



Solo Play Rules

These rules allow you to play a solo game of Battleground Fantasy Warfare, where your opponent is as automated as possible. The opponent receives a larger army and other in-game benefits.

SETTING UP THE GAME

Use the rules for setting up a game found on pages 136-140 of the V4.0 Main Rulebook, with the following adjustments:

- 1) **Choose Faction:** choose both your factions and the opponent's faction.
- 2) **Choose Points Budget:** your army has a Points Budget of 2,000 points.
- 3) **Choose Scenario & Terrain:** we recommend for solo play that you play without terrain and play to the victory conditions presented below.
- 4) **Build Army:** assemble your army using the rules on pages 137-138. Do not build the opponent's army yet.
- 5) **Deploy Units & Assign Standing Orders:** deploy all of your units in the Player 1 Deployment Zone using the diagram found on page 140. Then assign Standing Orders to all of your units.
- 6) **Choose First Player:** you are automatically the first player, taking the first turn. (Note: you still only have half as many Command Actions on your first turn).
- 7) **Choose Difficulty:** choose one of four levels of difficulty to play: Easy, Medium, Hard, Impossible. These will provide bonuses to the opponent that are explained in the following section.
- 8) **Determine Opponent's Army, Deployment, and Standing Orders:** roll a d6 and consult the table on page 3 of this document to determine the opponent's army. Then check the relevant page to determine the deployment and Standing Orders for the army.

PLAYING THE GAME

On your turn, follow the Battleground Fantasy Warfare rules as normal: gaining & spending Command Actions, moving your units, rolling attacks, spending Command Cards, etc.

During your opponent's turn, the opponent's units will move according to the Battleground Fantasy Warfare rules but with the following general exceptions:

- If an opponent's unit with a Range or Short standing order starts the turn with all its ammo boxes marked, the unit's standing order is changed to Close.
- If an opponent's unit starts the turn Routing, it will automatically Rally and get the Disrupted status.
- If an opponent's unit starts the turn Disrupted, they will be given the standing order they were given at deployment. (Note: if this triggers some other bullet point listed here, apply that immediately).
- If an opponent's unit starts the turn Engaged, any Movement Cap standing order modifier is erased.
- If an opponent's unit has the option to invoke the Indirect Path rule, it will do so only if it has a Movement Category 6" or higher. If the unit's standing order (or modifiers) reduces the its Movement Category below 6" then the unit will not use the Indirect Path rule.

Command Actions & Army Abilities: the opponent gains no Command Actions during its turn. This means it does not draw or play Command Cards and cannot use army abilities that require Command Actions.

Any army abilities that happen automatically (e.g. Ravenwood Nets) are used. Any army abilities that require a player's choice are not used, even if they don't require Command Actions (e.g. Vlachold Drain & Blood Powers).

Instead of Command Actions, the opponent gets certain benefits depending on the difficulty level:

Difficulty	Effect
Easy	No effect
Medium	Opponent's units get $\cancel{\text{A}}(+1)+0/+0$
Hard	As Medium, and opponent's units get $\text{A}+2$
Impossible	As Hard, and your units get $\cancel{\text{A}}(-1)-0/-0$

Golden Rule — The Most Beneficial Action: although we attempted to automate the opposing forces, invariably some situation will come up where a decision must be made by you (e.g. if an opposing unit is equally distant from two of your units).

In that case choose the action that most benefits the opponent. When in doubt, units with ranged attacks will target the weaker enemies and units on Close will Final Rush the stronger enemies.

VICTORY

The game ends when one or both of the following happens at the end of either player's turn:

- You have destroyed at least 1320pts of your opponent's units. You have won.
- Your opponent has destroyed at least 1200pts of your units. You have lost.

If both of these happen on the same turn, the game is a draw.

CREATING YOUR OWN BATTLES

The following pages detail the armies for you to play against and their standing orders, but you may wish to create your own army to play against. Following the below guidelines for creating the opponent's army and assigning standing orders:

- * Points Budget: the opponent has a Points Budget 10% higher than yours.
- * Assigning Standing Orders:
 - ⇒ Units with an Indirect Fire ranged attack: Short (if range 14" or less) or Range (if range is greater than 14")
 - ⇒ All other units: Close
 - ⇒ All units deployed in the front rank also have a Movement Cap modifier assigned to them equal to the slowest unit in the front rank.

