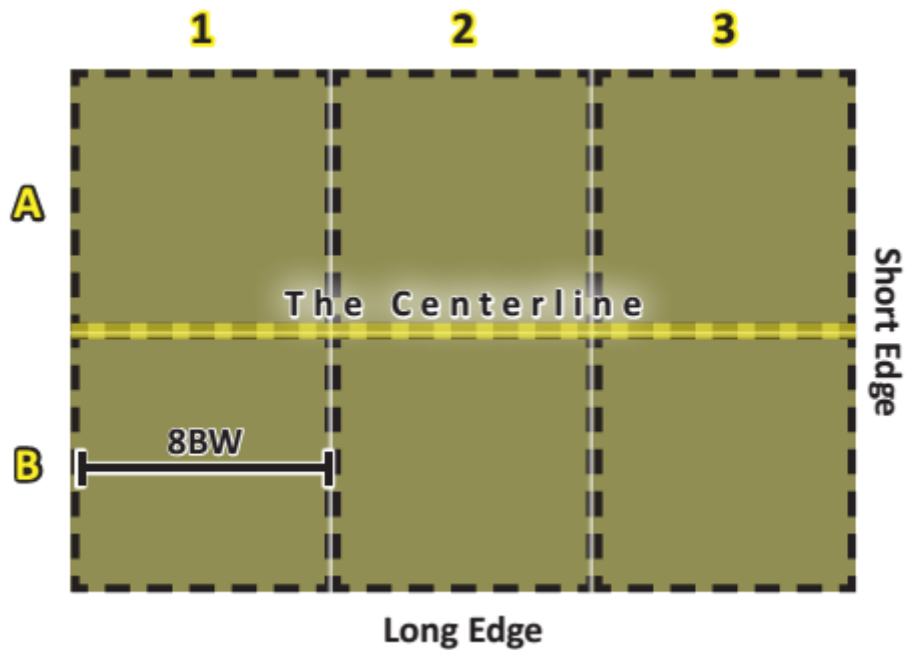


SOLO SYSTEM FOR BLÜCHER

(version 1.3)

* Terrain is divided in 3 sectors (left wing, center, right wing), 8 BW each. Sectors do not affect the human player. A simple cord might be used to divide the terrain. A centerline (8 BW from edge) has also to be marked. It is recommended that the human player adopts the role of an active defender (à la Wellington at Waterloo), not venturing far into enemy territory (never or barely trespassing the centerline in the picture).



Pitch two balanced armies against each other. The strength of each AI sector can be uneven. A minimum of one artillery unit per AI Sector is required.

4 AI units (2 infantry, 2 cavalry) **start off the board** and constitute the **Reinforcement Pool**. These units must be marked to distinguish them. The constitution of the reinforcement pool sets the game **Difficulty**:

	Easy	Hard
Infantry 1	Line	Guard/Elite
Infantry 1	Conscript	Line
Cavalry 1	Light	Guard/Elite
Cavalry 2	Irregular/Allied	Light

* Each AI sector is managed by a commander that has **4 distinct traits**: ORDERS, PERSONALITY, FAVORITE UNITS and QUALITY.

* Before the game establish each commander traits rolling D6s.

ORDERS:

- 1 Support (artillery)
- 2 Support (artillery)
- 3 Support (artillery)
- 4 Support (artillery)
- 5 Attack
- 6 Attack

A minimum of 1 sector and a maximum of 2 (e.g. left¢er) must attack. Re-roll until this condition is met.

Support orders means support adjacent sector attack with own artillery units, *without the units ever leaving their own sector* (this implies diagonal or lateral fire).

PERSONALITY:

- 1 Conservative
- 2 Conservative
- 3 Cautious
- 4 Cautious
- 5 Reckless
- 6 Reckless

*Maximum of 1 conservative /1 reckless commander in an army.

