. There will be a Token left if the **Tactician** ⭐ Tactical Bonus granted an extra. Assign it to an **AI** unit, according to the "**Placing an Order**" decision table (). Other **AI** units will receive **Numbered Order Tokens** during the **Activation Phase**.

3.2 - ⊗ ACTIVATION PHASE

The player always has the **Initiative**.

- REVEAL A PLAYER'S ORDER TOKEN

Reveal your lowest **Numbered Order Token** or a **Special Order Token** but **BEFORE** activating your unit, you must draw a **Reaction Card** from the **AI** deck. Resolve its Effects immediately.

WARNING: If you reveal a Special Order Token, do not draw a **Reaction Card**.

- AI REACTION CARDS

Most **Reaction Cards** have **2 Effects**. Start by resolving **Effect 1** ❌, proceed with **Effect 2** ❌, then discard the card.
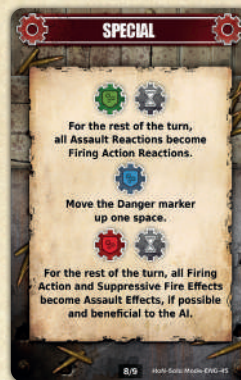
DIFFICULTY AND REACTION CARDS

Some **Effects** are applied depending on the set **Difficulty**. They are indicated by the corresponding icons.

This Effect is only applied if the Difficulty is set to **Medium** ⚙️ or **Hard** ⚙️.

SPECIAL REACTION

Some **Reaction Cards** have one or more **Special Effects**. They are applied according to the set **Attitude**.

← *Here, the first Special Effect is only applied if the Attitude is set to Defensive* ⚙️. *In addition, this effect is a Lasting Effect* ⚙️ *(see below).*

The second is only applied if the chosen Attitude is Balanced ⚙️.

The third is only applied if the set Attitude is Aggressive ⚙️.

In addition, this effect is a Lasting Effect ⚙️ *(see below).*

LASTING EFFECTS

This icon indicates that the **Effect** of a **Reaction Card** or **Action Card** lasts until the end of the turn. ←.

When a card with a **Lasting Effect** is drawn, it is placed on the **AI Dashboard**, in the **Lasting Effect** box. If the **AI** draws a new **Reaction Card** with a **Lasting Effect**, it is placed on top of the previous one and its **Effect** replaces that of the previous one.

WARNING: All of these cards are discarded at the end of the turn.

- DESCRIPTION OF THE EFFECTS

REINFORCEMENTS
Draw a unit token from the **Reinforcements Bag**, then place it in the **AI** deployment zone, according to **deployment rules**.

If the drawn unit brings a **Numbered Order Token**, it will be added to the available **Numbered Order Tokens** during the next **Order Phase**. If there are no more counters in the bag, ignore this **Effect**.

WARNING: Always add any destroyed AI **Infantry Units** to the **Reinforcements Bag**.

PLACE AN ORDER
Place the lowest available **Numbered Order Token** on one of the **AI** units, according to the "**Place an Order**" decision table (**see 5.1 - p.18**). If there is no **Numbered Order Token** available, this **Effect** is ignored.

ACTION CARD
Draw an **Action Card** from the **AI** deck and place it face up in the **Reserve** on the **AI Dashboard**.

• When and how an **Action Card** will be used is explained on the card itself. Some cards must be resolved immediately after being drawn.

• Discard **Action Cards** and ignore their effect if they cannot be stored in the Reserve because it already contains **3 Action Cards** (4 if the **Opportunistic** Tactical Bonus is included).

• When the deck of **Action Cards** is exhausted, reshuffle the discard pile and make a new deck.

↓ **IMPORTANT:** For all of the following **Effects**, after activating the unit, place an **Activated Marker** on it.

TACTICAL MOVEMENT
Referring to the "**Movement**" Decision Table (**see 5.2 - p.19**), select an **Unactivated** Unit that does not have a **Numbered Order Token** and have it take a **Movement Action**.

If the icon shows a **+1**, add **1** to the **Movement Value** of the selected unit **1**.

Thanks to this icon, the selected unit gains the **Urban Fighter** Special Ability which allows passage through one or more windows (openings with white arrows) during its **Movement Action**.

• If a unit on its **Concealed Side** is selected, only reveal it if it is spotted by one of your units.

• If the revealed unit is a **Decoy Unit**, its **activation** ends and its counter is discarded.

FIRING ACTION
Referring to the "Firing Action" Decision Table (**see 5.3 - p.20**), select an **Unactivated** Unit that does not have a **Numbered Order Token** and have it take a **Firing Action**.

If the icon shows a **+1**, add **1** to the **Combat Value** of the selected unit for this **Firing Action**.

• If a unit on its **Concealed Side** is selected, only reveal it if it is spotted by one of your units.

• If the revealed unit is a **Decoy Unit**, its **activation** ends and its counter is discarded.

SUPPRESSIVE FIRE
Proceed as for **FIRING ACTION** ↑ (**see Decision Table, "Firing Action" 5.3 - p.20**), but this **Firing Action** is a **Suppressive Fire**.

Even if the selected Unit does not have the **Suppressive Fire** Special Ability, it still performs a **Suppressive Fire** but **does not double** its **Combat Value** (it does, however, double other bonuses).

If this icon is present, the selected unit adds **2** to its die roll result.

• If a unit on its **Concealed Side** is selected, only reveal it if it is spotted by one of your units.

• If the revealed unit is a **Decoy Unit**, its **activation** ends and its counter is discarded.

ASSAULT
Consult the "**Assault**" Decision Table (**see 5.4 - p.22**) to determine a target. Select an **Unactivated** Unit within range of the target but without a **Numbered Order Token** and have it take a **Movement Action** ending up in an **Assault**.

If the icon shows a **+1**, add **1** to the **Combat Value** of the selected unit for this **Assault**.

• If no revealed unit has the **Assault** Special Ability. **Ignore** this **Effect**.

• If the only feasible **Assault** is **suicidal**, meaning the bonus difference is **+3** or more in favor of your unit, the **Effect** is also **ignored**.

FAR FAR AWAY...
AI units that start the game outside the battlefield will consider any **FIRING ACTION** or **SUPPRESSIVE FIRE** Effects as a **TACTIVAL MOVEMENT** in order to enter the game.

PRESENTATION
SETUP
GAME TURN
CLARIFICATIONS
DECISION TABLES
SCENARIOS
SCENARIOS LIST
GAMING AIDS

- ACTIVATING THE PLAYER'S UNIT

Activate your unit.

- REVEAL AN AI ORDER TOKEN

Reveal the AI's lowest Numbered Order Token and activate this unit. If there is none, this step is skipped.

Referring to the "Choosing Action" Decision Table (see 5.5 - p.24), determine what action the unit will take. If the activated unit turns out to be a Decoy Unit, its activation ends. Its counter and the Numbered Order Token are discarded.

REVEAL A CONCEALED UNIT

Ambush 🔄 rules apply to AI units with this Special Ability.

When a concealed unit meets the conditions to be spotted (it takes a Firing Action, one of your units has a clear 🔺 LoS on it or is two squares or less away from it, ...), flip its counter to its revealed side.

If the revealed unit is an Anonymous Unit, draw a counter from the Units Bag. This unit replaces the revealed Anonymous Unit. Discard the Anonymous Unit counter.

If the revealed unit is a Numbered Anonymous Unit, replace its counter with the unit that was assigned the marker with the same number. Discard the Numbered Anonymous Unit counter.

When activating an AI unit, it uses its Gear Options (grenades, Panzerfaust, Ammo, ...) as soon as possible.

- ACTIVATION PHASE STEPS

STEP 1 The player reveals his Order Token.

STEP 2 If this is not a Special Order, the player draws a Reaction Card.

STEP 3 The player applies the Effects of the Reaction Card.

STEP 4 The player's unit is activated.

STEP 5 The player reveals the AI's lowest Numbered Order Token.

STEP 6 The player activates the AI unit.

TERRIFYING

When this unit wins an Assault, in addition to the Damage inflicted, it places 2 Suppressed Markers ⚔ on his opponent, if he has not been Destroyed. If it loses the Assault, whether it is Destroyed or not, it places 1 Suppressed Marker ⚔ on his opponent.

3.3 - ⬣ SUPPLY PHASE

- PLAYER'S SUPPLY PHASE

The player's units act first.

- AI SUPPLY PHASE

- Start by moving any AI units that do not bear the 💀 icon and whose Movement Action may lead to controlling or contesting an Objective.

- Then choose the side of the battlefield closest to an Objective and move units up, line by line, to the opposite side of the battlefield.

- If there are multiple Objectives, or if the Objective is situated at the center of the battlefield, randomly choose a side.

To find out how to move AI units, refer to the "Supply Phase" Decision Table (see 5.6 - p.26). Depending on the chosen Attitude, the AI units do not have the same priorities (see 5.6 - p.26).

SOME GUIDELINES FOR THE SUPPLY PHASE

- If AI units are outside a Terrain Element, try not to position them adjacent to each other.

- Once an Objective is controlled or contested by an AI unit, do not move other units into squares adjacent to that Objective.

- AI units will still attempt to approach the nearest Objective, even when it is already controlled by the AI.

- AI units only stop in a square adjacent to the Objective if the square is part of a Terrain Element.

- If the Objective is too far, more than twice the unit's Movement Value, the unit moves into a Terrain Element so that it has LoS on the Objective or on one or more of the player's units.

- A unit that is already in a Terrain Element will prefer to stay there, but will move within it to get LoS to more of your units. It will move to a different Terrain Element only if that move would put it within LoS of more of your units.

- A unit that is outside a Terrain Element advances toward the player's deployment zone, stopping in the first Terrain Element it encounters while trying to get the most of your units in its LoS.