OPPONENT ARMIES

After you have assembled and deployed your army (including assigning standing orders), roll a d6 and consult the table below to see which opponent's army you will play against. Then go to the relevant page for the deployment and standing orders of the units. Each section also includes if and when to change standing orders or other conditional events.

Men of Hawkshold (pg 4)

- 1-2 Combined Arms
- 3-4 Hired Mercenaries
- 5-6 Flower of Chivalry

Undead (pg 5)

- 1-2 Ride of the Death Knights
- 3-4 Shambling Horde
- 5-6 Grave Robbers

Orcs (pg 6)

- 1-2 War Host
- 3-4 Only the Strong
- 5-6 The Great Goblin Revolution!

Elves of Ravenwood (pg 7)

- 1-2 Border Reavers
- 3-4 The Forest Awoken
- 5-6 The Great Hunt

Dwarves of Runeguard (pg 8)

- 1-2 Recon in Force
- 3-4 The Bastion
- 5-6 Grudgebearers

Lizardmen (pg 9)

- 1-2 Monsters Unleashed
- 3-4 Hunting Party
- 5-6 Feeding Frenzy

High Elves (pg 10)

- 1-2 Call to Arms
- 3-4 Desperate Muster
- 5-6 Counterstrike

Monsters & Mercenaries (pg 11)

- 1-2 Wrath of Giants
- 3-4 Motley Warband
- 5-6 Unleash the Hydra!

Umenzi Tribesmen (pg 12)

- 1-2 The Tribe Marches
- 3-4 Lords of Death & Flatness
- 5-6 Seekers of Glory

Dark Elves (pg 13)

- 1-2 The High Court
- 3-4 Praetorian Vanguard
- 5-6 Slave Raid

Wuxing (pg 14)

- 1-2 Glorious Expedition
- 3-4 Divine Mandate
- 5-6 Fortuitous Alliance

Rome (pg 15)

- 1-2 Legions & Auxilia
- 3-4 Checkerboard
- 5-6 Veterans and Recruits

Carthage (pg16-17)

- 1-2 Hannibal in Italy
- 3-4 Hannibal in Africa
- 5-6 Hannibal Triumphant

Alexander (pg 18-19)

- 1-2 Phalanx
- 3-4 Raiding Party
- 5-6 Hellenic Alliance

Persia (pg 20)

- 1-2 Blot Out the Sun
- 3-4 Shahanshah's Fury
- 5-6 A Thousand Nations

Hawkshold Deployments

Army 1: Combined Arms

Dismounted Knights	Peasant Mob	Knights	Communal Pikemen	Swordsmen	Spearmen	
Bowmen	Militia			Bowmen	Lancers	

STANDING ORDERS

Close – Dismounted Knights, Peasant Mob, Knights, Communal Pikemen, Swordsmen, Spearmen, Militia, Lancers

Short Range – Bowmen

Army 2: Hired Mercenaries

Militia	Militia	Great Swordsmen	Sir Steaphen's Free Company	Great Swordsmen	Great Swordsmen	Great Swordsmen	
	Militia						Lancers
	Scout Cavalry						

STANDING ORDERS

Close – All Units

Army 3: Flower of Chivalry

Militia	Spearmen	Knights	Great Swordsmen	Knights	Swordsmen	Peasant Mob
Peasant Mob			Longbowmen			Peasant Mob

STANDING ORDERS

Close – Militia, Spearmen, Knights, Great Swordsmen, Swordsmen, Peasant Mob

Range – Longbowmen

Undead Deployments

Army 1: Ride of the Death Knights

Zombies	Abomination		Zombie Trolls		Abomination	Zombies
Zombies	Zombies	Death Knights	Zombies	Death Knights	Zombies	Zombies

STANDING ORDERS

Close – All Units

Army 2: Shambling Horde

Zombie Trolls	Zombie Trolls	Skeleton Spearmen	Skeleton Spearmen	Zombie Trolls	Abomination	Zombie Trolls
Skeleton Cavalry		Skeleton Spearmen				Skeleton Cavalry

STANDING ORDERS

Close – All Units

Army 3: Grave Robbers

Ghouls	Skeleton Trolls	Death Knights	Skeleton Trolls	Skeleton Trolls	Ghouls	Ghouls
Ghouls						Ghouls

STANDING ORDERS

Close – All Units

Orcs Deployments

Army 1: War Host

Trolls	Goblin Raiders	Goblin Raiders	Orc Swordsmen	Orc Marauders	Orc Axemen	Orc Spearmen
Goblin Raiders						Goblin Wolf Riders

STANDING ORDERS

Close – All Units

Army 2: Only the Strong

Orc Spearmen	Orc Marauders	Orc Spearmen	Orc Axemen	Orc Swordsmen	Orc Axemen	Orc Spearmen
Goblin Wolf Riders						

STANDING ORDERS

Close – All Units

Army 3: The Great Goblin Revolution!

