



## SOLO MODE SUMMARY

### PREPARING FOR BATTLE

**Building the AI Deck:** arrange the cards in piles according to card type: Infantry, Artillery, Tanks, Transport vehicles, and Support cards (Aircraft units are included in this pile).

**Pitched Battles:** draw as many cards of each type as you have included in your own deck. For each aircraft in your deck, take 2 cards from the Support cards pile instead.

Then roll 1D10:

Roll	Result
1-2	→ No extra cards are added.
3	→ Add 1 infantry unit.
4	→ Add 1 artillery unit.
5	→ Add 1 tank.
6	→ Add 1 transport vehicle.
7	→ Add 1 Support card.
8	→ Add 1 infantry unit and 1 transport unit.
9-10	→ Add 1 infantry unit and 1 Support card.

**Historical Scenarios:** take the cards indicated in the scenario from each pile.

				
19	8	5	0	14

### SOLO MODE:

 19-8-5-0-14 Defensive AI	 20-3-5-4-15 Offensive AI
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### STARTING A BATTLE

**Pitched Battles:** take 5 AP and 5 cards.

- ▶ **Starting player:** the AI spends AP according to the result of 1D10: 1-3 = 0 AP; 4-5 = 2 AP less than you; 6-7 = 1 AP less than you; 8-9 = the same AP as you; 10 = 1 AP more than you. Then roll 2D10 and add the AP spent to decide who is the starting player.
- ▶ **Artificial Terrain:** shuffle all the Artificial Terrain cards and place cards according to the AP spent. Roll 1D10 for each terrain and place it on the battlefield as indicated by the table.

										AI
1	2	3	4-5	6-7	8	9	10			1-5
1	2	3	4-5	6-7	8	9	10			6-10

**Historical Scenarios:** take as many AP and cards as indicated by the scenario.

- ▶ **Starting player:** as specified in each scenario.
- ▶ **Artificial terrain:** as specified in each scenario, or following the above procedure if not specified.
- ▶ **Deployment of starting units:** if there is initial deployment, the scenario will specify the number and type of cards. Deploy them on the battlefield from highest to lowest AP cost, first on the objectives, then on Terrain cards, and finally on positions to maintain the Supply Line. Use any remaining AP to upgrade these units.



TURN SEQUENCE

**Initial Phase:** the **Behavior** of the AI is determined as follows:

- ▶ **Pitched Battle**

▶ **Historical Scenario**
- Variable AI (1st column).

Offensive AI (2nd column).

Defensive AI (3rd column).

During the first two turns, the AI will determine its behavior according to the table below:

INITIAL BEHAVIOR (turns 1 and 2)		
Variable AI (Pitched Battles)	Offensive AI (Historical Scenario)	Defensive AI (Historical Scenario)
Reinforce rows 5 and 6, and then advance.	Advance towards the objective without breaking the Supply Line.	Reinforce the objective without breaking the Supply Line.

To determine the AI's behavior during the rest of the game, apply the following behavior modifiers:

Scenarios	Situation	Modifier
ALL	Each row with the AI units.	→ +3/+4
HISTORICAL SCENARIOS Defender AI	AI unit on the objective.	→ +2
HISTORICAL SCENARIOS Attacker AI	Objective within reach of the AI.	→ +1
PITCHED BATTLE	HQ within reach of the AI.	→ +1
ALL	For each row with only your units.	→ -1/-2
ALL	AI Supply Line broken.	→ -3

OBJECTIVES			
Result	Variable AI (Pitched Battle)	Offensive AI (Historical Scenario)	Defensive AI (Historical Scenario)
≤ 3			
4-7			
≥ 8			

**Headquarters phase:** the HQ, Supply Line, and cards able to do so generate AP.

**Card Phase:** reveal extra cards from the deck until the AI has 7 cards.

If none of them has shooting ability, discard all the cards and draw 7 new cards.

**Deployment Phase:** a **Priority** system is established.

**1) Card selection:**

- ▶ In the same order of priority, cards are deployed from highest to lowest cost.
- ▶ Cards that generate AP are **priority 0**.
- ▶ Deploy 1 card from each pile following the priority order in the tables.

INITIAL DEPLOYMENT (turns 1 and 2)		
Variable AI Pitched Battles	Offensive AI Historical Scenario	Defensive AI Historical Scenario
1.	1.	1.
2.	2.	2.
3.	3.	3.

① Potential upgrade

① Compulsory upgrade



① Potential upgrade		DEPLOYMENT		① Compulsory upgrade	
≤ 3	<div>1</div> <div></div> <div>2</div> <div><div></div><div>①</div></div> <div>3</div> <div></div> <div>4</div> <div></div> <div>DEF</div>	<div>1</div> <div></div> <div>2</div> <div></div> <div>3</div> <div><div></div><div>①</div></div> <div>4</div> <div></div> <div>ATT</div>	<div>1</div> <div></div> <div>2</div> <div><div></div><div>①</div></div> <div>3</div> <div></div> <div>4</div> <div></div> <div>DEF</div>		
	4-7	<div>1</div> <div><div></div><div>①</div></div> <div>2</div> <div><div></div><div>①</div></div> <div>3</div> <div></div> <div>4</div> <div><div></div><div>①</div></div> <div>5</div> <div></div> <div>SL</div>	<div>1</div> <div></div> <div>2</div> <div><div></div><div>①</div></div> <div>3</div> <div></div> <div>4</div> <div></div> <div>SL</div> <div>5</div> <div></div> <div>UNIT</div>	<div>1</div> <div><div></div><div>①</div></div> <div>2</div> <div><div></div><div>①</div></div> <div>3</div> <div><div></div><div>①</div></div> <div>4</div> <div><div></div><div>①</div></div> <div>5</div> <div></div> <div>UNIT</div>	
≥ 8	<div>1</div> <div><div></div><div>①</div></div> <div>2</div> <div><div></div><div>①</div></div> <div>3</div> <div><div></div><div>①</div></div> <div>4</div> <div></div> <div>HQ</div> <div>5</div> <div></div> <div>HQ</div>	<div>1</div> <div><div></div><div>②</div></div> <div>2</div> <div><div></div><div>①</div></div> <div>3</div> <div></div> <div>TAR</div> <div>4</div> <div><div></div><div>①</div></div> <div>5</div> <div></div> <div>TAR</div>	<div>1</div> <div></div> <div>2</div> <div></div> <div>3</div> <div><div></div><div>①</div></div> <div>4</div> <div></div> <div>ATT</div> <div>5</div> <div></div> <div>UNIT</div>		

