

SWORD WEIRDOS SOLO

This supplement modifies the base rules to create a solo game that is more than just playing both sides of a battle.

—Casey G.

1 GOOD GUYS & BAD GUYS

In Solo Sword Weirdos, you and your warband take the role of the Good Guys and the force opposing you are the Bad Guys.

1.1 Creating Good Guys

Your Good Guys models may all be up to 25 pts if you wish. Designate a leader as usual.

1.2 Creating Bad Guys

You create Bad Guys the same way as any other model, but you do not need to build them to a total point value the way you do a regular warband. The scenario will say how to deploy the Bad Guys the game starts with, and you will usually roll each round to see if reinforcements arrive.

Bad Guys do not use Maneuvers, but their weapon Properties are in effect.

You do not designate a leader, but you can give a leader trait to one of the Bad Guys you create for extra fun. There can only be one Bad Guy with a leader trait on the board at a time.

There are seven kinds of Bad Guys.

Minion: 12 point and under models with no ranged weapon.

Skirmisher: 12 point and under models with a ranged weapon.

Thug: 13-19 point models with no ranged weapon.

Veteran: 13-19 point models with a ranged weapon.

Lancer: 20+ point models with no ranged weapon.

Arbalist: 20+ point models with a ranged weapon.

Warlock: Any point value model that can cast spells.

2 DICE CONCEPTS

2.1 Rolling Dice

In a solo game, you will be doing all the rolling for both sides. I use different colored sets and roll all the dice together.

2.2 The d20

For all rolls that determine the behavior of the Bad Guys and reinforcements, you will need a d20.

3 SEQUENCE OF PLAY

The Solo game consists of 3 phases, there is no Initiative Phase.

1. Refresh Phase

2. Activation Phase

3. Maintenance Phase

3.1 Refresh Phase

The Refresh Phase is unchanged, you gain Maneuver Points as usual.

3.2 Activation Phase

Activate models in this order.

1. Your Leader and all Good Guy models within 1 stick and LoS of your Leader.

2. All Bad Guy models. See below for how to determine Bad Guy behavior.

3. Your remaining Good Guys.

3.3 Maintenance Phase

Do not check for Broken Warbands.

The regroup option is not used.

BAD GUY ACTIVATION

Choose a Bad Guy model to activate and roll on the appropriate activation table and range column to determine its actions.

No table can cover all circumstances, so there will be times that results will need to be liberally interpreted, especially with warlocks. This is fine. Just do whatever is most fun and don't worry about it.

Minion

1d20	No LoS	Has LoS	BtB
1-3	Cower	Hide	Retreat
4-6	Cower	Move	Attack
7-9	Move	Engage	Attack
10-12	Engage	Engage	Attack
13-15	Engage	Engage	Attack
16-18	Engage	Rush	Attack
19-20	Rush	Blitz	Assault

Skirmisher

1d20	No LoS	Has LoS	BtB
1-3	Cower	Hide	Retreat
4-6	Cower	Move	Disengage
7-9	Move	Engage	Disengage
10-12	Engage	Advance	Attack
13-15	Advance	Fire	Attack
16-18	Advance	Fire	Attack
19-20	Advance	Focus	Assault

Thug

1d20	No LoS	Has LoS	BtB
1-3	Cower	Hide	Attack
4-6	Move	Engage	Attack
7-9	Engage	Engage	Attack
10-12	Engage	Engage	Attack
13-15	Engage	Rush	Attack
16-18	Rush	Rush	Assault
19-20	Blitz	Blitz	Assault

Veteran

1d20	No LoS	Has LoS	BtB
1-3	Cower	Hide	Disengage
4-6	Move	Engage	Disengage
7-9	Engage	Advance	Extricate
10-12	Advance	Fire	Attack
13-15	Advance	Fire	Attack
16-18	Advance	Fire	Assault
19-20	Focus	Focus	Assault

Lancer

1d20	No LoS	Has LoS	BtB
1-3	Move	Engage	Attack
4-6	Engage	Engage	Attack
7-9	Engage	Engage	Attack
10-12	Engage	Rush	Attack
13-15	Rush	Rush	Assault
16-18	Rush	Blitz	Assault
19-20	Blitz	Blitz	Crush

Arbalist

1d20	No LoS	Has LoS	BtB
1-3	Engage	Engage	Disengage
4-6	Rush	Blitz	Disengage
7-9	Blitz	Fire	Extricate
10-12	Advance	Fire	Extricate
13-15	Advance	Focus	Attack
16-18	Focus	Focus	Assault
19-20	Focus	Assassinate	Crush

Warlock

1d20	No LoS	Has LoS	BtB
1-3	Move	Cloud	Disengage
4-6	Cloud	Spell	Force
7-9	Cloud	Spell	Force
10-12	Spell	Spell	Spell
13-15	Spell	Spell	Spell
16-18	Spell	Torrent	Torrent
19-20	Spell	Torrent	Torrent

DEFINITIONS

Advance

The model takes Move actions until it has LoS to a Good Guy, then takes Ranged Attack actions with its remaining actions.

Assassinate

As Fire, but all Ranged Attack actions have +1DT.

Assault

As Attack, but the first Melee Attack action is +1DT.

Attack

The model takes Melee Attack actions up to the maximum for its weapons.

Blitz

As Rush, but any Melee Attack actions have +1DT.

