



SOLO ASSISTANT

NATIONS AT WAR

WORLD AT WAR 85



MODULE RULES



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1.0 Introduction

The **Solo Assistant** (hereafter **SA**) is a solo game assistant designed for fans of the **World At War 85 (WaW85)** and **Nations At War (NaW)** Series of games. This system will allow players to take most scenarios from any **WaW85** game or Battle Generator, or **NaW** game and play them solo, where the choices for the player's opponent are made by the solo game assistant system. Though there may still be judgment calls needed by you from time to time, **SA** is built to minimize those situations.

In any case, both **WaW85** and **NaW** are already solitaire friendly due to the nature of the formation activation systems in each game. **SA** adds another level of friendliness where it can assist you in making decisions as to what Actions the component units of an enemy formation will take.

Playing the **SA** system simulates playing against an opponent. You select a side in the scenario to play, and the **SA's Artificial Enemy Opponent (AEO)** plays the other side. The AEO can play both Offensive and Defensive combat actions against you. The AEO conducts its actions by drawing an Orders Card from a deck of same provided in **SA**. You progress through the Orders listed on the Orders Card to find the Action the AEO takes.

Play between you (the player) and the AEO progresses through formation impulses and turns until either one side achieves the Victory Conditions, or the game ends and Victory is then evaluated.

Community & Support

Check out the LnLP Forum if you have any game questions, or if you are just looking for other gamers with whom to chat, you can find quick replies:

<http://forums.lnlpublishing.com>.

You can also find additional game resources such as scenarios, counters, special rules and other community-design ideas in our Resource section:

<http://forums.lnlpublishing.com/resources>.

If any parts of this game are damaged, or you have any other support needs, please open a support ticket on our Support Tickets section:

<http://support.lnlpublishing.com>.

Note: We highly recommend you make an account in our Community area to be able to access our forums, download resources or open a support ticket. This account is in addition to creating a store account. Our staff will need to approve your account once that is done you will have access to our Community area.

2.0 Rule References

One of the most important concepts to **SA** is that the Core Game rules of the series game you are playing - **WaW85** or **NaW** - serve as the primary source for rules determination. This means that the **SA** system does not override the Core or Module rules unless explicitly instructed to do so in the **SA** rules.

As you read the **SA** rules you will find references to the **WaW85** or **NaW** Core Rules.

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As rules are referenced, such as [2.0], the reference means that you can find the referenced rule in the **WaW85** v2.0 Core Rule book; or the **NaW** v3.0 Core Rule book.

Any optional or notable changes in either the Core or Module rules that is indicated in the text of the **SA** rules here is presented in BLUE.

IMPORTANT NOTES - which have the force of the Core Rules - are in black text in a yellow box.

EXAMPLES and comments are in a Grey box.

DESIGN NOTES will be italicized and in a light-gray box. Design Notes are NOT rules of the game, but are inserted to enhance your understanding of why things are the way they are in the game.

2.1 What to Expect from the AEO

The object of **SA** is to provide you with a challenging game where many of the options are unknown to the human player, hence causing unexpected battle situations. This unique type of play enhances solo gaming by providing an unpredictable AEO opponent. To this end, it is important that the player follows the order of the Orders listed on each AEO Orders Card to get the best results.

2.2 You Are In Command, Not the AEO

The AEO is not perfect and will most likely not play the game the way you would play the game. While playing the game, the AEO might make a move that causes you to scratch your head. You have the last word over the AEO, though. If you think the AEO's action is not in the best interest of the AEO, use common sense to

override the situation. In any case, there may still be judgment calls that you will have to make for the AEO. If you are still in doubt of which action to pick at any point, roll a die to make the decision

2.3 Ways to Play Solo

SA is designed to simulate an opponent's actions and responses. However, maybe you still want some control, as if you were playing solo without the use of this solo system. You can always override the AEO and choose an AEO unit's Action yourself. We suggest using the order cards in one of two ways:

1. Choose one orders card for the formation, and evaluate each unit/stack in the formation versus the same Orders card (recommended) OR
2. Choose an orders card for each unit or stack in the formation as you attempt its Action. A unit or stack should complete its Action (or Orders card) before the next unit/stack of the formation chooses an orders card.

Designer Note: *We recommend method #1 but will show you method #2 in the Walkthrough later in these rules to show you more cards for the sake of teaching. I prefer method #1 in play because a single Orders card tends to express similar intent of a formation of units, and so the actions of each unit/stack will vary by the unit type and capability and distance from the enemy, but generally be the same for the same distance from the enemy. Your gun line can fire...*

Feel free to make use of the system in whatever way you desire. The whole premise of this system is to enhance solo play. Have fun with it!

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3.0 General Concepts for Solo Play

In order to play **SA** it is recommended that you to have a good working knowledge of the game system you are using, either **WaW85** or **NaW**; thus, rules and terms of **WaW85** or **NaW** should be familiar to **SA** players.

3.1 The Player and Enemy Player

You are designated as the Player (PL) and your units are known as Player Units (PUs). Your opponent is designated in **SA** as the Artificial Enemy Opponent (AEO).

3.2 Scenarios in SA

SA is designed to allow a player to play almost any scenario within any **WaW85** or **NaW** series game. **SA** is designed so that a player can play either side of a scenario. A few scenarios may not fit well with the **SA** system, so keep this in the back of your mind when selecting a scenario. Once a scenario is chosen and the sides are selected, a determination of AEO Posture is needed. The AEO's Posture will be either defensive or offensive. This Posture helps determine the composition of the AEO's Orders card deck, and the process of determining Posture and its effect on the AEO Orders card deck will be covered later in these rules.

3.3 Deciding for the AEO

To make die-rolls for the AEO when determining results of actions, combat resolutions and other miscellaneous events, you, the player, must roll the dice for the AEO or use a random d6 generator. Each Orders Card in **SA** contains two d6 icons, one in RED and one in Green.

The d6 icons are located in the upper right corner of each AEO Orders card.

Each time a die-roll is needed, select a Card from the AEO deck and determine the result from the d6 icon on the Card. The number of pips on the icon represents a 1d6 roll. Draw two Cards to determine 2d6 results etc. We have included two color d6 icons so one can be used for the attacker (red), and one the defender (green). The use of the random d6 generator is OPTIONAL. You, the player can decide how to determine d6 results: you can always simply roll dice.