Orc Swordsmen	Orc Swordsmen	Goblin Spearmen	Goblin Raiders	Goblin Raiders	Goblin Raiders	Orc Axemen
Goblin Wolf Riders	Goblin Bomb Chucker		Crazed Goblins		Crazed Goblins	Goblin Wolf Riders

STANDING ORDERS

Close – Orc Swordsmen, Orc Axemen, Goblin Spearmen, Goblin Raiders, Goblin Wolf Riders

Range – Goblin Bomb Chucker

Elves of Ravenwood Deployments

Army 1: Border Reavers



STANDING ORDERS

Close – Spearmen, Swordsmen, Centaurs, Stag Cavalry

Short – Archers

Army 2: The Forest Awoken



STANDING ORDERS

Close – Stag Cavalry, Treant, Bear Pack, Bearkin, Brownies, Wolfkin, Swordsmen, Wolf Pack

Short – Archers

Army 3: The Great Hunt



STANDING ORDERS

Close – All Units.

Dwarves of Runeguard Deployments

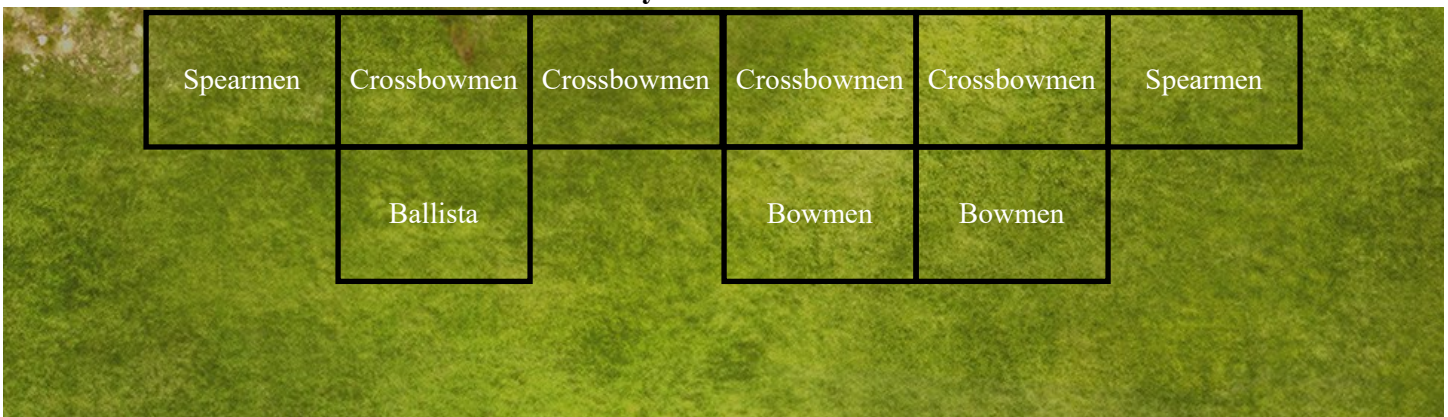
Army 1: Recon in Force



STANDING ORDERS

Close – All Units

Army 2: The Bastion



STANDING ORDERS

*Hold** – Spearmen, Crossbowmen.

Short – Bowmen

Range – Ballista

*When Crossbowmen have marked their last ammo box: change the standing orders all unengaged Spearmen and Crossbowmen to Close at the start of the next Dwarf Movement & Command Phase.