Effects of personality on attacks:

Track **the cumulative elan lost** in each attacking sector/s. When it reaches a multiple of 6, do a **hesitation test**:

Roll 2 D6. If the sum is less or equal to the number in this table: **Hesitation mode**

Elan Lost	Conservative	Cautious	Reckless
6	6	5	4
12	7	6	5
18	8	7	6
24	9	8	7
30	Hesitation	Hesitation	Hesitation
36 or 42...	Hesitation	Hesitation	Hesitation

Thus the chance of Hesitation increases with each elan lost.

After an attacking sector enters into Hesitation mode, 2 outcomes are possible: **ask for reinforcement** from the pool or **abort the attack**. Roll to see which depending on commanders' Personality (conservative commanders will tend to abort, reckless to ask for reinforcement and persist), as for the following table:

	Conservative	Cautious	Reckless
1	Ask for reinforcement	Ask for reinforcement	Ask for reinforcement
2	Ask for reinforcement	Ask for reinforcement	Ask for reinforcement
3	Abort attack	Ask for reinforcement	Ask for reinforcement
4	Abort attack	Abort attack	Ask for reinforcement
5	Abort attack	Abort attack	Abort attack
6	Abort attack	Abort attack	Abort attack

A reinforcement unit “pop-ups” magically **in the frontline of the attacking sector**. This may feel gamey, but it reflects the surprise element needed if the AI opponent is to be challenging. Think of them as units that were hidden by smoke. This mechanic is inspired by Nic Birt’s *Tank Shock!* (Lone Warrior, Journal of the Solo Wargamers Association).

First establish **which unit** in the pool reinforces the attack:

- 1 Infantry 1
- 2 Infantry 2
- 3 Cavalry 1
- 4 Cavalry 2
- 5 Re-roll
- 6 Re-roll

Then establish the **situation** where it will pop-up:

- 1 Entrenched in the frontline if infantry. Re-roll if cavalry
- 2 In an urban area (inf.), wood (inf.) or crest-line on or near the front. Re-roll if none.
- 3 Behind friendly unit
- 4 Next to friendly unit
- 5 Next to friendly unit
- 6 Flank charge: in position to execute a flank charge on the enemy this turn

Pick favorable placements and tend to support units in trouble or difficult spots. A reinforced sector keeps rolling for hesitation normally (thus it may receive more reinforcements or abort).

After an attack is aborted in one sector, remove the reinforcement units that still have elan back to the pool. They can reinforce future attacks in other sectors, but with their current elan (optionally you may give them a chance to rally when they get back to the pool). Leave entrenchments if any. The sector enters into **Retreat mode**. One of the supporting sector/s now switches to Attack (roll if necessary). Momentum (is divided between the new attacking sector and the retreating sector until the retreat is conducted (units get within 4 BW of AI edge). Retreating units only spend half MO, in other words, the AI can move 2 units for 1 MO. *Optional rule*: in the first turn of the attack, the new attacking sector can move units twice with 1 MO providing it does not

engage the enemy. This is one-time **forward dash** designed to cut the time the human has to reposition to meet the new attack.

A retreating commander may leave artillery units strategically deployed near the frontline if an attacking sector is adjacent. The reason is that after the retreat, the sector switches to **Support** orders. During the retreat the commander may use some MO to support the adjacent sector with artillery fire or to cover the retreat, but only sporadically because he needs MO to retreat the units. If in the future the sector is asked to attack again, it will **automatically enter Hesitation mode** after each 6 elan multiple (because the commander is still reeling from the trouble it met in the previous attack). Retreated infantry and cavalry units **cannot be attacked** by the human, but supporting artillery can be attacked (usually with counter battery fire to avoid taking advantage of the fact that they are unsupported by infantry or cavalry).

What if the pool is empty?

If the reinforcement pool is empty but there are reinforcement unit/s fighting on the sector, a reinforcement roll means persisting in the attack.

If the reinforcement pool is empty but there are reinforcement unit/s fighting on another sector, hesitation always leads to aborting the attack.