Cloud

As a Cast Spell action, the model floods the board with magical power. The warlock and the Good Guy leader make opposed Willpower rolls. If the warlock wins, the Good Guys lose 1d3 Maneuver Points.

Cower

The model does nothing this round.

Crush

As Attack, but all Fight actions have +1DT.

Disengage

The model takes a Disengage action and then a single Ranged Attack action.

Engage

The model takes Move actions up to its maximum towards the closest Good Guy. If it has actions remaining when they touch bases, it takes a Melee Attack action.

Extricate

The model takes a Disengage action and then a Ranged Attack action with +1DT.

Fire

The model takes Ranged Attack actions up to the max for its weapons.

Focus

As Fire, but the first Ranged Attack action is +1DT.

Force

As an action, the warlock moves each Good Guy touching it a ½ stick directly away. The warlock then uses a Cast Spell action.

Hide

The model uses Move actions up to its max until it is out of LoS of any Good Guys.

Move

The model takes Move actions up to its maximum, not moving into LoS of a Good Guy.

Spell

The model takes a Cast Spell action and another action in any order.

Retreat

The model takes a Disengage action, then a Move action that cannot bring it into contact with a Good Guy.

Rush

The model's Move score is increased by 1, up to 3 max. The model then takes Move actions until it is touching the closest Good Guy model. If it has actions remaining, it takes Melee Attack actions.

Torrent

As Spell, but the warlock's Willpower roll is +1DT.

ACTIVATION GUIDELINES

- A Bad Guy must be *ready* to roll on its activation table. If it is *staggered* or *down* it must take appropriate Recover or Stand actions before rolling on the activation table.
- Bad Guys must use Reload actions before using other actions.
- If a model rolls an action that allows attacks, but it cannot attack, it may take Move actions instead.
- Bad Guys generally engage the closest Good Guy, but will attack Good Guys without cover instead of a closer model in cover.
- Bad Guys will move into cover if available.
- Bad Guys will use weapon properties like *powerful* and *crushing*.
- In scenarios with objectives, Bad Guys may move towards those instead of Good Guys.

REINFORCEMENTS

If the scenario calls for it, roll for reinforcements. The reinforcements enter the board within 1 stick of a random side.

1d20	Reinforcements
1-3	None
4-6	1 Minion or Skirmisher
7-9	1d3 Minions/Skirmishers
10-12	1 Thug or Veteran
13-15	1d3 Thugs/Veterans
16-18	1 Lancer, Arbalist, or Warlock
19-20	2 Lancers/Arbalists/Warlocks

SOLO SCENARIOS

Objectively Normal Scenario - Solo

The Bad Guys start with 2 minions/skirmishers within ½ stick of each objective, and a lancer, arbalist, or warlock 1 stick from the opposite side of the board from the Good Guys.

Roll for reinforcements each round.

Dungeon Crawl

Warband: Create a 100pt. Warband.

Second Wind: When a model in your warband is taken out of action, you may decide to leave it on the board, *down*. In the next Refresh Phase it becomes *ready*. You may use Second Wind twice during the game.

Dungeon Deck: On notecards, write descriptions of 6 dungeon rooms, including any terrain. This is your Dungeon Deck. On a 7th card, write “EXIT.” Shuffle the Dungeon Deck and deal 3 face down. Now add the Exit card to this pile and shuffle again. Place the remaining 3 cards on top of these.

Encounter Deck: on notecards, create 6 encounters using Bad Guys you have created: 2 each of 30, 40, and 50 pts. This is your Encounter Deck. On a 7th card, write “Boss.” This Boss has a Leader Trait and can Second Wind. On an 8th card, write “Treasure.” Add the Boss and Treasure cards to this deck in the same way as the Exit card, but then take the top card and move it to the bottom.

Exploring the Dungeon: Draw a card from the Dungeon Deck. Place a dungeon tile on the table corresponding to the card. These tiles can be homemade, pre-made cardboard tiles, drawn on an erasable vinyl mat, etc. Roll 1d3. Add that many doors to the room. Choose 1 to be your warband’s entry point and place them as close as possible to the door.

Now draw from the Encounter Deck. Add those Bad Guys to the room and begin.

Doors: Attempting to open a door is an Interact action. If there are ever no unopened doors on the board, but still cards in the Dungeon Deck, add another door to the room.

Continue Exploring: When a door is opened, draw from the Dungeon and Encounter Decks and roll 1d3 for how many doors the new room has. The door the warband is opening counts toward this number. When there are 7 doors on the board, stop adding doors. If the Exit is revealed, that door is the Exit from the Dungeon. If the Boss or Treasure card is revealed, place the model or token in the room and draw one more card from the Encounter deck.

Random Encounters: If the warband re-enters a room they’ve already cleared, roll for reinforcements.

Treasure: The Treasure can be carried as per the Treasure Surprise scenario.

Winning the Game: If the Treasure is carried to the Exit you win.

Increasing the Difficulty

To make the scenario harder, use as many of these options as you like.

- ➔ Eliminate one or both Second Winds.
- ➔ Use a 75 pt. warband.
- ➔ The dungeon is in *darkness*.
- ➔ Doors are locked or stuck and the Interact action requires an unopposed roll.
- ➔ Place a limit on the number of turns before you lose the game, such as 8+1d4 turns.