Army 3: Grudgebearers



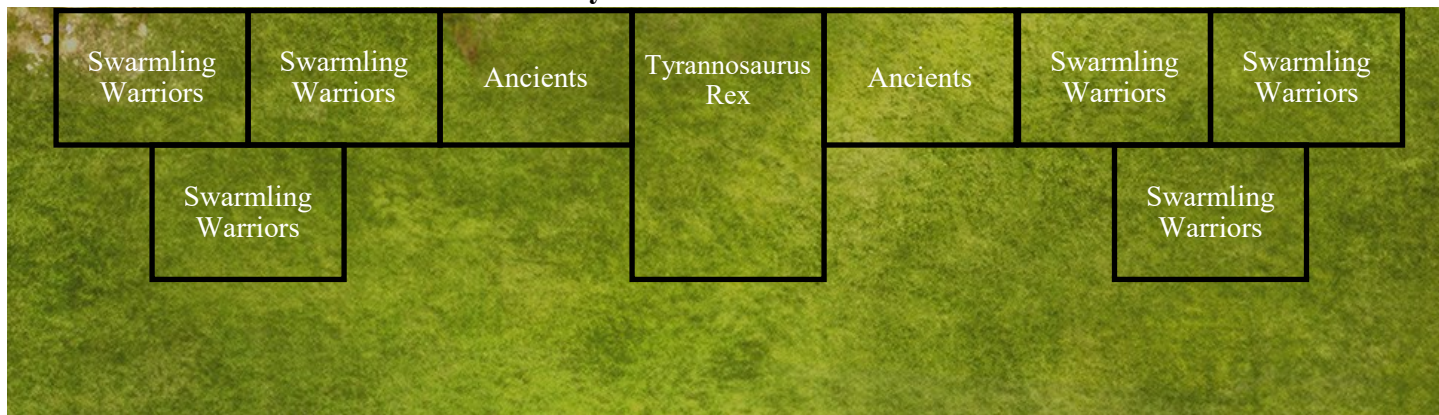
STANDING ORDERS

Close – Axemen, Hammermen, Battleaxemen, Longbeards

Short – Bowmen

Lizardmen Deployments

Army 1: Monsters Unleashed



STANDING ORDERS

Close – All Units

Army 2: Hunting Party



STANDING ORDERS

Close – All Units

Army 3: Feeding Frenzy



STANDING ORDERS

Close – All Units

High Elves Deployments

Army 1: Call to Arms

Celestial Guard	Elder Blade Battle Squad	Swordsmen	Elder Blade Swordsmen	Battle Squad	Knights	Chariots
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STANDING ORDERS

Close – All Units

Army 2: Desperate Muster

Cygnets	Elder Blade Swordsmen	Cygnets	Swordsmen	Elder Blade Swordsmen	Cygnets	Cygnets
	Archers		Scorpions			

STANDING ORDERS

Close – Cygnets, Swordsmen, Elder Blade Swordsmen

Short – Archers

Range – Scorpions

Army 3: Counterstrike

Chariots	Rangers	Knights	Chariots	Chariots	Chariots	Rangers
						Bowriders

STANDING ORDERS

Close – Chariots, Rangers, Knights

Short – Bowriders*

*When this unit has marked its last ammo box: change its standing order to Close at the start of the next High Elf Movement & Command Phase, if it is not engaged.

