

Solitaire Rules Additions for Forlorn: Hope

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This document has two parts.

Part 1 has some general solitaire rules additions and instructions on how to play the standard operations in solitaire mode.

Part 2 has rules to use the Xeno Mutation Cards during solitaire play.

It is recommended to use the rules from both parts when playing solitaire.

Part 1: Solitaire Rules Additions

A. Xeno Solitaire Rules

1.0 Xeno Movement

When you activate a Xeno and it can't get adjacent to the closest Marine, because all of the adjacent spaces it could reach are blocked by other Xenos, then roll a die.

On a 4-6; if the Xeno can get adjacent to the SECOND closest Marine, it will do so.

On a 1-3 (or when not able to get adjacent to the 2nd closest Marine); the Xeno moves towards the closest Marine, as usual.

2.0 Xeno Rush

The Xeno Rush rule works in solitaire play too. In the upcoming Spawn Phase roll a die:

1-3=spawn a Warrior; 4-6=spawn a Blaster

If only one type available, don't roll a die; simply spawn the type available.

3.0 Corpse Counter

3.1 Corpse Eating

When you activate a Xeno Drone/Hatchling and it can't get adjacent to a marine this activation, but it can move into a square with a corpse counter that is OUT OF LOS of any marine units, the Xeno will move into the square and convert. Roll a die:

1-3=convert to Warrior; 4-6=convert to Blaster

If only one type available, don't roll a die; simply use the type available.

Remember that the newly converted Xenos can not be activated this turn.

3.2 Corpse Bursting

At THE END of each Xeno Phase roll a die for EACH corpse counter that is OUT OF LOS of any marine units:

4-6=replace the corpse counter with a Xeno Hatchling

1-3=nothing happens

Remember that the newly hatched Xenos can not be activated this turn.

N.B.: If there are only TWO turns remaining in the game, do not roll a die; all corpse counters are replaced with Hatchlings, regardless of LOS to Marines.

B. Playing the Standard Operations Solitaire

Apply the following changes to the standard Ops when playing them solitaire.
All other rules of the Operations stay in effect, if not otherwise noted.

General:

Use all Solo rules additions given above and the Xeno Mutation Card Variant (see below) when playing the standard Ops solo.

When spawning, each Xeno will spawn on a random access vent. Avoid stacking if there are still free, unblocked vents available!

Operation #1:

Xeno Spawn Rate: 2d3+1 Drones

Special Rule: If only 3 Drones spawn, then spawn an additional Warrior on a random vent.

Operation #2:

Special Rule: If a Xeno can get into room A or room B (because the door is open), it will do so on a roll of 4-6, up to a maximum of 2 Xenos per room.

Warriors will not leave their starting rooms.

Operation #3:

Setup: At start do not setup Xenos adjacent to each other.

Xeno Spawn Rate: 1 Warrior and 2d3 Drones

No spawning is allowed on vent 6

Operation #4:

No modifications

Part 2: Xeno Mutation Cards in Solitaire Play

The standard solitaire rules do not allow for the use of the Xeno Mutation Cards.
With this variant you can use (most) of them for solitaire play.

A. Preparation

1. Remove the following 5 cards from the deck: GOOEY, CORROSIVE VAPORS, LIGHTNING REFLEXES, PSYCHIC, CRAFTY.

These cards are not used in solitaire play.

2. Shuffle the remaining deck and draw 4 cards for Solo Ops #1, and 5 cards when playing Solo Ops #2.

2.1 If you want to play one of the standard Ops solitaire, draw the number of cards listed there

2.2 Do NOT look at the cards! They are hidden until played.

2.3 Place the drawn cards face down near the map. This is the XENO DECK

B. Card play

1. At the start of each Xeno Phase, roll a die; on a 4-6 take the upper card from the Xeno Deck and turn it face up. On a 1-3, no card is played. Do not roll, if at the start of a Xeno Phase there are no Xeno units on the map.
2. If the number of turns REMAINING is the same as the number of cards in the Xeno Deck, no die is rolled.
From now on, one card is automatically drawn and played each turn at the start of the Xeno Phase.
Example: There are three turns remaining (the turn counter is on the yellow "3" field) and there are 3 cards remaining in the Xeno deck. From now on, you automatically draw the upper card at the start of each Xeno Phase, without rolling a die.

C. Card Effects

1. A played card "stays in effect" until the FIRST OPPORTUNITY the stated card effect can be used.
This can be this turn, or on a later turn. Any number of cards can "stay in effect" at the same time. Once a card has been used, it is discarded as indicated.
Example: During the second turn you roll a "5" at the start of the Xeno Phase and therefore draw the upper card from the Xeno Deck. It is the card "ACID SPIT".
But, after all activations for the Xeno units are done, there where no melee attacks this turn. So the card "stays into effect" until the FIRST Xeno makes a melee attack during a later turn. It is then used with this melee attack and discarded after the attack, as usual with this card.
2. Ignore all "Discard additional cards to..." text on the cards. These discarding rules are not used in solo play.

D. Card Notes

1. Acid Spit

The card stays into effect until the first Xeno makes a melee attack. It is used for this attack and then discarded.

2. Alien Eggs

Decide at random where the two eggs are placed or simply place them as you like (where it hinders the Marines most) . Then discard.

3. Armored

Played as usual(see card text). Permanent effect.

4. Blood

Stays into effect, until at LEAST one Xeno has used the effect to attack a marine. Then discarded at the very end of the Xeno Phase in which this happened.

5. Bounding

Stays into effect, until at LEAST one Xeno has used the effect to attack a marine (for example while other Xenos would block the acting Xeno). Then discarded at the very end of the Xeno Phase in which this happened.

6. Exoskeleton

Played as usual(see card text). Permanent effect.

7. Explosive

Target the Xeno on the map with the most number of adjacent Marines. If more than one Xeno has the same number of Marines adjacent, decide at random. Discard after use.

This card effect is checked for at the end of a Xeno Phase.

If no Xeno has a Marine adjacent, the card stays into effect.

8. Fade

Target those Drones/Hatchlings that are closest to a Marine. Discard after use

9. Lurker

Place at random or simply place the Drone as you like (where it hinders the Marines most).

Then discard.

If no other Xeno unit on the map, the card stays into effect.

10. Razor

Played as usual(see card text). Discarded at the end of the Xeno Phase.

If not AT LEAST one attack was done by the Xenos this turn, the card stays into effect.

11. Replica

Place at random or simply place the Drone as you like (where it hinders the Marines most).

Then discard.

If no other Drone on the map, the card stays into effect.

12. Spawning

Played as usual(see card text). Permanent effect.

13. Special

Played as usual(see card text). Discard after use.

Roll a die: 1-3=spawn a Warrior; 4-6=spawn a Blaster

If only one type available, don't roll a die; simply spawn the type available.

14. Sudden

Decide at random which Xeno to convert. When converting a Drone, roll a die:

1-3=Warrior; 4-6=Blaster

If only one type available, don't roll a die; simply spawn the type available.

If no Drone/Hatchling on the map, the card stays into effect until a later turn.

15. Vorpal

Played as usual(see card text) and is used with the next Xeno melee attack that misses.

Discard after use.

If no Xeno attack happens this turn, the card stays into effect.

With this variant the solo Ops become a little bit more tense, as the Xenos now have some surprises for the Marine player.