EXAMPLE OF AN AI SUPPLY PHASE

The player plays the **Americans** against the **Germans**. He has just finished his **Supply Phase** and is moving to the **AI** Supply Phase.
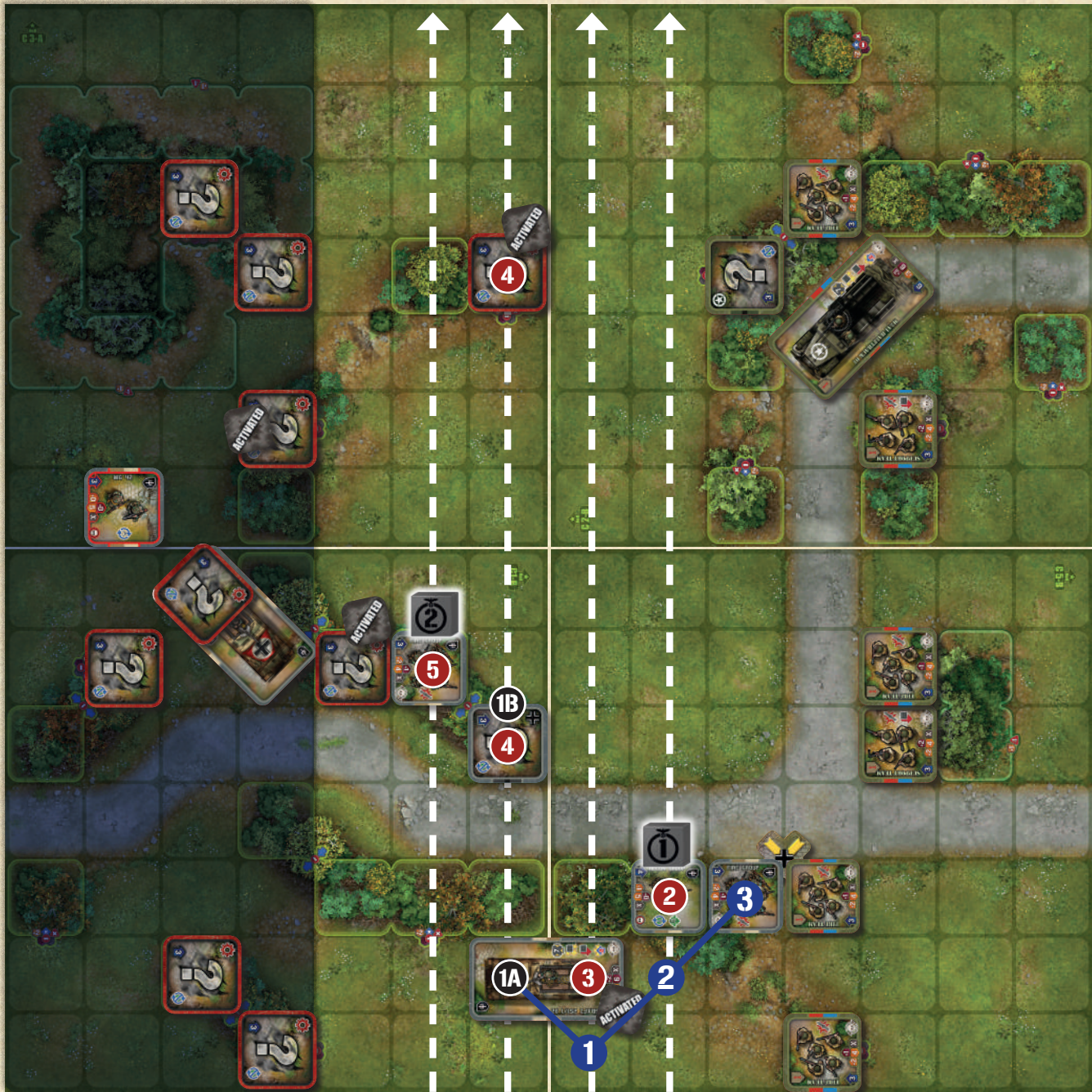
1A **1B** *The player begins with the units whose Movement Action can lead to controling or contesting an Objective. The player moves the unit present in the SDKFZ 1A. The other unit 1B that might challenge the Objective can't suffer more than 1 Hit. It cannot therefore move there (see "SUPPLY PHASE" Decision Table 5.6).*

2 *The player chooses the right side of the Battlefield, the one closest to the Objective, and starts with the first line. The RECON GROUP has received Order Token ① and is therefore already Activated.*

3 *The player moves on to the next line. The SDKFZ has already been Activated.*

4 *Two units are present on this line, the RECON GROUP which was not selected in step 1B and an Activated Anonymous Unit. The player decides that the best solution for the AI is not to move the RECON GROUP as that would reveal it without bringing it closer to the Objective.*

5 *On the next line, the unit with Order Token ② is already Activated.*
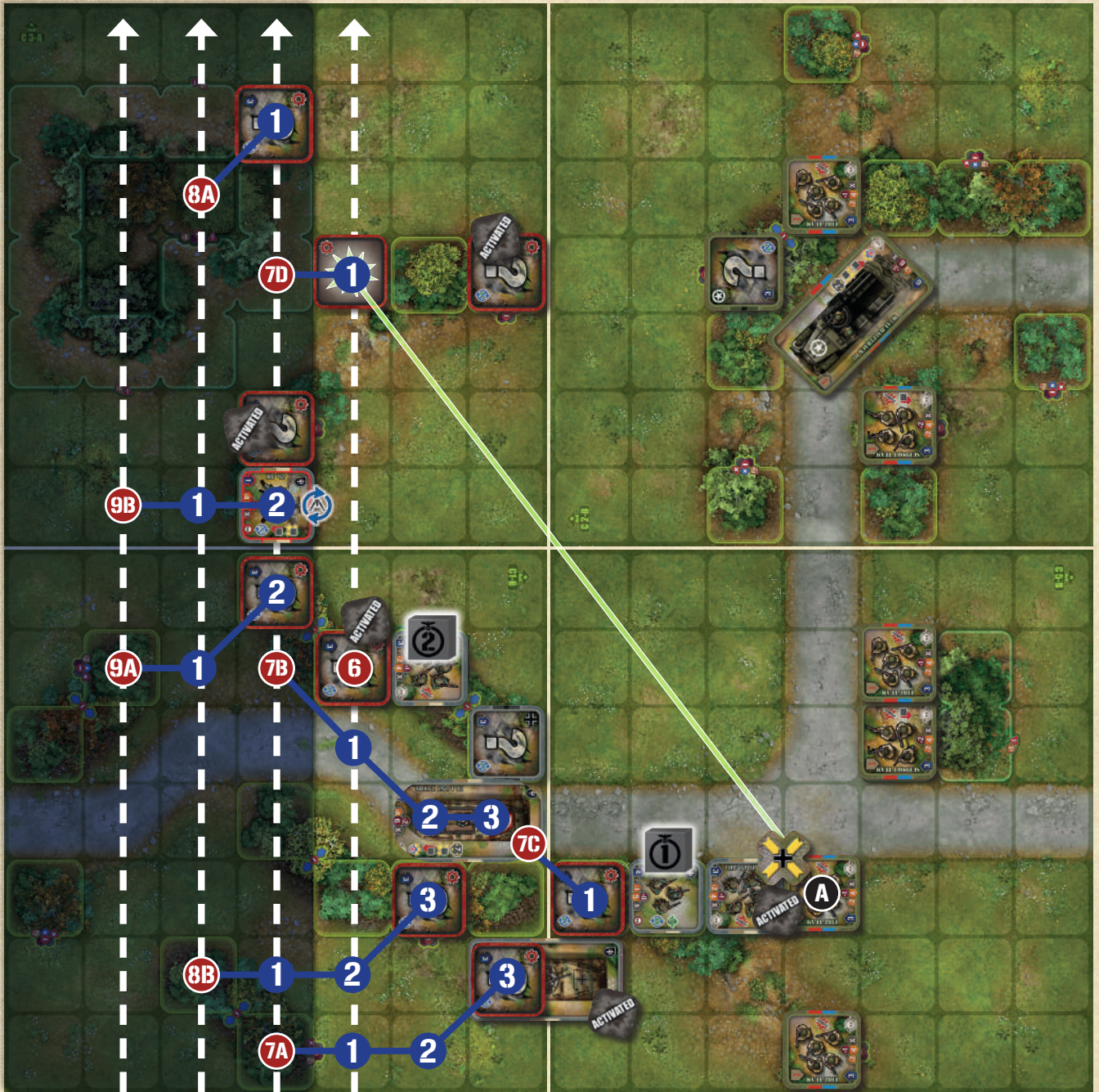
6 One unit that was already **Activated** [Activated] on this line .

7A The first unit moves to enter the **SDKFZ** and get closer to the **Objective**.

7B The second **SDKFZ** along with a transported unit, moves closer to the Objective. It only moves **3** spaces so as not to be adjacent to other revealed **AI** units (avoiding being an easy target for **indirect fire**).

7C The unit transported by the **SDKFZ** leaves the **vehicle** because the **SDKFZ** is in the **LoS** of some player's units (**see 5.6**). It is not spotted as it goes from one **Terrain Element** (the **SDKFZ**) straight into another (a hedgerow).

7D The unit moves because the player's units are either out of **LoS** or at long range (**see 5.6**). It is spotted by the **A** unit.

The player turns over the **Anonymous Unit** counter and reveals a **Decoy Unit**. Its **activation** ends and its counter is discarded.

8A This unit moves so as to have the player's units in its **LoS** while remaining in **Terrain Elements**.

8B This unit moves and enters a **Terrain Element**.

9A 1 unit moves so as to have the player's units in its **LoS** while remaining in a **Terrain Element**.

9B The **MG42** **9B** moves in a **Terrain Element** and is flipped on its **Active Side** ⟳ because it has enemy units in its **LoS** (**see 5.6**).

4 - CLARIFICATIONS

4.1 - SPECIAL ABILITIES

The following Special Abilities have specific rules when used by the **AI**:

CREW: If the scenario does not say otherwise, this unit will start either in a **Heavy Vehicle** or a **Light Vehicle**, in that order of priority.

MEDIC: The unit assigns the **Medic Marker** to the first unit that suffers a **Hit**. Therefore, it considers this unit as a **Primary Objective**.