Monsters & Mercenaries Deployments

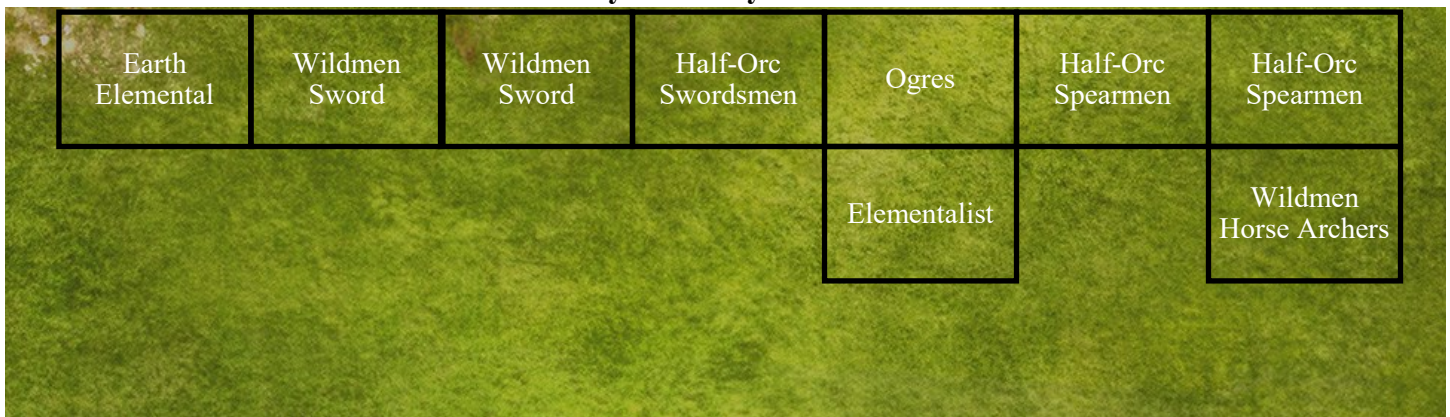
Army 1: Wrath of Giants



STANDING ORDERS

Close – All Units

Army 2: Motley Warband



STANDING ORDERS

Close – Wildmen Sword, Half-Orc Swordsmen, Ogres, Half-Orc Spearmen

Short – Elementalist, Wildmen Horse Archers*

*When this unit has marked its last ammo box: change its standing order to Close at the start of the next Monsters & Mercenaries Movement & Command Phase, if it is not engaged.

Army 3: Unleash the Hydra!



STANDING ORDERS

Close – All Units

Umenzi Tribesmen Deployments

Army 1: The Tribe Marches



STANDING ORDERS

Close – Spearmen, Javelineers, Chosen, Giant War Elephant, Berserkers, Possessed

Follow – Shamans

Spells: Shamans will cast Bless on units within Leadership Range. If every available units has been Blessed, it will Hex enemy units that are Engaged with Blessed units.

Army 2: Lords of Death & Flatness



STANDING ORDERS

Close – Javelineers, Giant War Elephants

Follow – High Priests, Shamans

Spells: Shamans and High Priest will cast Bless on units within Leadership Range. If every available units has been Blessed, it will Hex enemy units that are Engaged with Blessed units.

Army 3: Seekers of Glory



STANDING ORDERS

Close – All Units

Dark Elves Deployments

Army 1: The High Court



STANDING ORDERS

Close – Lowblood Levy, Halfblood Levy, Highblood Blades, Lords of Dusk, Highblood Duskblades, Slave Warriors

Short – Pureblood Coven

Spells: The Pureblood Coven casts the Witching Hour spell followed by the Evil Eye spell, continuing to alternate every turn.

Army 2: Praetorian Vanguard



STANDING ORDERS

Close – All Units

Army 3: Slave Raid



STANDING ORDERS

Close – All Units

Wuxing Deployments

Army 1: Glorious Expedition

Terracotta Swordsmen	Terracotta Guardians	Jade Nobles	Terracotta Swordsmen	Jade Dragon	Terracotta Swordsmen	Terracotta Spearmen
					Rocket Arrow Battery	

STANDING ORDERS

Close – Terracotta Swordsmen, Terracotta Guardians, Jade Nobles, Jade Dragon, Terracotta Spearmen

Range – Rocket Arrow Battery

Army 2: Divine Mandate

Terracotta Swordsmen	Terracotta Crossbowmen	Salvaged Terracotta Warriors	Terracotta Crossbowmen	Salvaged Terracotta Warriors	Terracotta Crossbowmen	Terracotta Swordsmen
Imperial Cavalry				Rocket Arrow Battery		

STANDING ORDERS

Hold* – Terracotta Swordsmen, Salvaged Terracotta Warriors

Short *– Terracotta Crossbowmen

Range – Rocket Arrow Battery

*When Crossbowmen have marked their last ammo box: change the standing orders all unengaged Terracotta Spearmen, Terracotta Crossbowmen, and Salvaged Terracotta Warriors to Close at the start of the next Wuxing Movement & Command Phase.

Army 3: Fortuitous Alliance

Jade Nobles	Jade Nobles	Shanzhi Monks	Shanzhi Monks	Terracotta Spearmen	Terracotta Swordsmen	Salvaged Terracotta Warriors
Jun Horse Archers						Terracotta Fu Dogs

STANDING ORDERS

Close – Jade Nobles, Shanzhi Monks**, Terracotta Swordsmen, Salvaged Terracotta Warriors

Short – June Horse Archers*

*When this unit has marked its last ammo box: change its standing order to Close at the start of the next Wuxing Movement & Command Phase, if it is not engaged.

After deployment, mark both **Fire Stance circles on the Shanzhi Monks unit card. The unit gets the benefits of both circles for the game.