3.4 Unit Definition

“Unit(s)” refers to the many PL and AEO playing pieces, which are known as units, counters or unit counters, and can represent headquarters (HQs), vehicles (depicted on the counter), and other types of units (depicted by their NATO symbol).

On any AEO Orders card, “Unit(s)” refers to a PU unless otherwise specified on the card.

Example: If you were to read the sentence “Are there any AEO units off of the map?”, the phrase “units off of the map” would refer to any AEO unit counters of a formation that are not in play as of yet.

3.4.1 Good Order

Any reference within **SA** that refers to a Good Order Unit (GO) means any unit that is not Disrupted or Ops Complete; or (**NaW** Only) one under an Overwatch marker. We recommend that this override the definition of Good Order in either the **WaW85** or **NaW** Core Rules books.

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3.4.2 Activation

The term Activation within **SA** is the same as in either series. A formation will activate during the Operations Phase when: a player in **WaW85** draws a formation, designated formation or scratch force card from the formation deck; or, in **NaW**, draws a Formation card from the deck, or draws a formation chit from the cup (one or the other will be the case in **NaW**). If the activated formation is a PL formation, you may execute your formation impulse as usual.

If the formation activated is an AEO controlled formation, draw an Orders Card for the AEO formation; then choose one unit or stack of that formation at a time, in any order you see fit (that's a judgment call for you), and evaluate it against the card to locate its Order, and the Order which will indicate the Action to execute – or, instead, simply choose an Action you deem appropriate. **All units in the AEO formation will use the same card for the same Activation.** As usual, after each AEO unit performs an Action it is marked Ops Complete.

EXCEPTION: Units executing an Overwatch Action in **NaW** are marked with an Overwatch marker, Not an Ops Complete marker. See **NaW** Core Rulebook v3.0, 11.0 Overwatch.

A Player may not activate one of his units if it is not legally allowed to do so. Subsequently an AEO may not order a unit if the AEO unit is not legally allowed to perform an action.

Many parameters of the Action in an Order may disqualify that Action from being executed. If any parameter is not legal or any pre-requisite is not fulfilled (like being in both range and LOS for a Fire order) then the Action in the Order is not executed.

Example: You have an armor platoon with an AP FP Range of 11 and it has an enemy infantry unit in its Effective range (11 hexes). It checks the Priority-YELLOW Order (see below for that procedure) and finds the order says to execute a Fire Action, but the HE Range of the armor platoon is only 3 hexes. Even if it used Long Range fire (where the HE FP could reach out to a range to six hexes), it could not fire at the infantry at 11 hexes range, so it does not execute the order.

IMPORTANT - The same rule applies when using the **SA** that apply to all games in the **WaW85** and **NaW** series: if the rules do not explicitly allow an action or function, it is not allowed.

4.0 Getting Started

To begin a game using SA, select a scenario from any of the modules and determine which side you and the AEO will play. Pull the pieces and then determine the AEO's Posture.

4.1 Determine Posture

To determine the Offensive or Defensive Posture of the AEO, examine what is needed to win the game. For example, if the AEO needs to exit units off of a Map it would be in an Offensive Posture. If it needs to prevent a PL from taking a Victory Condition hex, the AEO would be in a Defensive Posture. If Posture cannot be determined, the AEO assumes an Offensive Posture.

Example: If the AEO has a force that, according to the information in the scenario Victory Conditions, attempts to prevent enemy units from exiting a Map, then the AEO is in a Defensive Posture.

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If the Victory Conditions instruct the AEO to take a particular hex or eliminate a number of enemy units, then the AEO is in an Attacking Posture.

Once Posture has been determined, the player now conducts the initial setup for PU units and AEO units.

4.2 Creating the AEO Orders Deck

The AEO draws Orders cards from an AEO Orders deck to determine or suggest actions for the AEO units which may be activated.

Before starting a scenario, the Orders Deck must be created to play the game. The Base Deck of cards is used, possibly augmented by Defensive or Offensive posture cards, depending on the AEO posture for the scenario.



DEFENSE



OFFENSIVE

Orders cards that are **not marked** with either an Offensive or Defensive posture icon are collectively called the Base Orders Deck, no matter the posture of the AEO. These are cards 13 - 42.

To finalize The Orders Deck for a specific scenario, add additional cards depending on the posture of the AEO for the scenario.

- If the AEO is in a **Defensive Posture**, take all Defensive Orders cards and select 12 randomly, then all other unmarked Orders cards. Any unselected Defensive Orders cards are removed from play. There are 18 offensive order cards, numbered 1-12 and 61-66.

- If the AEO is in an **Offensive Posture**, take all Offensive Orders cards and select 12 randomly, then all other unmarked Orders cards. Any unselected Offensive Orders cards are removed from play. There are 18 offensive order cards, numbered 43-60
- If AEO Posture **cannot be determined**, take all Offensive Orders cards and select 12 randomly, then all unmarked Orders cards. Any unselected Offensive Orders cards are removed from play.
- Optionally at this point, if you wish to account for a random AEO "Leader", roll 1d6. On a 1, the AEO has a less than competent leadership, so REMOVE 6 Defense cards if the AEO is in a Defensive Posture; or 6 Offensive cards if the AEO is in an Offensive Posture. On a roll of 5 or 6, the AEO leaders are particularly astute, so ADD 6 Defense cards if the AEO is in a Defensive Posture; or 6 Offensive cards if the AEO is in an Offensive Posture.

Shuffle the Base Deck and any added posture cards to make the AEO Orders Deck.

4.3 Anatomy of an AEO Orders Card

Each AEO Orders Card is organized into sections that contain a series of orders that an AEO can perform. Begin an AEO order by reading from the top of the Card and progress your way down the Card. Orders on the same line are separated by white arrowheads. The different Sections are explained in the next sections in Playing Using SA.

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Priority Order Section

Dice

Card Number

4

AEO Order

PRIORITY

▶If Disrupted, LRM ▶Fire

▶Fire ▶ LRM Away

Execute Counteractions

Highest FP AEO Closest to a PU that just Acted
▶Fire

AEO in 0 DB hex Closest to a target
▶LRM towards Cover closest to target

AEO Closest to a GO Unit
▶Fire

Move Offboard units onto the map

SECONDARY

Icons

Secondary Order Section

4.4 Starting the Game

Once a scenario is selected, the AEO's Posture is determined, and the AEO's Orders Deck is created, the game is ready to begin!