MACHINE GUNNER: If the **AI** unit doing the **Firing Action** has this Special Ability, it only splits its **Combat Value** to a maximum of **2** targets.

SNIPER: If the **Sniper** is drawn from the **Reinforcements Bag** and takes a **Firing Action** use the **Sniper Table** printed on **LUDWIG**'s **Recruitment Tile**.

PURSUIT: If the chosen **Attitude** is **Aggressive**, the unit always uses this **Special Ability** if it can. Otherwise, the unit only uses it if the **Pursuit** Special Ability does not cause it to enter a new **ZoC**.

BODYGUARD / SUBSTITUTE: The unit uses this Special Ability as soon as possible.

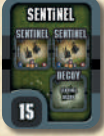**MECHANIC:** The unit considers **Heavy Vehicles** which have suffered **Damage(s)** as **Primary Objectives**.

AUTONOMOUS: Each **AI** unit with this **Special Ability** grants the **AI** an additional **Numbered Order Token**.

BARRAGE ORDER / TANK BARRAGE ORDER: When this unit is affected by a **FIRING ACTION** Effect, it allows up to three other units (**heavy weapons** for Barrage Order or **Heavy Vehicles** for Tank Barrage Order) to apply the same **Effect**. These units must meet the priorities in "**Firing Action**" Decision Table (see 5.3 - p.20).

HEROIC CHARGE: When this unit is *activated* with an **Assault** Effect, it allows one to three other units to apply the same **Effect**. These units must meet the priorities in "**Assault**" Decision Table (see 5.4 - p.22).

INITIATIVE / MOTIVATION: These Special Abilities are ignored.

MINESWEEPER: The unit never moves more than one square while in a minefield so as not to trigger a mine.

4.2 - RECRUITMENT OPTIONS

The **AI** uses its **Recruitment Options** whenever possible. The following **Recruitment Options** have special rules when used by the **AI**:

CONCEALED: replace the large **Concealed markers** with **Decoy Unit** counters. Do not use the small **Concealed markers**.

DIRECTIVES: Place the **Directive markers**, face down. Beginning on **Turn 2**, and continuing until the markers are exhausted, draw a **Directive marker** at the end of each **Order Phase** and place it on an **AI Officer** unit (yellow outline) that has the most **AI** units within **3** squares.

FLARES: During a **Firing Action**, the **AI** uses its **Flare markers** if at least two of the player's units can be illuminated. The AI does not use **Flare markers** to illuminate an already illuminated area.

HARDBOILED: The **AI** uses its **Solid markers** as soon as one of its units receives a **Suppressed Marker**.

IMPROVISATION / INITIATIVE / INTREPID: Ignore these options.

INFILTRATION: As with **CONCEALED**, replace the **Infiltration markers** with **Decoy Unit** counters. Additionally, after deploying the **AI** units, move **2 Anonymous Units** **3** squares toward the nearest **Objective**.

POSITION: An **AI** unit can place a **Position marker** instead of taking a **Movement Action** if it is not in a **Terrain Element** and is in the **LoS** of at least one player unit.

SENTINELS: The **Sentinel** unit counters are not placed in the **Units Bag**, but deployed at the start of the game.

TRICKY: As with **CONCEALED**, replace **Tricky counters** with **Decoy Unit** counters.

5 - DECISION TABLES

CLARIFICATIONS

The following Decision Boards show the priorities that will guide you to choose which units to affect an **Effect**, or an **Activation**, but don't forget that they are only guidelines, and that the **COMMON SENSE** rule is the most effective way to play the AI in its best interest.

READING DIRECTION: These priorities are read top to bottom and, within a priority, left to right.

- If no unit matches the first priority, go to the next one, and so on until you find a unit that meets a condition.

- If several units correspond to a priority, check next priorities until only one of these units meets the conditions.

- In any case, if no unit meets the priorities, select one at random.

5.1 - PLACE AN ORDER; ASSIGN THE NUMBERED ORDER TOKEN TO AN AI UNIT THAT:

PRIORITY #1

Doesn't have any **Suppressed Markers**.

PRIORITY #2

May take a **Movement Action** allowing it to **Control** or **Contest** a **Primary Objective**.

REMINDER: Only **Infantry Units** can control an Objective.

PRIORITY #3

Has **Clear** LoS on:

1 - The **rear** or **side** **Defense Value** of one of your **Heavy Vehicles**.

2 - One of your **Light Vehicles**.

3 - One of your **Infantry Units** bearing the 💀 icon.

PRIORITY #4

May take a **Movement Action** allowing it to **Control** or **Contest** a **Secondary Objective**.

PRIORITY #5

1 - may use a **grenade** or may place a **template** in **Direct Fire** that covers at least **2** of your units.

2 - has an **Indirect Fire** Special Ability and may place a **template** that covers at least **2** of your units.

3 - has **Clear** LoS on at least one of your unit that is outside a **Terrain Element**.

4 - has the **Suppressive Fire** Special Ability.

PRIORITY #6

may take a **Movement Action** allowing it to control or contest a **Tactical Bonus**.

PRIORITY #7

1 - Is a **Heavy Vehicle**.

2 - Is a **Light Vehicle**.

3 - Is not on its **Concealed Side**.

4 - Is not in a **Terrain Element**.

5 - Determine a unit at random.

IMPORTANT: Avoid assigning a **Numbered Order Token** to a unit which might get **Destroyed** before it can be **Activated**.

5.2 - MOVEMENT; THE AI UNIT YOU SELECT MUST:

PRIORITY #1

Not have been assigned a **Numbered Order Token**. (Only if the **Movement Action** is carried out thanks to the **Effect** of a **Reaction Card**) and is not on its **Concealed Side** .

PRIORITY #2

Be able to control or contest an **Objective** during its **Movement Action**. In this case, the unit should get as close to the target as possible.

The priority of the **Objectives** is as follows:
Primary Objective, **Secondary Objective**, **Tactical Bonus**.

PRIORITY #3

(For **Aggressive** **Attitude** only).
Have an **Objective** in its **LoS**. In this case, the unit must move closer to the **Objective** while attempting to complete its **Movement Action** in a **Terrain Element** offering the **highest** possible **Defensive Bonus**.

The priority of the **Objectives** is as follows:
Primary Objective, **Secondary Objective**, **Tactical Bonus**.

PRIORITY #4

Be a **Heavy Vehicle** or a **Light Vehicle** and not have **LoS** to one of your units, or only have an **Obscured** **LoS** to one of your units. In this case, the unit must move to have a **Clear** **LoS**.

PRIORITY #5

Be outside a **Terrain Element**. In this case, the unit must **move** into the nearest **Terrain Element** offering the highest **Defensive Bonus**, while getting closer to the **nearest Objective**.

The priority of the **Objectives** is as follows:
Primary Objective, **Secondary Objective**, **Tactical Bonus**.

PRIORITY #6

Be in a Vehicle and in the **LoS** of one of your units. In this case, the unit must exit the **Vehicle** and move into the **Terrain Element** offering the **highest Defensive Bonus**.

PRIORITY #7

Be an **Infantry Unit** and not have **LoS** to your units, or only have **Obscured** **LoS** to one of your units. In this case, the unit must move in order to have **Clear** **LoS** and complete its **Movement Action** in a **Terrain Element** offering the highest possible **Defensive Bonus**.

PRIORITY #8

Be a unit determined at random. In this case, the unit must move closer to the nearest **Objective**.

The priority of the **Objectives** is as follows:
Primary Objective, **Secondary Objective**, **Tactical Bonus**.

IMPORTANT: In any case, the unit uses its **Fire on the Move** Special Ability, whenever a target is available.

5.3 - FIRING ACTION; CHOOSE (1) FOR A FIRING ACTION OR (2) FOR A SUPPRESSIVE FIRE...

1 - CHOOSE A TARGET THAT:

PRIORITY #1

Is one of your units **adjacent** to one or more of your other units, and on which an **AI** unit can use a **template**.

PRIORITY #2

Is one of your units in **Clear** 👁 LoS of an **AI** unit, is not at long range and is outside a **Terrain Element** or in a **Terrain Element** with the lowest **Defensive Bonus**.

PRIORITY #3

Is one of your units that **Controls** or **Contests** an **Objective**.

The priority of the **Objectives** is as follows: **Primary Objective**, **Secondary Objective**, **Tactical Bonus**.

PRIORITY #4

1 - Is one of your **Heavy Vehicles** whose rear or **side Defense Value** is in **LoS** of an **AI** unit with an effective **Combat Value** against **Heavy Vehicles** or that can use a Panzerfaust as an **Alternate Firing Action**.

2 - Is a **Light Vehicle**.

3 - Is one of your **Infantry Units** with the 💀 icon.

PRIORITY #5

is your closest unit to an **Objective**.

The priority of the **Objectives** is as follows: **Primary Objective**, **Secondary Objective**, **Tactical Bonus**.

2 - CHOOSE A TARGET THAT:

PRIORITY #1

Is one of your units that has an unrevealed **Order Token**.

PRIORITY #2

Is one of your units in **Assault** range of another **AI** unit.

PRIORITY #3

Is one of your units whose **Movement Action** would allow it to **Control** or **Contest** an **Objective**.

The priority of the **Objectives** is as follows: **Primary Objective**, **Secondary Objective**, **Tactical Bonus**.

IMPORTANT: after choosing a target see next page: **(3)** ↗

... THEN PROCEED WITH (3):

3 - THE AI UNIT TAKING THE FIRING ACTION MUST:

PRIORITY #1

Not have been assigned a Numbered Order Token. (Only if the Firing Action is carried out thanks to the Effect of a Reaction Card).

PRIORITY #2

Be a Heavy Vehicle.

PRIORITY #3

Not be on its Concealed Side.

PRIORITY #4

Be a Light Vehicle.

PRIORITY #5

(if Supressive Fire, p.20)
Have the Suppressive Fire Special Ability.

PRIORITY #6

Be on its Concealed side.

