

SOLO AND CO-OP GAMING

Ambush Alley has been designed from the ground up to support solo gaming. It would be nice if everyone had a group of friends they could game with on a regular basis, but the reality is that many of us infrequently have the time or opportunity to play face to face games. The following solo rules will mean that we don't have to let our figures and terrain go to waste!

A variant of the solo rules arose from our addiction to video gaming: The Co-Op game. Co-Op games pit two or more regular players against insurgent forces that are not controlled by a player – it's like a group solo game.

Co-Op games use the same rules as Solo games, but two or more players assume command of one or more Regular units on the table. The players cooperate (imagine that!) to achieve the mission objectives for the scenario they're playing.

Co-Op games are a great way to introduce new players to the game in a non-competitive way – and are just plain fun!

SOLO GAME TURN SEQUENCE

The regular Turn Sequence chart can be used for Solo games. There are some special notes regarding Hot Spot placement and Insurgent interruptions, but otherwise the game plays no differently than the head-to-head version.

Regulars vs. Insurgents Sequence of Play

1. Choose a Scenario
2. Draw Fog of War Cards as dictated by the scenario
3. Draw any Asset Cards designated by the Scenario
4. Set up the table per the Scenario
5. Place Insurgent Hot Spots
6. Set up the Regular units on the Table per the Scenario
7. Set up Insurgent units on the Table according to the Scenario
8. On turns AFTER the first, Insurgent Player rolls against Insurgency Level to determine arrival of new units
9. Regular Player activates his first unit
10. Check for Insurgent Unit Interruptions
11. Repeat steps 9 & 10 until all Regular units have been activated
12. Once all Regular units have been Activated, the Insurgent player may move any Insurgent units that haven't Reacted.
13. Repeat Steps 8 through 12 until one side has met the Scenario Victory Conditions

HOT SPOTS IN A SOLO GAMES

We could have devised a tremendously complex method of randomly assigning the locations of Hot Spots at the beginning of a game. Instead, we've opted to trust the common sense of our players.

Place the five Hot Spots on the table in logical locations in the manner described in the head-to-head version of the rules. Role-play a little and pretend you're the Insurgent player – would you really want a Hot Spot in the middle of an open field? Or would it be better placed in that walled compound?

The better you place the Insurgent Hot Spots, the better and more challenging your Solo or Co-Op game will be!

INSURGENT MOTIVATION

Since there's no player controlling the Insurgents in a Solo or Co-Op game, we'll have to rely on some basic rules that dictate how they'll act under different circumstances.

All Insurgent units and leaders are governed by a set of basic motivations. These motivations determine how they'll act when confronted by Regular movement or fire. Keeping these motivations in mind will help you govern Insurgent actions properly.

The basic motivations for all Insurgent units/figures are described below:

Insurgent Leaders: Find an Insurgent unit to join

Leaderless Insurgent Units: Join with a Leader or other friendly units

Insurgent Units with a Leader: Join with another friendly unit or find and attack the enemy.

INSURGENT ACTION CHECKS

As each Regular unit is activated, an Action Check for all Insurgents in LOS must be made. Start with the nearest Insurgent unit to the activated and work out from there.

If an Insurgent unit has a Leader, it may automatically make an Action Check. Insurgents may only make one Action Check per turn.

Leaderless units must make a successful Quality Check to make an Activation Check. If they fail the Quality Check, they may not attempt to act again until next turn.

To make the Action Check, consult the appropriate Action Check table. Start at the top of the list of possible Actions and work down until you find the motivation that seems to apply best to the Insurgent's current situation:

Civilians

- If regular Unit is in sight move towards them.
- If no regular Unit is in sight, but an Insurgent Unit is, move towards the Insurgent Unit.
- If no Unit is in sight, will move toward the nearest Regular objective.
- If combat has occurred within six inches, move toward it.
- If a Civilian mob takes a casualty from Regular fire, up the Insurgency level by 1. Lower by 1 for casualties caused by Insurgents. Insurgency level may only be raised and/or lowered once per turn.

Insurgent Leaders w/No Unit

IF REGULARS MOVE OR FIRE IN LOS:

- If Regulars move in LOS, Leader will interrupt to get out of LOS, preferably towards a friendly unit
- If Regulars fire at Leader, he will interrupt to move out of LOS or into cover, preferably towards a friendly unit.

IF MOVING AT END OF TURN:

- Move at full speed along safest route towards nearest friendly, leaderless unit. Joins unit if able to come into cohesion range.
- If no friendly, leaderless unit in LOS, move at full speed along safest route towards a Hot Spot.
- If within 3" of a Hot Spot and no friendly, leaderless units in sight, take cover.

Insurgents w/No Leader
(Must pass Quality Check to act)

IF REGULARS MOVE OR FIRE IN LOS:

- If activated Regular unit is a vehicle and Insurgent unit has a Support Weapon that would harm that vehicle, Interrupt to fire at vehicle.
- If not in cover and Firepower is >6, Interrupt to move into cover.
- If not in cover and Firepower is <6, Interrupt to move out of LOS and towards nearest friendly unit.
- If within double Optimum Range, roll D6: On a 1 or 2, interrupt to move into Optimum Range, on a 3+ Interrupt to fire at Regulars.
- If within Optimum Range, Interrupt to fire.
- If Fired on by Regulars and Insurgent Firepower is <6, Interrupt to move out of LOS.
- If fired on by Regulars and Insurgent Firepower is >6, interrupt to fire.

IF ACTIVATED AT END OF TURN:

- If combat occurred within 6" and unit is not in cover, move to take cover but remain out of LOS of enemy.
- If combat occurred within 6" and unit is not in LOS of enemy and in cover, remain in place.
- If a friendly leader is in LOS, move at top speed along safest route to come into cohesion with leader.
- If a friendly unit is in LOS, move at top speed along safest route to come into cohesion with unit.

Insurgents w/Leader

IF REGULARS MOVE OR FIRE IN LOS:

- If activated Regular unit is a vehicle and Insurgent unit has a Support Weapon that would harm that vehicle, Interrupt to fire at vehicle.
- If not in cover and Firepower is >6, Interrupt to move into cover.
- If not in cover and Firepower is <6, Interrupt to move out of LOS and towards nearest friendly unit.
- If within double Optimum Range and Firepower less than 6, roll D6: On a 1 or 3, interrupt to move into Optimum Range, on a 4+ Interrupt to fire at Regulars.
- If in Optimum Range, Interrupt to fire at Regulars.
- If not in Optimum Range but Insurgents have a Firepower of >6, Interrupt to fire.
- If Fired on and Insurgent Firepower is <6, Interrupt to move out of LOS.
- If fired on by Regulars and Insurgent Firepower is >6, interrupt to fire.

IF ACTIVATED AT END OF TURN:

- If combat occurred within 6" and unit is not in cover, move to take cover and gain LOS of enemy.
- If combat occurred within 6" and unit is in cover within LOS of the enemy, remain in place.
- If no enemy unit in sight and no combat has occurred within 10", move at Cautious speed towards nearest objective.
- If no enemy in sight but combat has occurred within 10", move at Cautious speed towards nearest enemy unit to gain cover and LOS of enemy.