5.0 Playing Using SA

The **SA** Sequence of Play will be the same as the series you are playing, either **WaW85** (Core Rules, section 2.0 Sequence of Play); or **NaW** (Core Rules, section 3.0 Setting up the Game). Here they are for comparison and convenience:

SA Phase	WaW85 Core Rules reference	NaW Core Rules reference
Initiative Phase	WaW85 Turn 1 only, See 2.1	n/a
Operations Phase	2.2	3.1 & 3.2
Marker Removal Phase	2.3	3.3
Victory Determination Phase	2.4	n/a

5.1 Initiative Phase

IMPORTANT: This phase is only relevant to **WaW85** Turn 1 only, See **WaW85** Core Rules, section 2.1

Some scenarios, will direct a PL or AEO Formation to activate before the Operations Phase of Turn 1 begins.

In some scenarios, the Scenario Rules may specify one or more PL or AEO Formations as holding the initiative. These Formations get to activate (See **WaW85** Core Rules 2.2.1) **BEFORE** the first turn begins.

If a Formation makes an initiative activation, its Formation card remains in the deck. Initiative is a free activation, so no card needs to be drawn. If more than one Formation is eligible, they may be activated in any order the player desires.

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5.2 Operations Phase

IMPORTANT: Again, reference **WaW85** Core Rules 2.2; or **NaW** Core Rules 3.2 & 3.3 as needed

The Operations Phase begins by drawing the top card from the Formation Deck or, for those using chits in **NaW**, drawing a chit from the Formation chit cup. Resolve each formation card/chit or other function card/chit before drawing the next card/chit.

Each time an activation or event is fully resolved, a new card/chit is drawn until: (**WaW85**) the second End Operations card in the deck is drawn (even if three End Operations cards are present in the deck); or (**NaW**) the LAST Operations card/chit is drawn. In either case, this signals the end of the Operations Phase.

A Formation deck or Formation chit cup will always include the Formation cards/chits for the Formations in a scenario, and at least two End Operations cards/chits.

5.3 Marker Removal Phase

Markers are removed, flipped or otherwise rearranged. Both the PL and AEO conduct their Marker Removal Phase as outlined in the **WaW85** Core Rules (9.0) or **NaW** Core Rules (3.3). Any d6 rolls needed for the AEO during this phase are conducted by the PL.

IMPORTANT: Add one task to the Marker Removal Phase, reshuffle the AEO order deck.

5.4 Victory Determination Phase

IMPORTANT: This phase is only relevant to **WaW85**, See **WaW85** Core Rules 2.4. **NaW** determines Victory at various points in a scenario. Check the **NaW** scenario Victory Conditions for the scenario you are playing.

Victory Conditions are defined by the scenario, and are typically evaluated during this phase of the last turn of the scenario. Games may also end in a draw, as specified by scenario.

5.5 PL Operations Summary

The Operations Phase is conducted as instructed in your Core Rules. As the PL, conduct an Operation by drawing the top card from the Formation Deck, or a chit from the Formation chit cup.

All cards/chits drawn are executed as usual, except cards/chits that activate formations. If a PL formation would be activated, you execute that Formation's Impulse as usual, but you must keep an eye out for possible opportunity fire if and when your PL units move. Opportunity fire on your moving PL units may be triggered from a GO AEO (which now includes an AEO under an Overwatch marker in **NaW**) in whose LOS your PL unit has moved

If Opportunity fire may be triggered, draw an Orders card for the AEO unit that might fire, and check it. Determine the Starting Order Priority as usual when an AEO is determining its orders (more about Starting Range Order under the AEO Operation Summary below) and if it turns out that the AEO unit is allowed a Fire Action (not Move & Fire or Assault), it will attempt to execute the Opportunity fire.

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As usual, if some parameter of the Fire Action is not fulfilled, the AEO does NOT execute the Fire Action. If you survive without being disrupted or eliminated, or of the AEO Otherwise is not permitted a Fire Action, your PL advances to the next hex in its move. If the next hex may trigger Op Fire, repeat the process, until either the PL is Disrupted or Eliminated, or it expends all its Movement Points. Continue to the next PL unit, and/or continue the Operations Phase, as usual.

6.0 AEO Operation Summary

Once an AEO formation is selected you will be drawing Orders cards/chits from the Orders Deck to suggest actions the AEO may take.

Activate the AEO formation on the card/chit, then proceed through any steps in the formation Impulse (typically removing Ops Complete and Out of Command markers, etc.). For details on Formation Impulse steps sequencing, see **WaW85** Core Rules 2.2.1 and 2.2.2; or **NaW** Core Rules 3.4.

6.1 AEO Off-board Artillery/Fire Missions

When executing the AEO Formation Impulse here is how you conduct the Off-Board Artillery Step (**WaW85**) or the Fire Mission step (**NaW**).

NOTE: Both steps are for executing Off-board artillery and will be referred to as the Off-Board Artillery step here. Strike and Mission are synonyms in this section.

During the Off-Board Artillery step, choose an orders card and determine if the Off-Board Artillery may fire.

If ANY Priority order on the card drawn lists “On-board or Off Board Artillery” or “LS” (which stands for Lay Smoke), the AEO may fire an Off-Board Artillery Strike. If no such order is on the card, the step is over.

If the Strike continues, and the Order is “LS”, then only Smoke Artillery Strikes may be used. Otherwise, randomly determine (or simply choose) which type of AEO Off-Board Artillery strike is used from those that are available to the AEO during this scenario, and execute one of those strikes at the closest target in LOS of an eligible Spotter for that formation. In **WaW85**, the spotter may be the active AEO HQ, or any active AEO Recon unit (Red Special Ability Triangle) or Elite unit (Yellow Special Ability Triangle) in or attached to the AEO formation; in **NaW** the spotter may be the active HQ or sHQ, or a Recon unit in or attached to the AEO formation. If more than one spotter is available to the AEO formation, and that additional spotter has a PU unit in LOS, randomly determine which Spotter is used. If more than one PU is at the same range, randomly choose the target.