PRIORITY #7

Have the highest Combat Value.
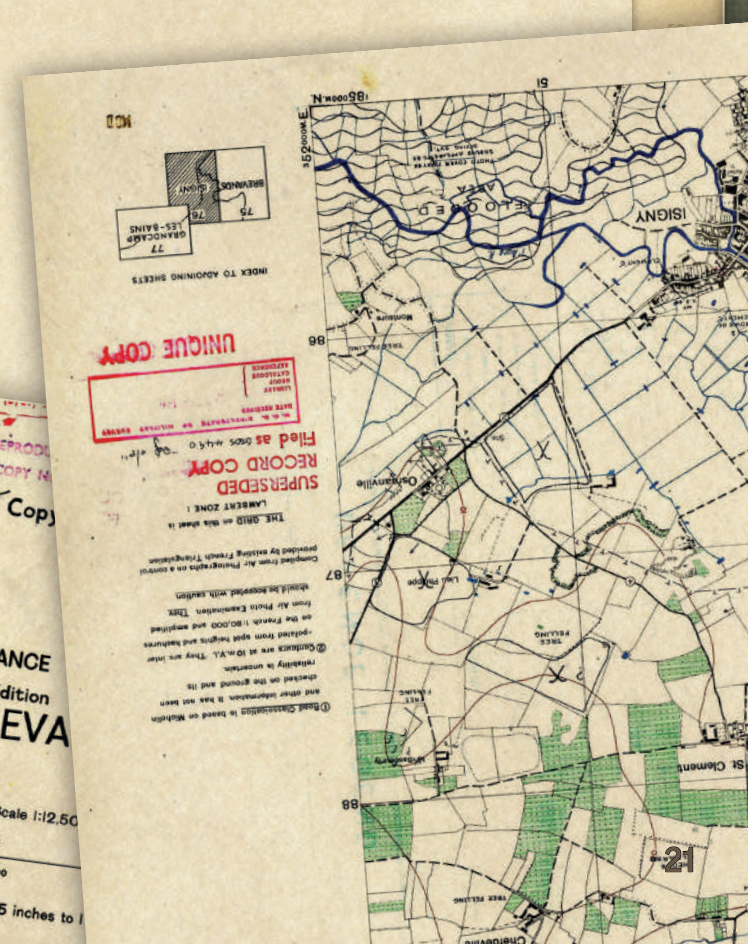
5.4 - __ASSAULT__; CHOOSE (1), THEN PROCEED WITH 2:

1 - CHOOSE A TARGET THAT :

PRIORITY #1

Is one of your units in **Assault** range of another **AI** unit.

PRIORITY #2

Is one of your units that controls or contests a **Primary Objective**.

PRIORITY #3

Is one of your units that **Controls** or **Contests** a **Secondary Objective**.

PRIORITY #4

Is one of your **Infantry Units** with the 💀 icon.

PRIORITY #5

Is one of your units that has an unrevealed **Order Token**.

PRIORITY #6

Is one of your units that **Controls** or **Contests** a **Tactical Bonus**.

PRIORITY #7

Is one of your units whose **Movement Action** would allow it to **Control** or **Contest** an Objective.

The priority of the **Objectives** is as follows: **Primary Objective**, **Secondary Objective**, **Tactical Bonus**.

IMPORTANT: after choosing a target see next page: **(2)** ↗

2- THE AI UNIT PERFORMING THE ASSAULT MUST:

PRIORITY #1

Not have been assigned a **Numbered Order Token**. (Only if the **Assault** is carried out thanks to the **Effect** of a **Reaction Card**).

PRIORITY #2

Not be on its **Concealed Side** 🔄 .

PRIORITY #3

Be an **Infantry Unit** with the 💀 icon.

PRIORITY #4

Have a bonus to its **Assault** roll equal to or higher than yours.

This bonus includes the **Combat Value**, the bonus of the **Assault** 💥 **Special Ability**, the bonuses granted by the **Action Cards**, the bonuses granted by the current **Danger Level**, ...

IMPORTANT: If the bonus difference is 3 or more in your unit's favor, ignore that **Effect** or **Activation**.

5.5 - CHOOSE AN ACTION; AI UNIT TAKES (1), (2), OR (3):

1 - AN ASSAULT IF:

PRIORITY #1

The **AI** unit has the **Assault** �֎ **Special Ability** and one of your units is in **Assault** range.

PRIORITY #2

One of these units **Control** or **Contest** an **Objective**.

The priority of the **Objectives** is as follows:
Primary Objective, **Secondary Objective**, **Tactical Bonus**.

PRIORITY #3

One of these units bears the 💀 icon.

PRIORITY #4

The **AI** unit has a bonus to its **Assault** roll equal to or **higher** than your unit.

WARNING: If none of these priorities can be applied, the unit may perform...
2 - SUPPRESSIVE FIRE IF ↗

2 - SUPPRESSIVE FIRE IF:

PRIORITY #1

The **AI** unit has the **Suppressive Fire** 👊 **Special Ability** and one of your units is in range.

PRIORITY #2

One of your units has an unrevealed **Order Token**.

PRIORITY #3

One of your units is in **Assault** range of another **AI** unit.

PRIORITY #4

One of your unit's **Movement Actions** would allow it to **Control** or **Contest** an **Objective**.

The priority of the **Objectives** is as follows:
Primary Objective, **Secondary Objective**, **Tactical Bonus**.

WARNING: If none of these priorities can be applied, the unit may perform...
3 - A FIRING ACTION ↗

3 - A FIRING ACTION IF:

PRESENTATION

SETUP

GAME TURN

CLARIFICATIONS

DECISION TABLES

SCENARIOS

PRIORITY #7

The **AI** unit can use a **template**, with the **Howitzer** or **Indirect Fire** **Special Ability**, but must at least overlap two of your units with the **template**.

PRIORITY #7

The **AI** unit has Clear LoS to one of your units which is not at **long range** and is outside a **Terrain Element**.

PRIORITY #7

The **AI** unit has (**Clear** or **Obscured**) **LoS** to one of your units that **Controls** or **Contests** an **Objective**.

The priority of the **Objectives** is as follows:
Primary Objective, **Secondary Objective**, **Tactical Bonus**.

PRIORITY #7

The **AI** unit has (**Clear** or **Obscured**) **LoS** to one of your units that:

1- Is one of your **Heavy Vehicles** whose rear or side **Defense Value** is in **LoS** of an **AI** unit with an effective **Combat Value** against **Heavy Vehicles** or that can use a Panzerfaust as an **Alternate Firing Action**.

2- Is a **Light Vehicle**.

3- Is one of your **Infantry Units** with the icon.

PRIORITY #7

The **AI** unit has in its **LoS** (**Clear** or **Obscured**) one of your units whose **Movement Action** would allow it to **Control** or **Contest** an **Objective**.

WARNING: If none of these priorities can be applied, the unit may perform…
A MOVEMENT ACTION (see 5.2 - p.19).

5.6 - <u>SUPPLY PHASE</u>; ACCORDING TO THE ATTITUDE, CHOOSE (1), (2), (3) OR (4):

IMPORTANT :

Try to avoid placing **AI** units adjacent to each other when they are outside a **Terrain Element**.

Similarly, try to avoid orienting **AI** Heavy Vehicles with their rear Defense Value facing your units' **LoS**.

1 - FOR ALL ATTITUDES :

PRIORITY #1

Move **AI** units that do not bear the 💀 icon and whose **Movement Action** allows them to **Control** or **Contest** an **Objective**.

PRIORITY #2

AI units that do not have **LoS** to your units, move to have **Clear** 👁 **LoS** to as many of your units as possible while choosing the nearest **Terrain Element** offering the **highest Defensive Bonus**.

If this is not possible, they move closer to your nearest unit while finishing their **Movement Action** in a **Terrain Element**.

PRIORITY #3

AI units outside a **Terrain Element** move to the nearest **Terrain Element** with the **highest Defensive Bonus**, or get into a **Vehicle** with the **Transport** Special Ability.

PRIORITY #4

AI units that have one or more of your units in their **LoS** but at **long range**, move to be within normal range of one of your units, while finishing their **Movement Action** in a **Terrain Element**.

PRIORITY #5

AI units with the **Tripod** Special Ability on their **Inactive Side** move to the nearest **Terrain Element** offering the **highest Defensive Bonus**. They flip to their **Active Side** if they have one or more of your units in their (**Clear** 👁 or **Obscured** 👁) **LoS** .

If they are already in a **Terrain Element** with a **Defensive Bonus**, they **flip** to their **Active Side**.

PRIORITY #6

AI Officers, units with the 💀 icon and **Light Vehicles** move out of your units' **LoS** or, if that is impossible, move to the nearest **Terrain Element** offering the **highest Defensive Bonus**.

2 - FOR THE DEFENSIVE ATTITUDE ⚙:

PRIORITY #1

🟨 → 🟩 ➡️ ✖✖

AI **Infantry Units** never finish their **Movement Action** outside of a **Terrain Element** unless that **Movement Action** is to **Contest** a **Primary Objective** that would bring you victory at the end of the turn.

PRIORITY #2

❓ → ✖ ➡️ ✖✖✖

AI units on their **Concealed Side** 🔄 do not enter a square in which they would be revealed, unless they try to **Control** an **Objective**.

PRIORITY #3

✖ → ➡️ 🛡/❓

AI units that are not on their **Concealed Side** 🔄 move to the nearest **Terrain Element** and flip to their **Concealed Side** 🔄 if the conditions allow it.

3 - FOR THE BALANCED ATTITUDE ⚙:

No particular rule. The player can apply, for each unit, the *Defensive* ⚙ or *Aggressive* ⚙ Attitude.

4 - FOR THE AGGRESSIVE ATTITUDE ⚙:

PRIORITY

🧨 🟥 ➡️ 🏠 ⬅️ 🟨

If the **AI** still has **grenades**, try to place up to two **AI** units per building occupied by your own units, each facing a different **opening**, even if the destination square is not in a **Terrain Element**.