Rome Deployments

Army 1: Legions & Auxilia

	Velites					
Italian Swordsmen	Italian Swordsmen	Italian Swordsmen	Principes	Principes	Principes	Veteran Principes
Italian Cavalry		Triarii			Triarii	Veteran Equites

STANDING ORDERS

Close – All Units

Note: the Velites are deployed beyond the normal Deployment Zone. The other units are deployed at the front edge of the Deployment Zone.

Army 2: Checkerboard

	Hastati				Hastati	
Principes	Principes	Principes	Extraordinarii	Veteran Principes	Principes	Italian Swordsmen
	Triarii				Triarii	

STANDING ORDERS

Close – All Units

Army 3: Veterans and Recruits

Extraordinarii	Veteran Principes	Hastati	Hastati	Hastati	Veteran Principes	Extraordinarii
		Triarii	Hastati	Hastati	Triarii	

STANDING ORDERS

Close – All Units

Carthage Deployments

Army 1: Hannibal in Italy

		Caetrati		Balearic Slingers		
Libyan Foot	Libyan Foot	Scutarii	Gallic Warriors	Scutarii	Elephants	Libyan Foot
Spanish Cavalry						Gallic Cavalry

STANDING ORDERS

Close – All Units

Note: the Caetrati and Balearic Slingers are deployed beyond the normal Deployment Zone. The other units are deployed at the front edge of the Deployment Zone.

Army 2: Hannibal in Africa

						Balearic Slingers
Carthaginian Spearmen	Carthaginian Spearmen	Hannibal's Elite	Elephants	Hannibal's Elite	Scutarii	Scutarii
Numidian Cavalry						Spanish Cavalry

STANDING ORDERS

Close – All Units

Note: the Balearic Slingers are deployed beyond the normal Deployment Zone. The other units are deployed at the front edge of the Deployment Zone.

Carthage Deployments

(Continued)

Army 3: Hannibal Triumphant

Hannibal's Elite	Elephants	Elephants	Libyan Foot	Libyan Foot	Libyan Foot	Libyan Foot
						Numidian Cavalry