Resolve the strike and continue the Formation Impulse.

After the first strike of the step is resolved, roll 1d6: if the result is 1-3, the AEO will execute a second strike in this step (two is the maximum number of Strikes in any OBA step). On a result of 4-6 the step is over.

6.2 AEO Orders cards and Actions

Once you reach the Actions Step, you may now execute Actions with the AEO units.

During the Actions step in the Formation Impulse sequence, AEO's may choose from the same Actions as the

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PL's units in a formation, dependent on unit type, as usual.

To determine what actions the AEO units take, you first choose a new Orders card (even if you chose one previously for OBA). This will be the orders card that ALL units of the active AEO formation will use. Then choose any AEO unit or stack of the active formation and evaluate the Orders card to see what Action that order indicates can be carried out by the selected AEO unit.

If the AEO unit successfully executes an Action, it is done for this Action step. Continue the Action step by choosing another AEO unit or stack in the formation, and evaluating the same Orders card to see what Action it might take. Continue this process until either there are no more units in the formation that are GO, or you choose to do no more actions with the units of that AEO formation. (That is a JUDGEMENT CALL for you.)

If the Action listed in an order cannot be carried out, continue to the next order to the right of the white triangle. If that Action cannot be carried out, read the next order on the line below. Continue in this manner until an Action is executed by that AEO unit or stack. If no orders on the Card can be executed, that unit or stack does nothing (it is NOT Ops Complete). Then select the next AEO unit or stack, and evaluate it against the same Orders card.

6.3 Evaluating Orders cards

There are two sections on each Orders card: Priority Orders and Secondary Orders.

6.3.1 Priority Orders

Priority Orders are considered urgent orders and so are always checked first when evaluating the effect of an Orders card (i.e. which Action the AEO may take). Priority Actions may be used by AEO units that are within Line of Sight of a PL unit.

IMPORTANT: If the AEO unit evaluating the card is not in LOS of a PL unit, skip to the Secondary Orders section of the card. See Secondary Orders below.

This section of the Orders card can have up to three subsections. The three subsections are based on Range. The closer the range, the higher on the card you begin to read orders. The range is used to determine this Starting Order Priority, i.e. the first order section to read on the card. The Starting Order Priority sections on the card are color-coded, from closest range to farthest, as RED, YELLOW and BLUE. The card sections are therefore referred to as Priority-RED, Priority-YELLOW and Priority-BLUE, respectively.

To determine the Starting Order Priority, check the range between the activated AEO unit and the closest PU unit to that AEO unit, and in LOS. The PU unit does not have to be GO. Use the highest range (AP or HE) on the AEO unit to find the row below in the Range column (left-most column) on the table below. Then read across to the right-most column to get the Starting Priority Order section. i.e. where to begin reading the Orders card.

NOTE: The Priority ranges on the table correspond to specific terms that ranges are called in both **WaW85** and **NaW**: the middle two columns of the table shows the terminology for **WaW85** and **NaW**

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Once the Starting Order Priority of the AEO unit has been determined, choose the Priority order on the card labeled the same as that Starting Order Priority, based on the table above. That is the section where you will start evaluating Orders to possibly determine actions for that AEO unit.

IMPORTANT: If the AEO unit has no PU in LOS, proceed directly to the Secondary Orders section of the card. See Secondary Orders 6.3.2.

IMPORTANT 2: If a Priority-BLUE order is indicated but there is no Priority-BLUE order on the Orders card, do NOT execute a Priority Order, but immediately skip to the Secondary Orders section of the card. See Secondary Orders below.

Once you have located the Starting Order Priority, read the Orders in that Order Range (or any subsequent Order Range) left to right first, then top to bottom. Orders are separated by white arrowheads. Try and execute the Action for an order and if unsuccessful (for whatever reason), proceed to the next order after the arrowhead, etc.

THE POINT: If the Action in an Order is successfully executed, the AEO unit is done its Action. You may then proceed to the next AEO unit or stack, or end the AEO Formation Impulse. If the AEO unit or stack is unable to execute any orders on the card, the AEO unit does nothing but is NOT marked Ops Complete (it will be available for Opportunity Fire during the next PL activation).

 **Priority-RED:** An AEO unit(s) within Point Blank Range of a PL unit of any type will attempt to perform these orders first. The AEO unit must legally be able to perform the Action. If the AEO cannot perform the action, or is otherwise ineligible to do so, try the next order in the section. If no more orders are available to attempt in the Priority-RED section, progress to the Priority-YELLOW Order section of the Orders card.

Example: An AEO unit not eligible to execute an order would be an AEO unit with only HE FP, but attempting to fulfill a Fire order to fire at a Heavy Armor (**WaW85**) or Hard (**NaW**) Target.

 **Priority-YELLOW:** An AEO unit(s) within Effective Range of a PL unit

Range between AEO unit and closest PU to it, and in LOS, using highest Range on the AEO unit (AP or HE)	Equivalent Term for this range in WaW85	Equivalent Term for this range in NaW	Starting Order Priority (Symbol on Orders card)
Less than half Printed range (rounded down)	Point Blank	Reduced	 Priority-RED
Printed Range	Effective	Printed	 Priority-Yellow
Twice printed range	Long Range.	Extended	 Priority-Blue

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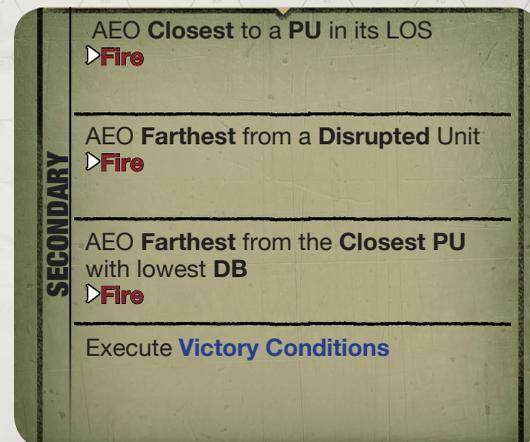
of any type will attempt to perform these orders first. The AEO unit must legally be able to perform any Action. If the AEO cannot perform an action, or is not eligible, try the next action on the section. If no more orders are available to attempt in the Priority-YELLOW section, progress to the Priority-BLUE Order section of the Orders card, or, if that does not exist, progress to the Secondary Order section of the Orders card

Priority-BLUE: Priority-BLUE Orders do not always exist. An AEO unit(s) within Long Range of a PL unit of any type will attempt to perform these orders first. The AEO unit must legally be able to perform any Action. If the AEO cannot perform an action, or is not eligible, try the next action on the section. If no more orders are available to attempt in the Priority-BLUE section, progress to the Secondary Order section of the Orders card. Sometimes Priority-BLUE orders are Special Orders. See Special Order Execution below

If the line is BLANK, proceed to the Secondary Orders section of the Orders card.