SOME INSTRUCTIONS:

- Try not to position **AI** units adjacent to each other, especially if they end their **Movement Action** outside a **Terrain Element**.

- Even if it is already controlled by the **AI**, an **AI** unit tries to approach the nearest **Objective**.

- If an **Objective** is already controlled, **AI** units stop in a square adjacent to the **Objective** only if that square is part of a **Terrain Element**.

- If the **Objective** is too far away, more than twice its **Movement Value**, the **AI** unit moves into a **Terrain Element** so that it has a **LoS** on the **Objective** or to one or more of your units.

- An **AI** unit that is in a **Terrain Element** leaves it for another, or moves inside it, if this allows it to have more of your units in its **LoS**.

- An **AI** unit that is outside a **Terrain Element** advances to your deployment zone by stopping in the first **Terrain Element** it encounters, while trying to get the most of your units in its **LoS**.

- **AI** units that have the **Tripod** 🔄 and the **Indirect Fire** 🔥 special abilities (such as mortars) **flip** to their **Active Side** as soon as possible.
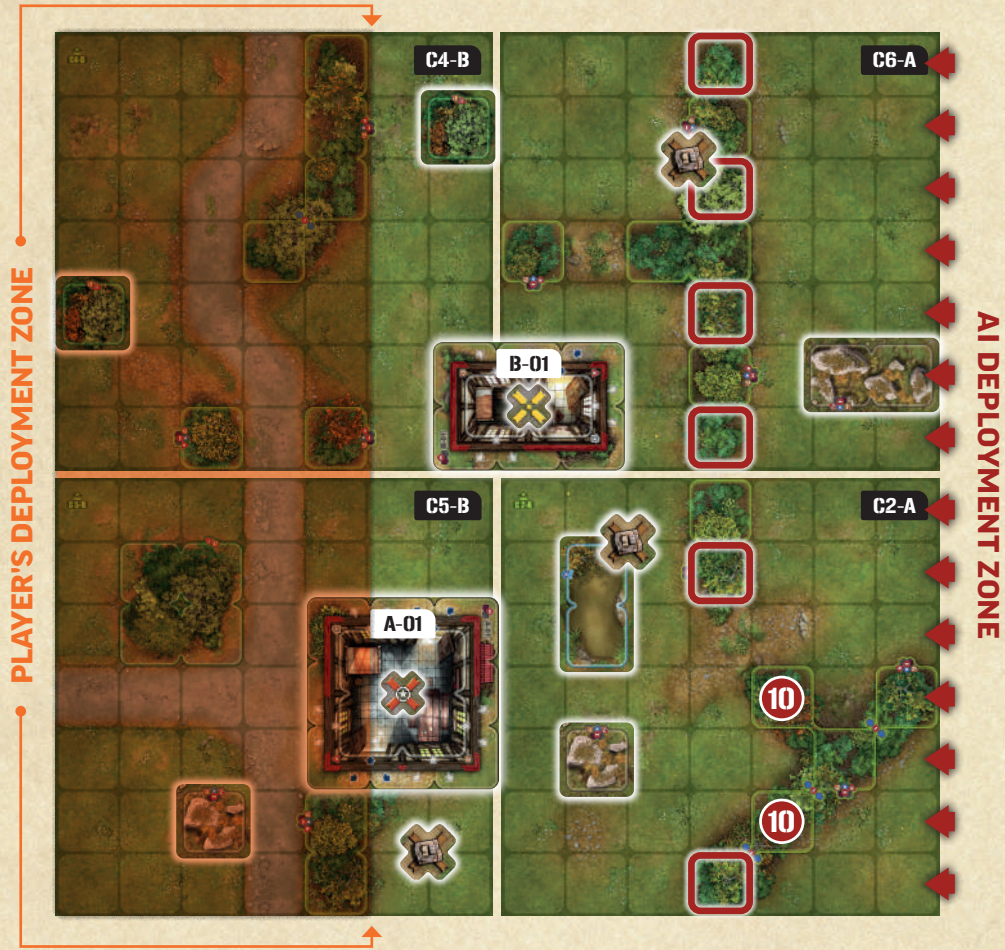
Front: Normandy
Armies: German / US
Date: June 1944
Players: 1

Young Luke, a Big Red One soldier, landed on Omaha Beach. He was lucky enough to make it out of that hell unscathed, but on this morning of June 1944, his company was ordered to take control of Saint Cernant, not far from Caumont. They were alert all the way as elements of the 2. Panzer-Division had been spotted in the surroundings. Their orders were clear: in the event of an encounter with the enemy, the 16th Infantry Regiment would have to hold out until artillery support could push back the German troops...

BATTLEFIELD AND DEPLOYMENT

PLAYER'S DEPLOYMENT ZONE

AI DEPLOYMENT ZONE

C4-B · C6-A · B-01 · C5-B · C2-A · A-01 · 10 · 10

COMPOSITION OF THE ARMIES

16TH INF. REG. 1ST INF. DIV. - 170 POINTS

REG. 304. 2. PZ.-DIVISION - 210 POINTS

Set **LUDWIG** aside. He will be deployed during the game.

SUMMARY · RULES · SCENARIOS

PREPARATION

The **AI** plays **the Germans** and you play the **Americans**.

 You have the **Initiative** each turn.

Place **1 US** Primary Objective and **1 Secondary Objective**.

Also place **3 Tactical Bonuses** from the **Solo Mode**.

- Draw **3 Action Cards** .

- The game lasts Turns.

- **German** units will enter play through the squares marked with arrows. Remember that as long as they're not on the battlefield, the **AI** units consider all **Reaction Card Effects 1** as **TACTICAL MOVEMENTS** (**see p.13**).

- Units that did not enter the game during the **Activation Phase** will enter during the **Supply Phase**..

SOLO MODE SET UP

Set the **AI Attitude** to *Aggressive* and choose the **Difficulty**.

1 Place the corresponding **Danger Tiles** on the **Dashboard**, without looking at them.

2 Remove faction-specific **Action Cards** that the **AI** is not playing (German Eastern Front, American, Commonwealth, Russians,

FFI). Then make **two separate decks**, one with **Action Cards**, the other with **Reaction Cards**.

3 Place all **Infantry Units** in the **Units Bag**, except the **Particular Unit** (**OBERLEUTNANT BERGER**) and the **2 RECON GROUPS** (they have the **Scout** Special Ability (**see p.8**))

4 Place the marker on **OBERLEUTNANT BERGER**.

5 Take 7 **Anonymous Unit** counters .

6 Take the **Numbered Anonymous Unit** counter.

7 As there are **8 counters** (7 **Anonymous Units** and **1 Numbered Anonymous** Unit), also take **2 Decoy Unit** counters .

8 Make a **stack** with those **10 counters** and place it near the squares marked with arrows.

9 Place at least **3 Infantry Units** of your choice in the **Reinforcements Bag** (remember that you may also choose an infantry token-sized **Light Vehicle**).
If your choice includes a **Particular Unit**, place a numbered marker on its counter and add the corresponding **Numbered Anonymous Unit** token to the **Reinforcements Bag** instead.

10 Deploy the **2 RECON GROUP** units on their **Concealed Side** , in the squares numbered **10**. These are the only squares suitable for their deployment, thanks to their **Scout** special ability.

11 At the start of the **Order Phase**, check how many **Numbered Order Tokens** the **AI** has, and place them in the **Available Orders** box on the **Dashboard**.

VICTORY CONDITIONS

The goal for the AI is to control as many Objectives as possible before the end of turn . Your mission is to prevent it.

At the start of the **Activation Phase** of turn :

Place a Life Point marker on the **3 AI Infantry Units** closest to an **Objective**.

At the start of the **Activation Phase** of turn :

Place **LUDWIG** in one of the 6 squares circled in red .

- The chosen square must be **free**, **non-adjacent** to any of your units, and **LUDWIG** must have **LoS** on at least one of your units.

- If more than one square meets these guidelines, choose one.

- If no square meets these guidelines, **LUDWIG** will arrive in the next turn under the same conditions.

Once in place, **LUDWIG** performs an **Alternative Fire Action** using his **Sniper** Special Ability.

For this **Alternative Fire Action**, the **AI** uses **all** available bonuses. Place an **Activated Marker** on **LUDWIG**.

At the start of the **Activation Phase** of turn :

If **LUDWIG** is still alive, the **Danger Marker** is placed on the first space of the **red Danger Level** (7 in **Easy** mode, 6 in **Medium** mode, 5 in **Hard** mode). If the **Danger Marker** is already at a **red** level, it moves to the first space of the **black Danger Level**.

If **LUDWIG** has been **Destroyed**, he comes back under the same conditions as in turn .