If all reinforcement units have been broken: the current attack sector/s are definite and irreversible.

FAVORITE UNITS:

Roll until unit types are sorted in order of preference for each commander:

- 1 Artillery
- 2 Artillery
- 3 Cavalry
- 4 Cavalry
- 5 Infantry
- 6 Infantry

Example: Commander of the left wing has attack orders and his preference for units is Cavalry/Infantry/Artillery. He will tend to attack with cavalry charges supported by infantry. He will use artillery sparingly. If his favorite unit were artillery he would attack with artillery charges à la Hureau.

QUALITY:

It is tied to the momentum system.

Roll 2 D6. The sum is the number of units that AI player may activate (minimum 3). Allocate 1 MO for each artillery unit that is supporting an attack. Allocate the rest to the attacking sector/s. If a sector is retreating, as per above, it gets half the MO from

the new attacking sector to conduct the retreat. Retreating units only spend half MO, in other words, the AI can move 2 units for 1 MO.

Commander Quality

- 1 Bad -1 unit to the momentum allocation for his sector (minimum 1)
- 2 Average No change
- 3 Average No change
- 4 Average No change
- 5 Good +1 to the momentum allocation for his sector
- 6 Genius +2 to the momentum allocation for his sector

*A maximum of 1 bad /1 genius per army.

Human player can use the original momentum system, or roll 2D6 for total units that he may activate (with a minimum of 3 activations). If he wants to keep uncertainty about momentum, he can draw from 12 cards with 1 Ace in them after each activation. His turn ends when the Ace is drawn (with a minimum of 3 activations).

Before rolling for AI orders the human player may establish a general defense plan to avoid benefiting too much from knowing the enemy attack/supporting sectors.

CHANCE CARDS FOR BLÜCHER (optional)

To add chaos to solo play or to spice up a 2 player game

Red suits are positive for the active player. Black are negative for the active player. Passive player is not affected by cards	CARDS Draw a card from a poker deck with two jokers at the beginning of each human and each AI turn. Only Aces and face cards have an effect on the turn (30% chance). Discard the drawn cards at the end of turn.
	Material found Active player can create an entrenched unit of his choosing in open or hill terrain
	Easy going All moves in the turn are simple
	Damn this ground! All moves in the turn are difficult

	Fire! A rumor spreads that there is a fire. Confusion reigns. All units in urban areas or woods must spend MO trying to get out of towns and woods. Units that cannot, lose 1 elan
	Not done yet! Elegible units may try to rally this turn (p. 87 in the rulebook)
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	I'm going home! The unit with the lowest elan (roll if several) deserts and is retired
	Didn't see that coming! Guerrilla or local hostilities ambush the unit closest to the player edge (roll if several) and loses 2 elan
	Watch this, dames! Chivalrous cavalry commanders want to impress the dames overlooking the battle. All cavalry charges gets +1 this turn
	Now I can think straight! The CinC mistress arrives at HQ. After the rendezvous, the CinC is euphoric. Player gets 2 extra MO

	Wet muskets! Because of a sudden downpour the player cannot use infantry or artillery fire this turn
	Those pigs! Herds of wild boar disrupt cavalry units. All cavalry combat gets -1 this turn
	Pay time! News that the long overdue pay for line soldiers has arrived. All infantry gets +1 in fire and combat this turn
	Cannonballs! Extra artillery ammo allows 2 artillery units to fire twice in this turn.
	Not looking good! News of the defeat of own forces elsewhere, shatters morale and reduces fire and combat for all infantry units by -1 this turn
	Where is the wagon? Artillery ammo resupply is delayed. Artillery cannot fire this turn

	Now we are rolling! News of an enemy defeat elsewhere, increases fire and combat for all units by 1 this turn.
Inspired by Charles S. Grant's <i>Programmed Wargames Scenarios</i>	

The effect of the cards does not extend to future turns, except the entrenchment that remains on the board.