6.3.2 Secondary Orders



Secondary Orders are executed if there is not a Priority Order that can be executed. Again, attempt to execute Secondary orders top to bottom, left to right. For any order, if ANY activated AEO unit in the Activated Formation fits the criteria called for within a Secondary Order the unit or stack executes the Secondary order. If the AEO cannot perform an action, or is not eligible, try the next action on the section.

If no more orders are available to attempt in the Secondary Order section, the active unit does no Action but is NOT marked Ops Complete. If another AEO executes an action instead of the chosen unit, when that unit completes the Action/order, another Orders card is immediately drawn for the chosen unit, and evaluated. This process may repeat until the PL decides to override the AEO card system and decide that the chosen unit executes no Action, or the unit does successfully execute an action.

Note: this is an exception to the “one card, one formation” guideline.

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6.4 Special Orders – Execute Counteractions and Execute Victory Conditions

Special Orders require the use of one of the three Player Aid Tables provided in SA: the Solo Behavioral Table's Execute Victory Conditions; Execute Counteractions (Defensive Posture); or the Execute Counteractions (Offensive Posture) sections.

6.4.1 Execute Victory Conditions

Execute Victory Conditions is a special order that consists of different types of actions that can be performed. Refer to the Solo Behavioral Table's Execute Victory Conditions section to determine what action an AEO can perform. Begin at Condition 1 and if that Condition cannot be executed, proceed to Condition 2, etc. If none of the conditions can be executed, continue evaluating its Orders card. If the Execute Victory Conditions order was the last order on the card, the unit does nothing (and is NOT Ops Complete).

Execute Victory Conditions closely correlates to the Victory Conditions stated within the scenario chosen to play.

The Execute Victory Conditions guided by the Solo Behavioral Table must also have the overall scenario Victory Conditions in mind.

Example: If the scenario calls for the elimination of a certain number of enemy units, and the AEO is in an Offensive Posture, then the actions derived from the Execute Victory Conditions Chart must have unit elimination as a goal. The Table will give details.

6.4.2 Execute Counteractions

Counteractions are orders that are used to counteract actions that the PU is conducting.

Refer to the Solo Behavioral Table's Execute Counteractions section for the appropriate AEO Posture (Offensive or Defensive) to determine what action an AEO can perform. Begin at Condition 1 and if that Condition cannot be executed, proceed to Condition 2, etc. If none of the conditions can be executed, continue evaluating its Orders card. If the Execute Counteractions Order was the last order on the card, the unit does nothing (and is NOT Ops Complete).

7.0 Orders

Orders within the Priority or Secondary sections instruct an AEO on what action to perform. As stated, the Priority-RED section selects AEO units within Point Blank/Reduced Range of PUs, the Priority-YELLOW section selects AEO units within Effective/Printed Range of PUs, the Priority-BLUE section selects AEO units within Long/Extended Range of PUs, while the Secondary Orders section states which AEO to select within the order itself. The orders within these sections may contain one or several actions an AEO can perform. To begin, select an Activated AEO unit or stack and draw an Orders Card. Determine the Starting Order Priority, go to that section or the Secondary Orders section as appropriate to start. Then read the appropriate order starting from left to right. Again, orders are separated by white arrowheads. If the first order cannot be executed, then proceed to the next order and so on. If no more orders are on that line, proceed downward to the next order.

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Example: An AEO within Effective Range of a PU is ordered to “Move and Direct Fire toward the closest Vehicle” platoon. If there is no PL Vehicle platoon in LOS or in EFF range or less, then proceed to the next order, which states to “Move towards.” The PL now moves the AEO unit towards a PU. Mark the AEO unit appropriately after it performs an action. Play now proceeds to the next activated unit or formation.

NOTE: Consult the Solo Assistant Glossary of Terms Player Aid card for details of what the orders and terminology are on the Orders Cards.

7.1 Solo Behavior Tables

SA comes with a Player-Aid Card containing the Solo Behavior Tables, and encompassing the Execute Counteractions (Defensive Posture); Execute Counteractions (Offensive Posture); and Execute Victory Conditions Behavior Tables.

8.0 Action Markers

Some AEO Orders cards have the term Action Markers on them. The following markers are considered Action markers in **SA** for the AEO and PL units:

OPS COMPLETE COUNTER



OUT OF COMMAND COUNTER



DISRUPTED COUNTER



9.0 Ending the Game

Ending a game of **SA** is the same as if playing against a live opponent. If you beat the AEO please give us some feedback to any of the Lock 'n Load Forums is appreciated. Please feel free to give us your strategy tips on keeping the Artificial Intelligence used in the game competitive.

10.0 Optional Rules

Optional Rules can be used in whole or in part. These rules add a little more complexity and can change some of scenarios and their balance.

10.1 Reshuffle Event



If an AEO Orders card is played for a non-dice result, and the AEO Orders card has a reshuffled icon on it, there is a chance that the AEO Orders Deck will be combined and reshuffled (6.5).

On top of the reshuffle icon is a number with a plus symbol. This is the dice result needed to trigger the reshuffling of the AEO Orders Deck. If the result is equal to or higher than the listed number, the deck is reshuffled. This occurs after the AEO executes its order and ends its impulse. Once the AEO Orders Cards are reshuffled the game continues as normal.

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11.0 Solo Assistant Walkthrough

Welcome to the Solo Assistant (SA) walkthrough. The following pages will demonstrate a scenario using units and a Map from Storming the Gap Starter Kit - found in the Core Rules of **WaW85** - and the **SA** system.

We will be using Method #2 of choosing Orders cards (one card per unit/stack; see Section 2.3, Ways to Play Solo, of these rules), to show a variety of Orders cards and Actions derived from them.