- **REGULAR VICTORY: The AI controls only the Secondary Objective.**

- **MAJOR VICTORY: The AI controls none of the Objectives.**

- **MINOR DEFEAT: The AI controls only the Primary Objective.**

- **MAJOR DEFEAT: The AI controls both Objectives.**

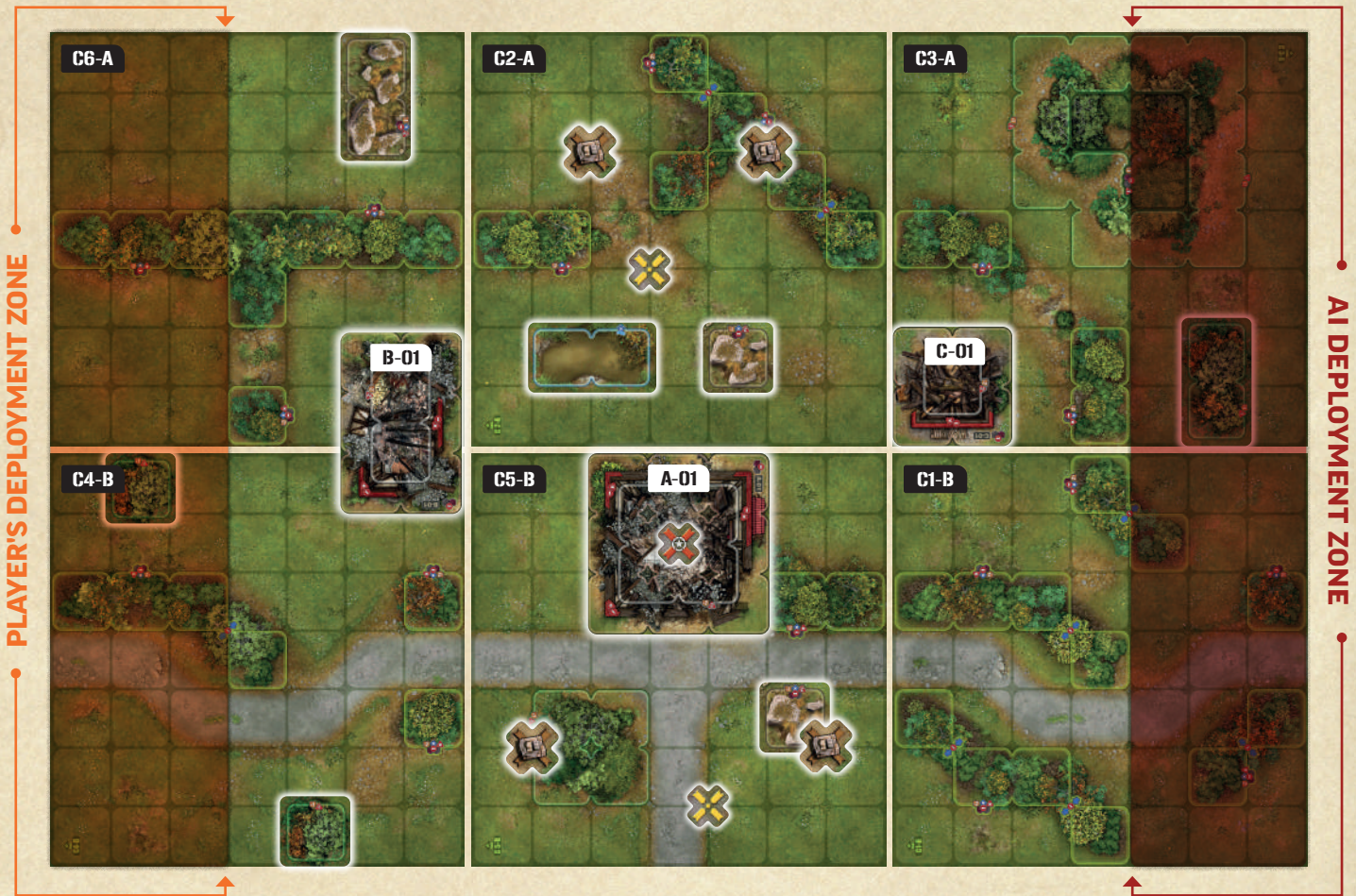# SCENARIO

FAMILY MEETING - CHAPTER 2

Front: Normandy
Armies: German / US
Date: June 1944
Players: 1

Both sides both sides pulled out of Saint Cernant which is reduced to a heap of smoking ruins. But now it's time for a new assault.

The German officer in charge of taking Saint Cernant for the 2. Panzer-Division is Major Brassert, same last name as Luke's, who never knew his father.

Could it be a curious coincidence or has fate decided to play a tragic farce on these two men?

BATTLEFIELD AND DEPLOYMENT

PLAYER'S DEPLOYMENT ZONE

AI DEPLOYMENT ZONE

GEEK OPTION: You may replace Customizations for **LUKE** and **MAJOR BRASSERT** by Light Sabers (Assault +3 and Assault vs *Heavy Vehicles*).

COMPOSITION OF THE ARMIES

16TH INF. REG. 1ST INF. DIV. - 245 POINTS

REG. 304. 2. PZ.-DIVISION - 245 POINTS

30

PREPARATION

The **AI** plays **the Germans** and you play the **Americans**.

You have the **Initiative** each turn.

Place **1 US** Primary Objective and **2 Secondary Objectives**.

Also place **4 Tactical Bonuses** from the **Solo Mode**.

- Draw **3 Action Cards**.

- The game lasts **7** **Turns**.

4 Place the **1** marker on **OB. BERGER** and the **2** marker on **BRASSERT** (or vice versa, as you wish ...).

5 Take **5 Anonymous Unit** counters.

6 Take the **1** & **2** **Numbered Anonymous Unit** counters.

7 As there are **7 counters** (**5 Anonymous Units** and **2 Numbered Anonymous** Units), also take **2 Decoy Unit** counters.

8 Make a **stack** with those **9 counters**.

9 Place at least **3 Infantry Units** of your choice in the **Reinforcements Bag**. If your choice includes a **Particular Unit**, place a numbered marker on its counter and add the corresponding **Numbered Anonymous Unit** token to the **Reinforcements Bag** instead.

10 Deploy the **AI** unit with the Scout special ability **3 squares** ahead of the **AI**'s **deployment zone**. Place it on its **Concealed Side**, in a **Terrain Element**, as close as possible to one of the **Objectives**.

11 Pick one edge of the **AI**'s **deployment zone** and deploy the **AI** vehicles there, each closest to an **Objective**. Then, without looking at them, deploy the counters from the stack, prioritizing placement in **Terrain Elements** (**see p.10**).

12 At the start of the **Order Phase**, check how many **Numbered Order Tokens** the **AI** has, and place them in the **Available Orders** box on the **Dashboard**.

SOLO MODE SET UP

Set the **AI Attitude** to *Aggressive* and choose the **Difficulty**.

1 Place the corresponding **Danger Tiles** on the **Dashboard**, without looking at them.

2 Remove faction-specific **Action Cards** that the **AI** is not playing (German Eastern Front, American, Commonwealth, Russians, FFI) Then make **two separate decks**, one with **Action Cards**, the other with **Reaction Cards**.

3 Place all **Infantry Units** in the **Units Bag**, except the **2 Particular Units** (**OB. BERGER** & **BRASSERT**) and the **RECON GROUP** (it has the **Scout** Special Ability (**see p.8**).

VICTORY CONDITIONS

The goal for both sides is to control as many Objectives as possible by the end of turn 7.

At the start of the **Activation Phase** of **turns 3** & **5**: roll a dice and apply the result corresponding to the Attitude:

🎲	🟢	🔵	🔴
1 - 2	A	A	B
3 - 4	C	D	D
5 - 6	E	E	E

A: Place a marker on the **3 AI** units closest to an **Objective**. Any one of these units can discard this marker to avert one Suppressed Marker. **Suppressed Marker**.

B: Place a marker on the **3 AI** units closest to an **Objective**. These units may take **Opportunity Fire** if they're not **activated**. Discard this marker once the **Firing Action** is resolved and place an **Activated Marker** on the unit.

C: Place a marker on the **3 AI** units closest to an **Objective**. These units gain a **+1** bonus to their **Defense Value**. Discard this **marker** after a **Firing Action** is taken against them.

D: Move all **AI** units **2** squares closer to the nearest **Objective** or **Tactical Bonus**. Try not to place them outside any **Terrain Element**. This **Movement Action** cannot result in an **Assault**.

E: Place a **Life Point** marker on the **3 AI Infantry Units** closest to an **Objective**.

- **MINOR VICTORY: one of the two sides controls an Objective (primary or secondary) whilst the other does not control any.**

- **REGULAR VICTORY: one of the two sides controls the Primary Objective and a Secondary Objective.**

- **MAJOR VICTORY: one of the two sides controls the Primary Objective and both Secondary Objectives.**

If neither side controls an **Objective**, the side that Destroyed the opponent's Character (**LUKE** or **BRASSERT**) wins the game. Any other result is a draw.

SCENARIO LIST

7 - SCENARIOS LIST

During setup, remember to adjust the number of **Tactical Bonuses** according to the size of the battlefield.

In the scenarios, the **AI** considers the item tokens (detonators, radio, ...) and the squares allowing to leave the battlefield as **Primary Objectives**.

We think the **AI** is unsuitable for certain sides or scenarios that would require far too many precisions, tweaks, and special rules to make things work properly. Nothing prevents you from trying though...

V.2
Specifications flagged **V.2** are added to adapt the rules of **V.1** to those of **V.2**.

BOMBING
When the scenario asks you to play an **Artillery Card** (except for **FLAK 18**), roll a dice, divide the result by **2**, round up. The result is the number of **Templates** using the red **Indirect Fire** 🔥 Special Ability that you must / can place anywhere on the battlefield. Each **Template** can scatter. For the **FLAK 18**, use these **Combat Values**: +5 +4 + 💥

AIRSTRIKE
When a scenario calls for an **Aviation Card** to be played, the concerned side takes the **THUNDERBOLT** or **FOCKE-WULF** **Recruitment Tile** and can assign it an **Order Token**. He discards it at the end of the turn. **Destroying** the **Aircraft Unit** does not prevent the owning side from reusing the **Recruitment Tile** if the scenario specifies it. If you don't have an **Aircraft Unit** in your collection, do a **Firing Action** against any unit on the battlefield, except those placed in a building, using these **Combat Values**:
+4 +3 +2

7.1 - HEROES OF NORMANDIE

CORE BOX V.1
- **GODSEND:** The **AI** can play both sides.

- **SAVING PRIVATE REX:** The **AI** cannot play the **American side**.

- **PLAIN CARNAGE:** The **AI** can play both sides. Regardless of its Attitude, the **AI** will always move a unit to challenge the **Objective** you are controlling.

- **SLAUGHTERHOUSE 5:** The **AI** can play both sides.

- **MY HEART GOES BOOM!:** The **AI** cannot play the **American side**.

- **THE ROAD TO DEATH:** The **AI** cannot play the **American side**.

- **OUT OF GAS:** The **AI** cannot play the **American side**.
  V.2: During turns 2, 4 and 6, the player can make an **AIRSTRIKE**.

- **WAR, IT'S A MESS!** The **AI** cannot play this scenario.