STANDING ORDERS

Close – All Units

Alexander Deployments

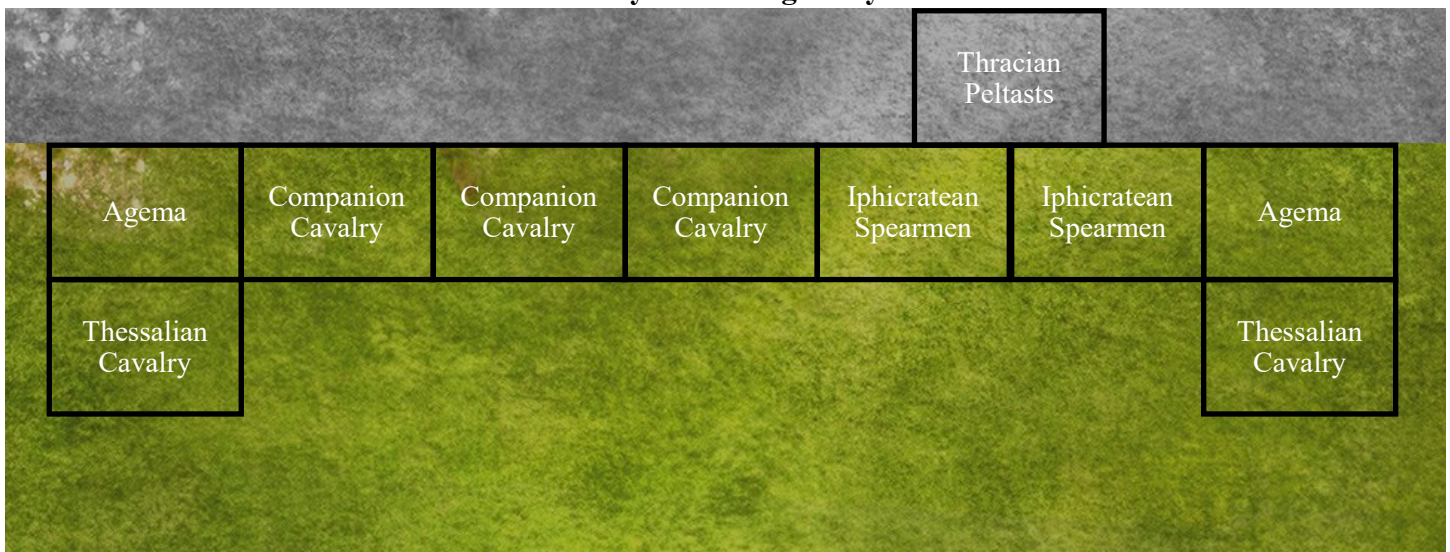
Army 1: Phalanx



STANDING ORDERS

Close – All Units

Army 2: Raiding Party



STANDING ORDERS

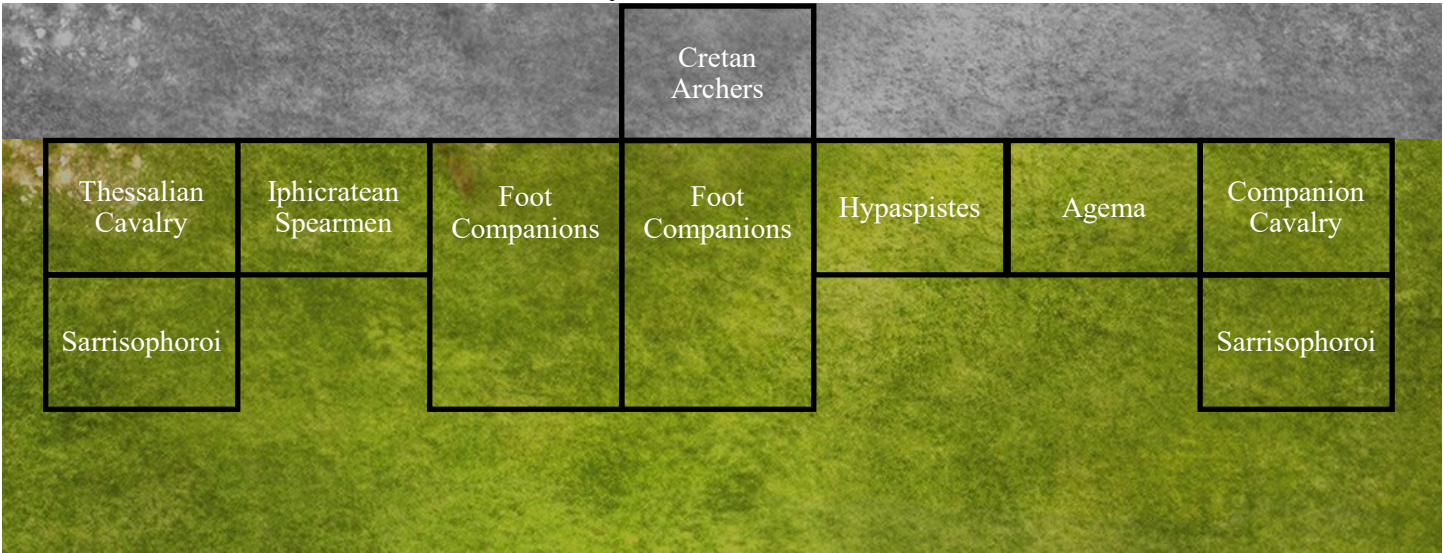
Close – All Units

Note: the Thracian Peltasts are deployed beyond the normal Deployment Zone. The other units are deployed at the front edge of the Deployment Zone.

Alexander Deployments

(Continued)

Army 3: Hellenic Alliance



STANDING ORDERS

Close – All Units

Note: the Cretan Archers are deployed beyond the normal Deployment Zone. The other units are deployed at the front edge of the Deployment Zone.

Persia Deployments

Army 1: Blot Out the Sun



STANDING ORDERS

Close – Royal Guard

Range – Sparabara, Immortals

Hold* – Kardakes, Satrapal Cavalry, Persian Cavalry

Note: the Thanvabara are deployed beyond the normal Deployment Zone. The other units are deployed at the front edge of the Deployment Zone.

*When the Immortals have marked their last ammo box: change the standing orders all unengaged Kardakes, Satrapal Cavalry, and Persian to Close at the start of the next Persia Movement & Command Phase.

Army 2: Shahanshah's Fury



STANDING ORDERS

Close – All Units

Army 3: A Thousand Nations



STANDING ORDERS

Close – All Units