It is at the discretion of the player to determine to what detail he/she wish to leverage from the game system. You can see this in action whenever the walkthrough says the player makes a **Judgment Call**.

The Situation:

Starter Kit Scenario: **A Matter of Bridges**

ORDER OF BATTLE

United States Setup:

MORALE Training: 7	Bravo 1/11ACR	HQ	Infantry	M-113	M1 Abrams	M-106 SPM
			x2	x2		
		Jeep TOW	Dragon ATGM	TOW ATGM		
		x2				

SET UP before the game begins, on or north of hex row 2-Gxx.

Soviet Setup:

MORALE Training: 6	2/247 GMR	HQ	Infantry	BMP-1	T-62	Sagger ATGM
			x6	x6	x3	x2

ENTER on or later TURN 1 or later on the south edge of the board at either 2-A10 or 2-A4, when activated.

Soviet Support Setup:

	<ul style="list-style-type: none"> ADD THE DESIGNATED FORMATION CARD TO THE DECK BEFORE THE START OF THE OPERATIONS PHASE OF TURN 2. REMOVE THE DESIGNATED FORMATION CARD FROM THE DECK BEFORE THE START OF THE OPERATIONS PHASE OF TURN 4. 	SUPPORT	Artillery HE 3-4	Artillery Smoke
			x2	x2

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The Soviets are attempting to seize four towns; the US forces are attempting to slow them or stop them. The Soviets are being played by the PL. The US forces are being controlled by SA's AEO. We are in the Operations Phase of turn 3 and the Soviet 2/247th GMR battalion has already activated during this Operations Phase.

The AEO US units from Bravo/1/11th ACR are circled in orange in the following picture, while the Soviet forces of the 2/247th GMR battalion are circled in red. The Soviets control the Objective hex in hex I6. (Officially it is hex 2-I6, as this is map 2, but for the purposes of this play through we will only refer to the hex ID.)

The US forces control the Objective hex in O10 at the top of the map:

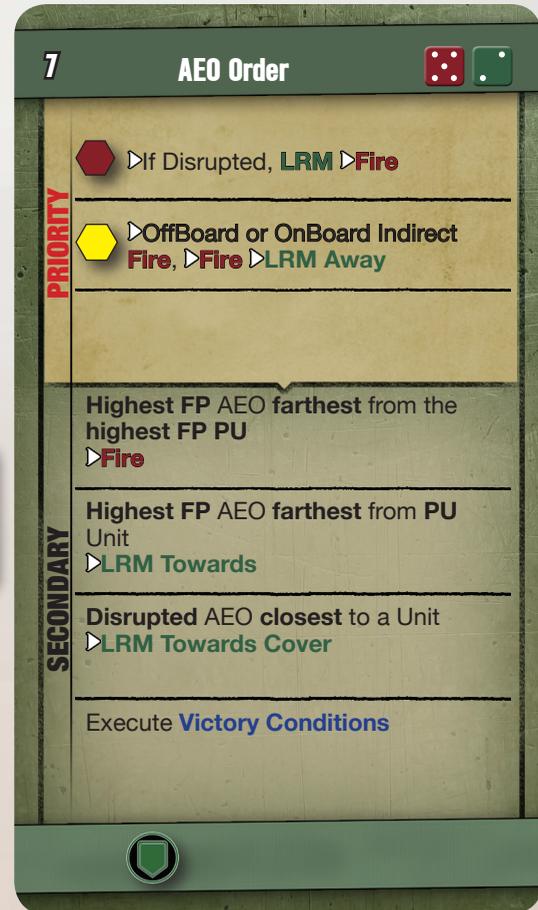


The Operations Phase continues and the next card drawn activates the AEO US Bravo/1/11th ACR Formation. The PL begins the AEO formation's Formation Impulse. The PL proceeds through the Formation Impulse steps prior to the Action Step, and there are no changes, no Disruption removals, and all US AEO units are In Command. The PL begins the AEO Action Step of the Formation Impulse by choosing an AEO unit to check for Orders. The PL wants to know what the AEO M-1 Abrams tank platoon is going to do, as it is the AEO's strongest unit. So, the PL chooses the AEO M-1 Abrams to attempt an Action and draws Orders card #7.

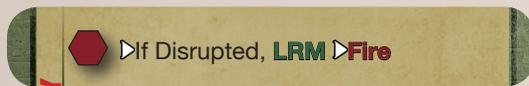
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AOE Order: M-1 Abrams

We need to determine the Starting Orders Range for the AEO unit in order to know from which Priority Order section we begin to read Orders card #7. The closest PL unit to the AEO M-1 Abrams is the Ops Complete Infantry platoon in I6. Using the longest-ranged FP on the Abrams (the range 11 for AP FP), that puts the PL Infantry in I6 in Point Blank Range for purposes of Starting Orders Range.



So we begin reading the Orders card at the Priority-OB section, at the top of the card:



The first order we find is “If Disrupted, LRM”.

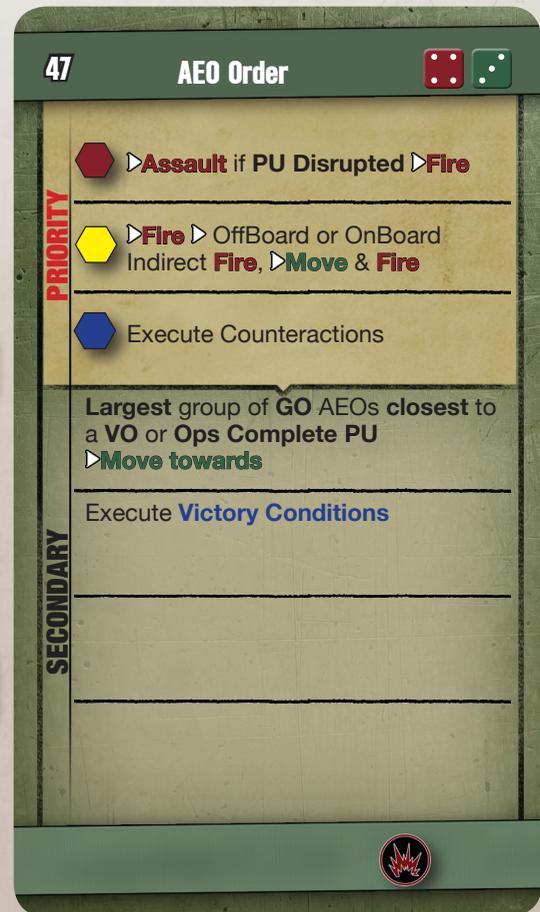
The M-1 Abrams is not Disrupted so it does not execute the order (which would have been a Low Risk Move, see the Glossary of Terms Player Aid for what that means). The next Order on the same line and after the white arrowhead is “Fire.” Again, according to the Glossary of Terms Player Aid, in **WaW85** that means the unit will attempt to execute a Direct Fire Action.