- **THE BEST DEFENSE IS A GOOD OFFENSE!:** The **AI** can play both sides.

- **TEMPEST OF FIRE:** The **AI** can only play the **American side**. **V.2:** Once the three elements are together, the player does a **BOMBING**.

SAINTE-MÈRE-ÉGLISE
If you are playing the campaign, the **AI** will play the **Germans**.

- **PATHFINDERS:** The **AI** cannot play the **American side**.

- **REGROUP!:** The **AI** can play both sides. If it is playing the **Americans**, randomly select the **Anonymous Units** to drop in.

- **PIGEON SHOOTING:** The **AI** can play both sides. If it is playing the **Americans**, randomly select the **Anonymous Units** to drop in. It considers the **church** as a **Primary Objective** and the Lights as **Germans** units.

- **WHEN YOU'VE GOTTA GO:** The **AI** can play both sides. If it is playing **Americans**, randomly select the **Anonymous Units** that are sleeping.

- **LA FIÈRE, PART 1:** The **AI** can play both sides. If it plays the **Americans**, the units of **group #2** will enter during the **Supply Phase**. When setting up, set aside one of the **Tactical Bonuses**. It will be placed on **turn 3**.

- **LA FIÈRE, PART 2:** The **AI** can play both sides. **V.2:** At the start of the **Order Phase** of turn 1, the **Germans** do a **BOMBING** with **3 red** templates 🔥.

CARENTAN
If you are playing the campaign, the **AI** will play the **Germans**.

- **BELGIAN GATE:** The **AI** cannot play the **American side**.

- **PURPLE HEART LANE:** The **AI** can play both sides. **V.2:** At the start of the **Order Phase** of turn 5, the **German side** takes a **Firing Action** against the **side Defense Value** of the **M5 STUART** (or against the **GREYHOUND** if the **M5 STUART** is **Destroyed**) using these **Combat Values**: +5 +4 + 💥

- **COLE'S CHARGE:** The **AI** can play both sides. **V.2:** At the end of the **Supply Phase** of turns 4 and 6, the **German** do a **BOMBING** with **1 red** template 🔥.

- **TRUCE:** The **AI** can play both sides. **V.2:** At the end of each **Supply Phase**, if the American side controls the **Primary Objective**, the **AI** rolls a dice. On a roll of **5 or 6**, it does a **BOMBING** with **3 red** templates 🔥. It can only do this once per game.

- **CANAL DE VIRE-ET-TAUTE:** The **AI** can play both sides.

- **FINAL ASSAULT:** The **AI** can play both sides.

PEGASUS BRIDGE

If you are playing the campaign, the **AI** will play the **Germans**.

- **ORNE RIVER - HORSA BRIDGE:** The **AI** can play both sides.
  If the **AI** is playing the **Commonwealth**, each group considers the squares on the opposite bank as their **Primary Objectives**.

- **SOUND ASLEEP:** The **AI** can play both sides.

- **WAKE UP!:** The **AI** can play both sides.

- **DESTRUCTION:** The **AI** can play both sides. Place **2 Tactical Bonuses** on the **bridge** and **1** in each **deployment zone**.

- **FACE TO FACE:** The **AI** can play both sides. Place **2 Tactical Bonuses** on the **bridge** and **1** in each **deployment zone**.
  V.2: On turn **5**, the **German side** can make an **AIRSTRIKE**.

- **WHILE WE AWAIT THE BAGPIPES:** The **AI** can play both sides.

D-DAY

The **AI** cannot play the **American side** in any of the **3** scenarios.
V.2: At the end of the **Supply Phase** in turns **2**, **4** and **6**, of **scenario 3** (**BLOODBATH**) the **Germans** do a **BOMBING**.

CIVILIANS UNDER FIRE

The **AI** cannot play the **FFI side** in any of the **3** scenarios.

THE INVASION BEGINS! (GAZETTE #0)

- **NO MERCY FOR THE BRAVE! - PART 1:** The **AI** can't play the **American side**.
  V.2: At the end of the **Supply Phase** of turns **2** and **5**, the **American side** performs an **AIRSTRIKE**.

- **NO MERCY FOR THE BRAVE! - PART 2:** The **AI** can play both sides.

ACHTUNG MINEN! (GAZETTE #1)

- **WATCH YOUR STEPS!:** The **AI** cannot play the **American side**.

- **JUNO BEACH:** The **AI** can play both sides.
  If it plays the **American side**, units with the **Minesweeper** 🔧 special ability consider **Mine** markers as **Primary Objectives**.

HOBART'S FUNNIES (GAZETTE #2)

- **CUT OFF THE BRIDGES:** The **AI** cannot play the **American side**.

- **RED DEATH!:** The **AI** can play both sides.
  If it plays the **German side**, it considers SASHA as a **Primary Objective** and a priority target, and performs a **BOMBING** at the end of the **Order Phase** of turns **6** and **7**.

EASY COMPANY (GAZETTE #3)

- **RENDEZ-VOUS:** The **AI** can play both sides.

- **CARENTAN, WHAT NEXT?:** The **AI** can play both sides.

- **RUN SPEIRS, RUN!:** The **AI** can play both sides
  If it plays the **American side**, it considers DRENNAN as a **Primary Objective**, then, once the order is transmitted, WINTERS becomes the **Primary Objective**.

BRANDENBURGER (GAZETTE #4)

- **OPERATION EICHE:** The **AI** cannot play the **German side**.

- **A MESS IN THE ARDENNES:** The **AI** cannot play the **German side**.

MARKET GARDEN (GAZETTE #5)

- **12 KILOMETERS WASN'T SO FAR:** The **AI** can play both sides.

- **ROAST BEEF, POLISH SAUCE, 2 DAYS AT A HIGH HEAT:** The **AI** cannot play the **German side**.

- **POOR RECEPTION IN PROVINCE...:** The **AI** can play both sides.

- **THEN SIMMER ON LOW HEAT...:** The **AI** can play both sides.

AND BY THE WAY, HOW ARE YOU? (GAZETTE #6)

The **AI** cannot play any scenarios.

OUISTREHAM (GAZETTE #7)

- **THE BREACH:** The **AI** cannot play the **FFI side**.

- **PLACE YOUR BETS:** The **AI** can play both sides.
  If it is playing the **FFI side**, it will select KIEFFER as soon as a **TACTICAL MOVEMENT Effect** is drawn if he can get off the board.

- **COUNTER ATTACK:** The **AI** cannot play this scenario.

THE VERCORS MAQUIS (GAZETTE #8)

- **AMBUSH AT THE NECK OF THE HIGH CROSS:** The **AI** can play both sides.

- **VALCHEVRIÈRE:** The **AI** can play both sides.

- **BLACK WINGS:** The **AI** cannot play the **FFI side**.

SCENARIOS BOOKLET #1

- **WHO'S AFRAID OF THE BIG BAD WOLF?:** The **AI** can play both sides.
  If it plays the **American side**, after having deployed the units with the Scout 🔷 Special Ability, distribute the number of remaining **Anonymous Unit** counters evenly between the road boards of the **deployment zone**.

- **THE GIRAFE HAS A LONG NECK!:** The **AI** can play both sides.
  If it plays the **FFI side**, deploy an **Anonymous Unit** counter in each house, then **deploy** the other **Anonymous Unit** counters starting from the left side of the **deployment zone** and skipping a line each time.

- **THE TINY TANK TRASHING:** The **AI** can play both sides.
  It considers buildings as **Primary Objectives**.

7.2 - HEROES OF STALINGRAD

CORE BOX

- **HELLO BOYS...:** The **AI** can play both sides.

- **NOT ONE STEP BACK!:** The **AI** can play both sides.

- **SHORTAGE:** The **AI** can play both sides.
  If it plays the **Russian side**, the **officer** considers the side marked with arrows as a **Primary Objective**.

- **SPASIBA COMRADE!:** The **AI** can play both sides.

- **PROJECT X:** The **AI** can play both sides.

- **EXTREME MAKEOVER: HOME EDITION:** The **AI** can play both sides.
  If it plays the **German side**, it considers the building as a priority target for its units with the **Destruction** special ability 🏴 .

- **BARMALEY THE PIRATE:** The **AI** can play both sides.
  The **4** squares of the fountain are considered **Primary Objectives**. If the **AI** plays the **Russian side**, **MARIA OKTIABRSKAIA** considers her tank (Fighting Girlfriend) as a **Primary Objective**.

- **ROUND TRIP:** The **AI** can play both sides.

SCENARIOS BOOKLET #1

- **QUITE A RECEPTION:** The **AI** can play both sides.
  If it plays the **German side**, it considers the squares beyond the yellow line as **Primary Objectives**.

- **NEXT STATION... HELL:** The **AI** can play both sides.

- **THE FINAL ASSAULT:** The **AI** can play both sides.
  All squares of the **factory** are considered **Primary Objectives** which the **AI** can never control even if its units are present in the **factory**.

SNIPERS

- The player shuffles the **AI Sniper Decoy** counters. A **Sniper Decoy** counter can be selected for a **TACTIVAL MOVEMENT** or **FIRING ACTION Effect**, but not for a **SUPPRESSIVE FIRE** or **ASSAULT Effect**. A Sniper Decoy counter can also receive an **Order Token**.

8 - GAMING AID

8.1 - SOLO MODE KEYWORDS

> Attitude
Set at the start, it determines which **Reaction Card Effects** will be resolved and how the **AI** units will react during the **Activation Phase** and **Supply Phase**. Attitude also determines which **Danger Tiles** are placed on the **Dashboard**.

> Difficulty
Set at the start, this determines the pace for **Danger Tiles** to be revealed, thus providing their **Bonus**.

> Effects
An **effect** to be resolved on a **Reaction Card**.

> Lasting Effect
An **effect** of a **Reaction Card** or **Action Card** that lasts until the end of the current turn.

> Anonymous Unit
A counter representing an **AI** unit, usually an **Infantry Unit**, that has not yet been revealed.

