

BLOOD & PLUNDER



SOLITAIRE

These rules are intended to be used by a single player to play Blood & Plunder against an AI controlled Opposing Force (OPFOR) whose actions are determined by the conditions of battle. The following are rules changes for Solo games. A copy of the Blood & Plunder rulebook is required to use this document. Any rule not specifically altered by this section is treated as normal for the game. Please note, that while we have tried to create a robust AI system for the OPFOR, a bit of common sense on the part of the player should be exercised to help the AI along a bit every now and then.

SETUP

Create 2 legal armies and choose a scenario to play. No changes are made to the set up of a game other than having to build your opponent's army. These rules will work best if the OPFOR plays the defender in the scenarios.

TURN OVERVIEW

» No hand is drawn for OPFOR. After you have chosen your initiative card for the turn, the top card of the deck is used as the OPFOR's initiative card. Initiative proceeds as normal.

- » The OPFOR's priority for activating units is as follows:
- › Units engaged
 - › Units with enemies less than 12" away
 - › All other units.

If there are multiple units that qualify as the OPFOR's highest priority, randomly determine which is activated amongst them.

» The printed number on the OPFOR's current initiative card and the state of the battle are what determine how the selected unit will spend their available actions. This is detailed in chart 1. Use your initiative card value to determine which priority column will be used in chart 2:

CHART 1

OPFOR HAS:	LESS STRIKE POINTS	TIED	MORE STRIKE POINTS
Card Value 11-13	A	A	B
Card Value 5-10	A	B	B
Card Value 1-4	B	B	C

Starting at Action priority 1, work down the chosen priority column until you reach an action that the activated unit can perform. Once you reach an action that may be performed, start again at the top of the list for the next action. Do this again until the unit has no remaining actions.

CHART 2

ACTION PRIORITY	A - PUSH!	B - HOLD	C - FALL BACK!	Command Points
1	Shoot <12"	Shoot <20"	Shoot	Rally
2	Grapple	Charge	Retreat Move	Reload
3	Charge	Reload	Repair	Repair
4	Aggressive Move	Tactical Move	Rally	Shoot
5	Fight	Fight	Reload	Fight
6	Reload	Rally	Fight	Tactical Move
7	Rally	Repair		
8	Repair			

After the unit has used all its actions, it will use command points or end its activation. To use command points, choose the unit closest to the activated command unit and assign it an action based on the Command Points action priority column. Do this until the unit is out of command points and then end its activation.

For Example: OPFOR has shown a 13 (King) of Spades as their initiative card for the round. Since they have the same amount of strike points as the player and have shown a King (13), they will be using the A priority Column (Push!). The unit being activated by OPFOR does not have an opposing unit within 12" and is not playing on a ship, so the highest priority action that the unit can take is an Aggressive Move. Since this unit does not contain a commander, they cannot assign Command Points. The unit is out of actions and ends its activation.

OPFOR ACTIONS

» Movement:

- › Aggressive: Move directly toward the nearest enemy unit. End movement in cover if available, but priority is to end as close to the enemy as possible.
- › Tactical: Move toward the nearest objective that is not under this force's control and then toward closest enemy units take maximum advantage of cover.
- › Retreat: Move the unit out of Line of Sight (LOS) of as many enemy units as possible with priority on getting out of LOS of the closest enemy units. Try to seek the best cover possible with this move with priority being an objective and then the home base edge.

» **Attack:** When an OPFOR unit Charges, choose the

closest unit as its target. For Shoot actions, choose first units in the open with a target number of less than 9, then unit with the lowest modified target number. Always prioritize units that have not activated as targets for shootings if there are multiple options. In the event of a tie, determine randomly.

» **Defensive Attacks:** OPFOR units will always make defensive attacks if possible.

ACTION EXCEPTIONS

Certain units will behave differently based on the equipment they carry and the special rules that they have. The exceptions are listed below:

» **Gun Crews:** Units assigned to artillery pieces will never take move actions except to move guns on field carriages into a position to gain line of sight on opposing units.

» **Guerrillas:** Units with the Hidden, Elusive, Skirmishers, Cunning, and/or Quick special rules, will use these special rules as often as possible. They will only ever move within 8" of a unit that has Fatigue.

» **Shooting Specialists:** If a unit with Drilled or Expertly Drilled, or Marksmen special rules has two or more action available to it, it will use those actions only if they reduce their target number to 8 or less.

» **Aggressive Units:** A unit with this exception is all of the following:

- › is not armed with Muskets, Carbines or Bows
- › is not crewing artillery
- › is armed with explosives, even if armed with Muskets, Carbines, or Bows.

will always prioritize moving and charging actions before shooting actions.

» **Bayonets:** Units with Bayonets that have no loaded shooting weapons will plug bayonets if within 8" of opposing units. While a unit has Bayonets fixed, it will classify as an Aggressive unit.

» **Cavalry:** Mounted units will always attempt to stay out of Line of Sight of enemy units. Priority is still to move as close as possible to their target.

EVENTS

If the OPFOR plays an event card, set it aside and apply it at the beginning of the next turn and then draw a new card. Player event cards function as normal.

FORTUNE POINTS

It is recommended that players not use Fortune Points for either force when playing solo.

OPPOSING FORCE SHIPS

When playing with ships, the OPFOR will always use the second ship movement on a D10 roll of 6+ or on its second to last movement. Whichever comes first. How a ship moves will be determined by the table below:

OPFOR HAS:	LESS STRIKE POINTS	TIED	MORE STRIKE POINTS
Card Value 11-13	Move directly toward closest player ship	Move directly toward closest player ship	Move for maximum broadside potential
Card Value 5-10	Move for maximum broadside potential	Move for maximum broadside potential	Move away from player ships.
Card Value 1-4	Move for maximum broadside potential	Move away from player ships.	Move away from player ships.