The M-1 Abrams can only execute that if it has a target within LOS and Range of one of its FP values. The only possible target unit is the PL Infantry in I6 which is 3 hexes away and so within range of the M-1 Abrams’ HE FP (which has an Effective range of 5). The M-1 Abrams is allowed to fire so it executes the Direct Fire Action. In the event, it misses the PL Infantry. The M-1 is marked Ops Complete.

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AOE Order: HQ, Infantry and Dragon ATGM

Next, the PL chooses the AEO stack with Bravo's HQ in it, hex L6, and opts to deploy the AEO Dragon ATGM Support Weapon from the U.S. Holding Box to the AEO Infantry in the same hex. The PL decides the AEO HQ stack is going to attempt an Action and so draws an Orders card, which turns out to be #47. Again, the closest PL unit to the AEO Infantry in L6 is the Ops Complete Infantry platoon in I6. But the longest range of a FP in L6 is the 4 hexes of the Dragon ATGM Support Weapon just deployed to the AEO Infantry unit there. The Soviet PL Infantry in I6 is at 3 hexes range from the AEO Infantry in L6, which is Effective Range for the Dragon ATGM Support Weapon. So, the Priority Order Starting Range Order in this case is Priority-YELLOW.



So we begin reading Orders card #47 at the Priority-YELLOW section:

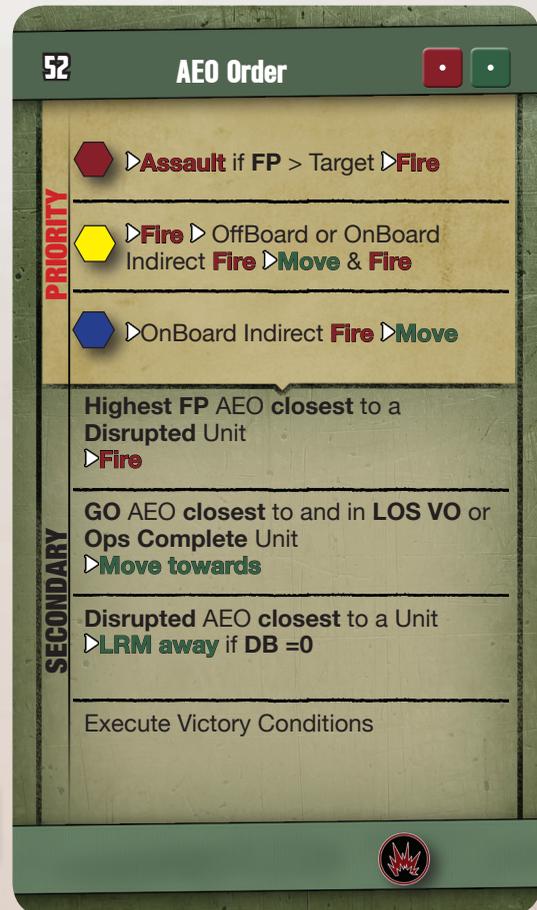


The first order we find is "Fire". The AEO Infantry can use its inherent HE FP versus the Soviet PL Infantry in L6 but at a range of 3 hexes which is Long Range. The AEO Infantry executes the order by performing a Direct Fire Action, targeting the PL Infantry in L6. In the event, it suffers the Long Range penalty for its fire, and, despite the HQ bonus added to the HE FP, it also misses the PL Infantry. The AEO Infantry and HQ are marked Ops Complete.

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AOE Order: M-106 Self-Propelled Mortar platoon

The PL next elects to choose the AEO US M-106 SPM in M5 to attempt an Action, a unit capable of On-Board Indirect Fire. The PL draws card #52. Due to its position on the hill, the M-106 has no LOS to any other unit on the map, but since it is capable of Indirect Fire that is not necessary. However, On-Board Artillery has no Point Blank Range bonus and so no Point Blank Range. The nearest PU unit to the M-106 is either the same Soviet PL Infantry in L6, at 5 hexes range, or a stack of Soviet PU T-62s behind the smokescreen and off-the left side of the map in this picture, but also at 5 hexes range. Both PL hexes are within Effective range (25 hexes) of the M-106's HE FP. So, the Starting Range Order is, again, Priority-YELLOW.



So we begin reading Orders card #52 at the Priority-YELLOW section:

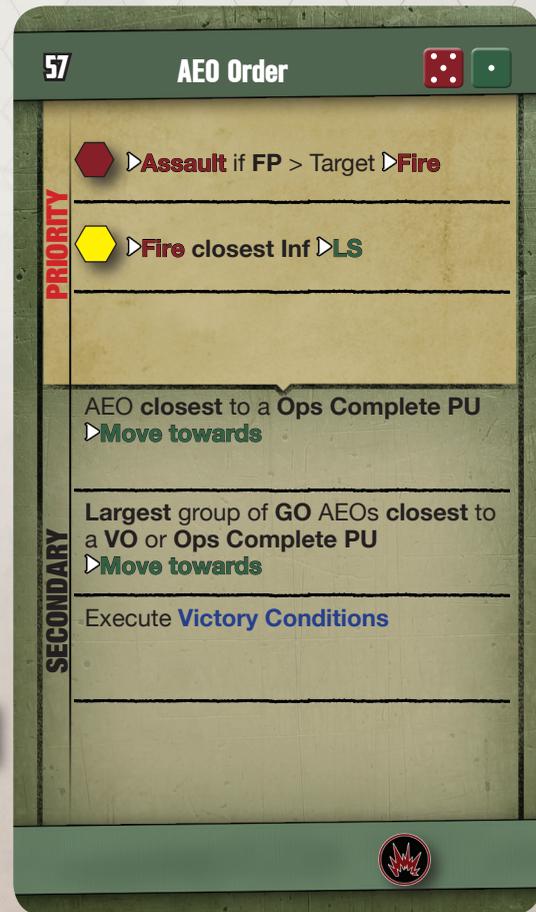


Immediately we see the first order, “Fire” cannot be carried out by the AEO M-106 as it has no LOS to any PL unit on the map. Moving to the next order, however, yields “OffBoard or On Board Indirect Fire”, the exact order needed for the M-106 to use a spotter to direct its fire and so make an Indirect Fire attack. There are a number of possible Spotters and targets, and the PL decides to make a JUDGMENT CALL and choose the M-113 in M7 as a Spotter (which successfully makes a Spotting Roll) to target a BMP-1 off the right side of the map to which it has LOS. The attack is resolved and the M-106 (not the Spotter!) is marked Ops Complete.