## 2) Number of cards to deploy:

- ▶ **2-3 AP available** ➤ Deploy 1 card.
- ▶ **4-5 AP available** ➤ Deploy 2 cards.  
Otherwise, deploy 1 card with the highest cost among the AI's cards.
- ▶ **6+ AP available** ➤ Deploy 1 card with a cost of 5+ AP.  
Otherwise, deploy 2 cards with a cost of 3+ AP each. If none of the above are possible, deploy 2 or 3 cards with any cost.

## 3) Card placement on the battlefield:

- ▶ **During the first two turns** ➤ the AI will deploy troops as close as possible to terrain that provides cover and Evasion.
- ▶ **The rest of the turns** ➤ follow the **Confronted Units** rule (given the units have enough Armor-piercing value).

**Movement Phase:** Units deployed this turn cannot move unless an ability allows them to. Movement is performed according to the following tables (*Initial Behavior and Objectives*).

INITIAL BEHAVIOR (turns 1 and 2)		
Variable AI Pitched Battles	Offensive AI Historical Scenario	Defensive AI Historical Scenario

OBJECTIVES			
Result	Variable AI (Pitched Battle)	Offensive (Historical Scenario)	Defensive AI (Historical Scenario)
≤ 3			
4-7			
≥ 8			



Note that a distinction is made between units depending on whether they are wounded and whether they generate AP.

- **Units with Wounds:**
  - **1 Wound:** roll 1D10: 1-2 unit moves back, 3-6 unit seeks cover, 7-10 unit moves normally.
  - **2 Wounds or more:** roll 1D10: 1-5 unit moves back, 6-8 unit seeks cover, 9-10 unit moves normally.
- **Units that generate AP:**
  - **Command Group units:** will only move forward if they are not within range of enemy units (row 4 max.).
  - **Radio Link units and Radio Operator units:** will move up to 1 space if they can get better cover.
  - **Units with Supplies:** will move towards row 6 seeking cover.

**Shooting Phase:** resolved according to the following **Priority** order.

- 1. Main weapon:**  
Starting with the units farthest from the AI's HQ (rows 1 to 6), as long as they have enough Armor-piercing to damage the target.
- 2. Selecting targets:**
  - Units with a high deployment cost that can be destroyed by a normal hit.
  - The AI's battle objective.
  - Wounded units.
  - The units closest to the AI's HQ or the AI's battle objective.
  - Unoccupied Terrain cards.
- 3. Unit upgrades:**  
Follow the above order applied to attacks with unit upgrades.

**Flip Over Phase:** follow the standard game rules.

**Discard Phase:** determine which cards the AI keeps:

- **During the first two turns** ► the AI will keep 1 unit card for each priority level (from 1 to 3).
- **Rest of turns** ► check this table:



DISCARD			
Result	Variable AI (Pitched Battle)	Offensive AI (Historical Scenario)	Defensive AI (Historical Scenario)
≤ 3	<ul style="list-style-type: none"><li>● Keep 2 priority 1 unit cards. Prioritize lowest deployment costs.</li><li>● Keep 1 priority 2 unit card. Prioritize lowest deployment cost.</li></ul>	<ul style="list-style-type: none"><li>● Keep 1 unit card of each priority level (1 to 3). Prioritize lowest deployment costs.</li></ul>	<ul style="list-style-type: none"><li>● Keep 1 unit card of each priority level (1 to 3). Prioritize lowest deployment costs.</li></ul>
4-7	<ul style="list-style-type: none"><li>● Keep 1 unit card of each priority level (1 to 3). Prioritize highest deployment costs.</li></ul>	<ul style="list-style-type: none"><li>● Keep 2 priority 1 unit cards. Prioritize lowest deployment costs.</li><li>● Keep 1 priority 2 unit card. Prioritize lowest deployment cost</li></ul>	<ul style="list-style-type: none"><li>● Keep 2 priority 1 unit cards. Prioritize lowest deployment costs.</li><li>● Keep 1 priority 2 unit card. Prioritize lowest deployment cost.</li></ul>
≥ 8	<ul style="list-style-type: none"><li>● Keep 2 priority 1 unit cards. Prioritize highest deployment costs.</li><li>● Keep 1 priority 2 unit card. Prioritize highest deployment cost.</li></ul>	<ul style="list-style-type: none"><li>● Keep 1 unit card of each priority level (1 to 3). Prioritize highest deployment costs.</li></ul>	<ul style="list-style-type: none"><li>● Keep 1 unit card of each priority level (1 to 3). Prioritize highest deployment costs.</li></ul>

Then, the AI can keep in its hand up to 3 extra cards, according to the following priority:

1. The rest of unit cards. Prioritize lowest deployment cost.
2. The rest of Support cards. Prioritize lowest deployment cost.