> Anonymous Numbered Unit
A counter representing a **Particular Unit** of the **AI** that has not yet been revealed. A specific marker is placed on the counter of the corresponding **Particular Unit**.

> Decoy Unit
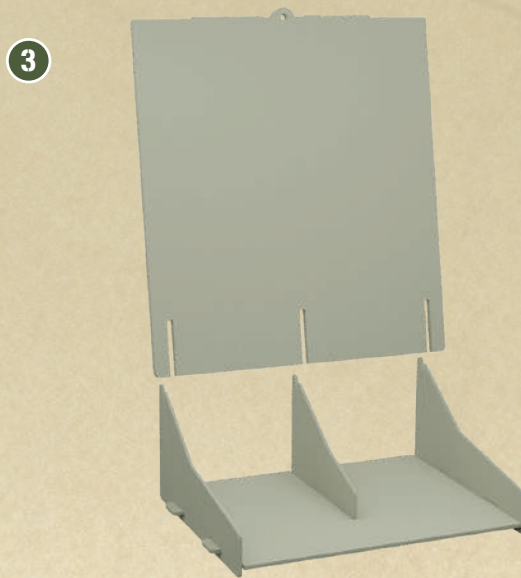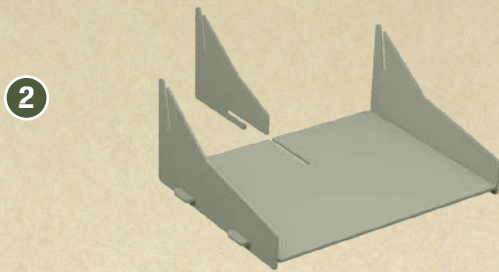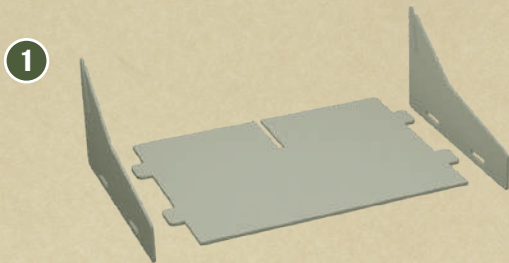A counter representing a Decoy **AI** unit that is discarded after being revealed.

> Special Units
An **AI** unit that is either a **Character** or an **Infantry Unit** whose counter is larger than one square.
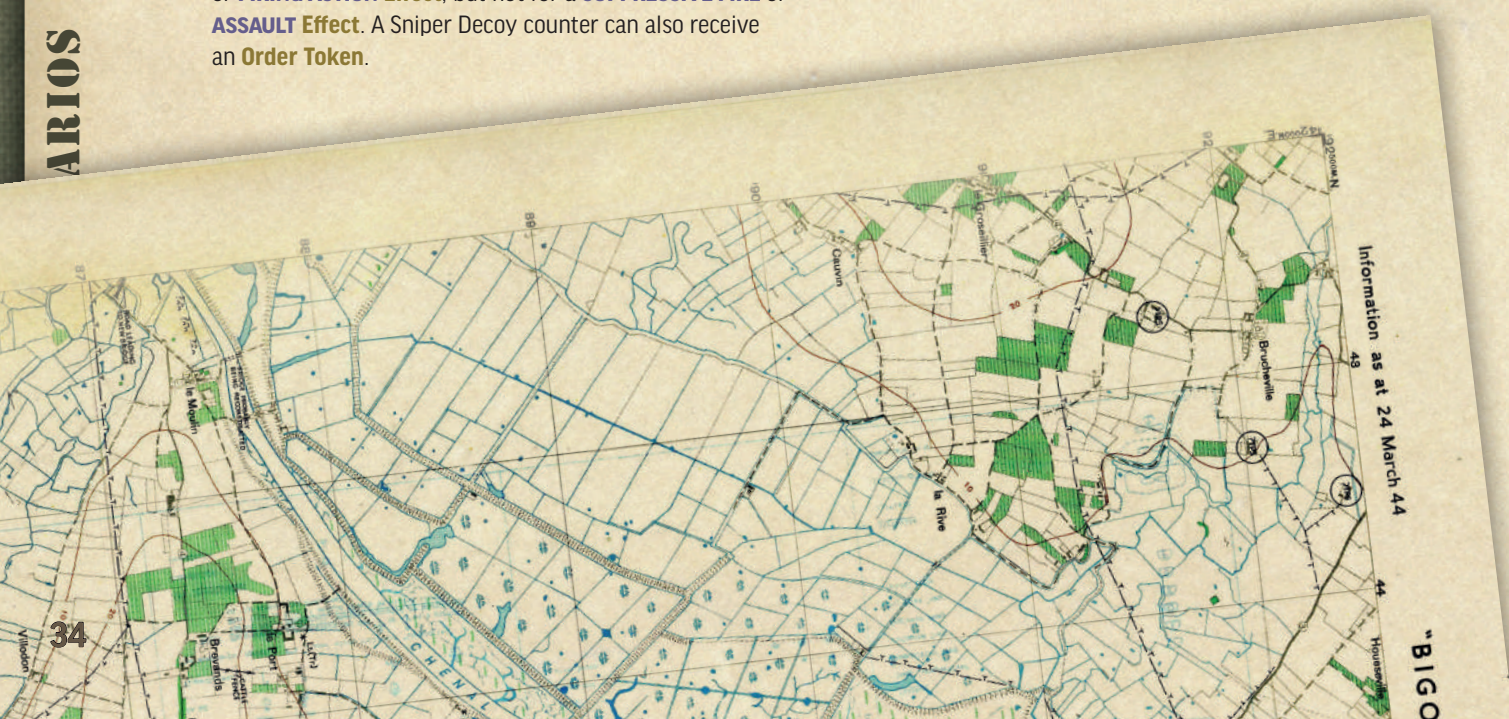
8.2 - DEALING SHOE ASSEMBLY
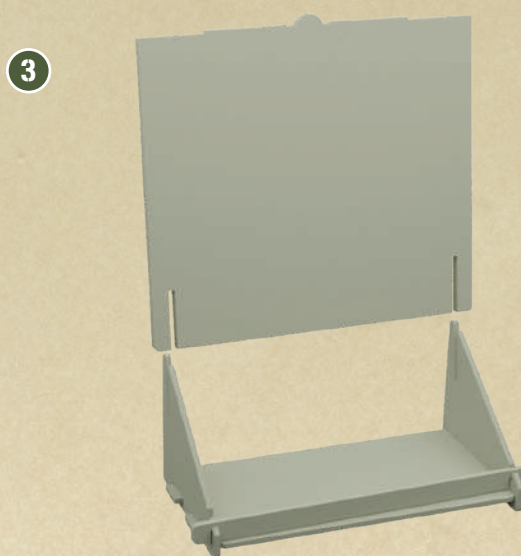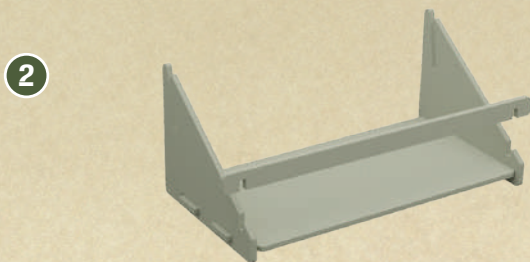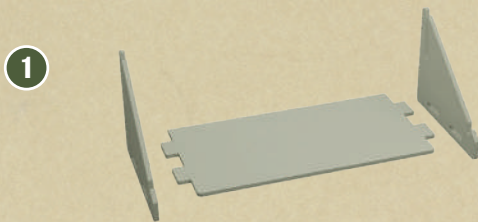
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8.3 - SOLO MODE ICONS

ATTITUDE

- **DEFENSIVE**
- **BALANCED**
- **AGGRESSIVE**

DIFFICULTY

- **EASY**
- **MEDIUM**
- **HARD**

EFFECTS

- This **Effect** lasts until the **end of the turn**
- Draw an **AI Action Card**
- An **AI** unit takes a **Suppressive Fire Firing Action**
- Draw a unit from the **Reinforcements Bag** and deploy it
- An **AI** unit takes a **Movement Action**
- An **AI** unit takes a **Movement Action** that ends in an **Assault**
- Place a **Numbered Order Token**
- An **AI** unit takes a **Firing Action**

ICONS

- **AI** unit/ **Player**'s unit
- Officer
- Unit that requires only one **Hit** to be destroyed.
- Unit that may suffer 2 **Hits**
- Unit with the Assault Special Ability
- Unit with the Indirect Fire Special Ability
- Unit with the Fire on the Move Special Ability
- Unit with the Suppressive Fire Special Ability
- **Infantry Unit**, **Light Vehicle** & **Heavy Vehicle** controlled by the **Player**
- **Infantry Unit**, **Light Vehicle** & **Heavy Vehicle** controlled by the **AI**
- Unit inside a **Terrain Element**
- Unit outside a **Terrain Element**
- Unit with an **Order Token**
- Unit without an **Order Token**

- Unit on its Concealed Side
- Unit not on its Concealed Side
- Randomly determine a Unit
- Unit with the highest **Combat Value**
- Unit not at Long Range
- Must cover more than one unit with an explosion **Template**
- Unit in firing range
- Unit in assault range
- Short range (- 7 squares)
- Long range (+ 7 squares)
- **AI Unit** with a better Assault bonus
- Has a Clear **LoS**
- Has a Clear or Obscured **LoS**
- Has an Obscured **LoS**
- Has no **LoS**

- Unit inside a Vehicle
- Unit boarding or leaving a vehicle
- **Heavy Vehicle** having its rear and/or side **Defense Value** in an opponent's **LoS**
- Unit inside a **Terrain Element** with the lowest **Defensive Bonus**
- **Terrain Element** / **Terrain Element** with the highest **Defensive Bonus**
- No **Suppressed Marker**
- **Primary Objective** / **Secondary Objective** / **Tactical Bonus**
- **AI** unit controlling an Objective
- **Player**'s unit controlling an Objective
- Or...
- And...
- Move toward...
- Move and reach...
- Move toward if...