

# PLAYING AGAINST AN ARTIFICIAL OPPONENT

## DEPLOYMENT PLAN

ROLL	PLAN
1	<b>Strong on the Left:</b> The force has a strong left flank that will seek victory while the weaker right flank holds.
2	<b>Strong Flanks:</b> The force has strong forces on both flanks and a weaker centre to trap the enemy between two fires.
3	<b>Strong in the Centre:</b> The force has a strong central position and weaker flanks. The troops in the centre will support the flanks by shooting, and will move to reinforce a threatened flank.
4	<b>Solid Front:</b> The force has its strength evenly disposed along the line, balanced and ready for anything. If there are good forward positions to break up or delay the enemy attack, they occupy them.
5	<b>Strong on the Right:</b> The force has a strong right flank that will seek victory while the weaker left flank holds.
6	<b>Defilade Defence:</b> The force is deployed behind cover out of sight of the enemy, forcing them to enter close-range fire traps to engage.

## MANOEUVRE AND RESERVES

ROLL	PLAN
1	<b>Stay in Cover:</b> The unit moves to get out of sight of your troops, then moves closer while staying out of sight.
2	<b>Skirmish from Cover:</b> The unit moves to get into Concealing Terrain where it can see your troops, if it isn't already, then engages them. If it has a Tactics rating of 4+ or better, it will attempt a Blitz Move order to get into a firing position if that means it doesn't need to move afterwards.
3	<b>Left Flanking:</b> The unit moves towards their left, attempting to get around the side of your units to hit them in the flank.
4	<b>Right Flanking:</b> The unit moves towards their right, attempting to get around the side of your units to hit them in the flank.
5	<b>Close to the Range:</b> The unit moves towards your troops shooting on the move. It will take advantage of Concealing Terrain if it can.
6	<b>Charge:</b> The unit moves as fast as possible (Dashing if necessary) to get amongst your troops. If it has a Motivation rating of 4+ or better, it will use a Follow Me order to move faster if it can.

## AMBUSHES

ROLL	PLAN
1	<b>Hold Off:</b> Wait for a better opportunity, roll again next turn.
2	<b>Aggressive:</b> Ambush from the most deadly position available, regardless of risk.
3	<b>Cautious:</b> Ambush from a safe position, even if it is not as effective.
4	<b>Long Range:</b> Ambush from long range to balance risk and effectiveness.
5	<b>Flanking:</b> Ambush where the unit can get flanking shots. If there isn't a good flanking position, hold off on the Ambush and roll again next turn.
6	<b>Blocking:</b> Ambush in a position that blocks the enemy's movement forward.

# PLAYING ARTIFICIAL OPPONENTS AGAINST EACH OTHER

## AMBUSHES

ROLL	PLAN
1	<b>Needed Elsewhere:</b> One of your Units has been recalled by higher command. Pick a Unit and remove it from the table.
2	<b>Misunderstanding:</b> One of your Units (pick at random) moves at Tactical Speed in a random direction.
3	<b>Ambush:</b> Either a Unit from the opponent's reserves or a whole new Unit appears from Ambush in the coming opponent turn. Roll on the Ambush table to see where they are placed.
4	<b>Flanked:</b> Either a Unit from the opponent's reserves or a whole new Unit appears from a flanking table edge in the coming opponent turn. Roll to see which edge if there are several possibilities. Roll on the Manoeuvre and Reserves table to see what they do.
5	<b>Hordes of Them:</b> An opposing Unit that you have already destroyed, or a Unit from the enemy reserves (or even a whole new Unit) appears from reserves in the coming opponent turn. Roll on the Manoeuvre and Reserves table to see what they do.
6	<b>Reinforcements:</b> A Unit from your reserves appears immediately and moves onto the table. If you don't have any more reserves, then pick a new Unit to add to the game. Any units coming from reserves are in addition to the normal reserves that would appear in the opposing turn.