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AOE Order: M-113 APC platoon

The PL next elects to choose the AEO US M-113 APC in M7 to attempt an Action.



You draw card #57 for the AEO.

The closest PU the M-113 can see is in G10, but that is 6 hexes distant, well out of any range of the M-113's weapons. So we immediately proceed to the Secondary orders section of card #57.

AEO closest to a Ops Complete PU
▶ Move towards

The first order, "AEO closest to a Ops Complete PU > Move towards" can be executed by the M-113 itself as it is the only active AEO closest to a PUB unit and also that can move.

The M-113 moves out: M7, L7, K8, J8, I9. The PL hesitates while moving the AEO M-113. Should the M-113 dive for cover of the Wrecks in H9? Or, if they could instead assault the BMP-1s in H8, they might cause some damage as Disrupted units are at a distinct disadvantage in Assault. The Pl makes a JUDGMENT CALL, and decides it would be more appropriate to have the M-113 platoon Assault the disrupted BMP-1 platoon in H8. The PL changes the M-113's order from Move to Assault and moves into the BMP-1s hex in H8. The Assault successfully ejects the BMP-1 and reduces it one step. The M-113s occupy H8 at the end of the Assault. Both the M-113 and the Disrupted BMP-1 are marked Ops Complete.

That's it for the AEO activation for this turn.

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12.0 Walkthrough of the AEO Off-board Artillery Step

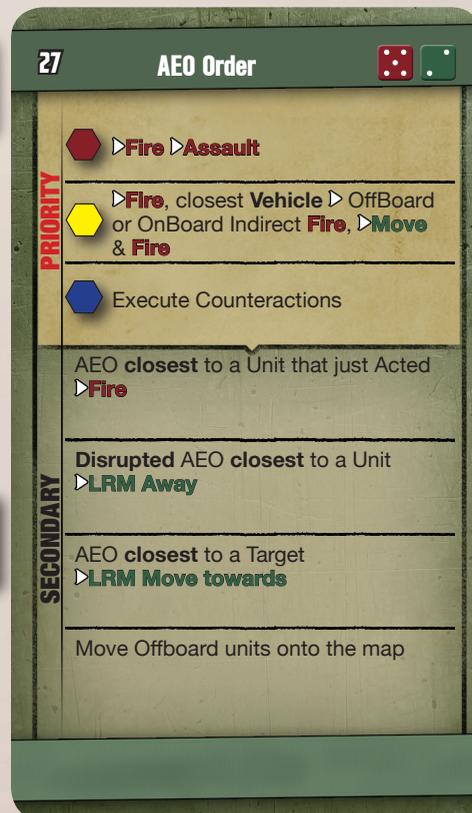
The US forces did not have any Off-Board Artillery assigned for this scenario so in order to walk through the Off-Board Artillery step of a Formation Impulse, let's have the AEO switch sides and play the Soviets, who have two strength 3-4 High Explosive Artillery Strikes available to them in this scenario.

Let's assume the 2/247th GMR has been activated. The HQ for the 2/247th GMR, in G6, has a LOS to the M-1 Abrams on the hill in L4. During the 2/247th GMR's Off-Board Artillery step, the PL checks to see if the AEO uses one or two of its OBA strikes. The PL draws Orders card 27. If there is an order for "OffBoard or OnBoard Indirect Fire" anywhere in the Priority order section (RED, YELLOW or BLUE), the AEO will fire one strike. Now the AEO has both smoke and HE in this scenario but the PL makes a **JUDGEMENT CALL** that the Soviets want to take out the M-1 as quickly as possible. The active AEO HQ spots the M-1 Abrams for the OBA strike, and the Strike is then initiated. The strike manages to reduce and disrupt the M-1 Abrams.

The PL then rolls 1d6 to determine if the AEO will use a second strike during this OBA step, since the maximum that may be used is two in any one OBA step. The PL draws card 18 and checks the first, red die, and it is a 3. On a 1-3 the AEO fires a second strike, if available, while on a 4-6 it does not and the OBA step ends.

In this case, the AEO fires a second HE strike, which scatters off target, fortunately for the M-1 Abrams platoon. The AEO OBA step is over.

That completes this walkthrough. Have fun with SA!



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Developer Notes:

Lock 'n Load Publishing originally licensed the **Conflict of Heroes (Coho)** Solo system from Academy Games in order to develop it further for use with the **Lock 'n Load Tactical**. During testing and development of **WaW85** a few testers took the Lock 'n Load Tactical Solo and converted it to work with **WaW85**. Since the formations in **WaW85** are card activated it made the **Solo Assistant (SA)** easy to use. The **WaW85** system is already solitaire friendly out of the box and the **SA** was designed for the players who wanted something more. Along the way we found that **WaW85's** parallel game series of platoon level WWII combat, **NaW**, adapted to this system as well, since it uses the same formation activation mechanic and similar unit Actions.

We pretty much wanted to achieve the same goals we had for Lock 'n Load Tactical Solo for the **SA** system:

1. It would not be relying on scenarios that were designed for solitaire play only.
2. It would have to be able to use all or at least almost all of the scenarios already provided in the **WaW85** and **NaW** game series and any future scenarios.
3. It would be able to play either side as the attacker or defender.
4. It had to work with the **WaW85** and **NaW** Battle Generators.
5. It would be able to have different level of AEO commanders by assigning more cards to the AEO.

We felt this would give players the best bang for their buck, making it a product fitted for both series.

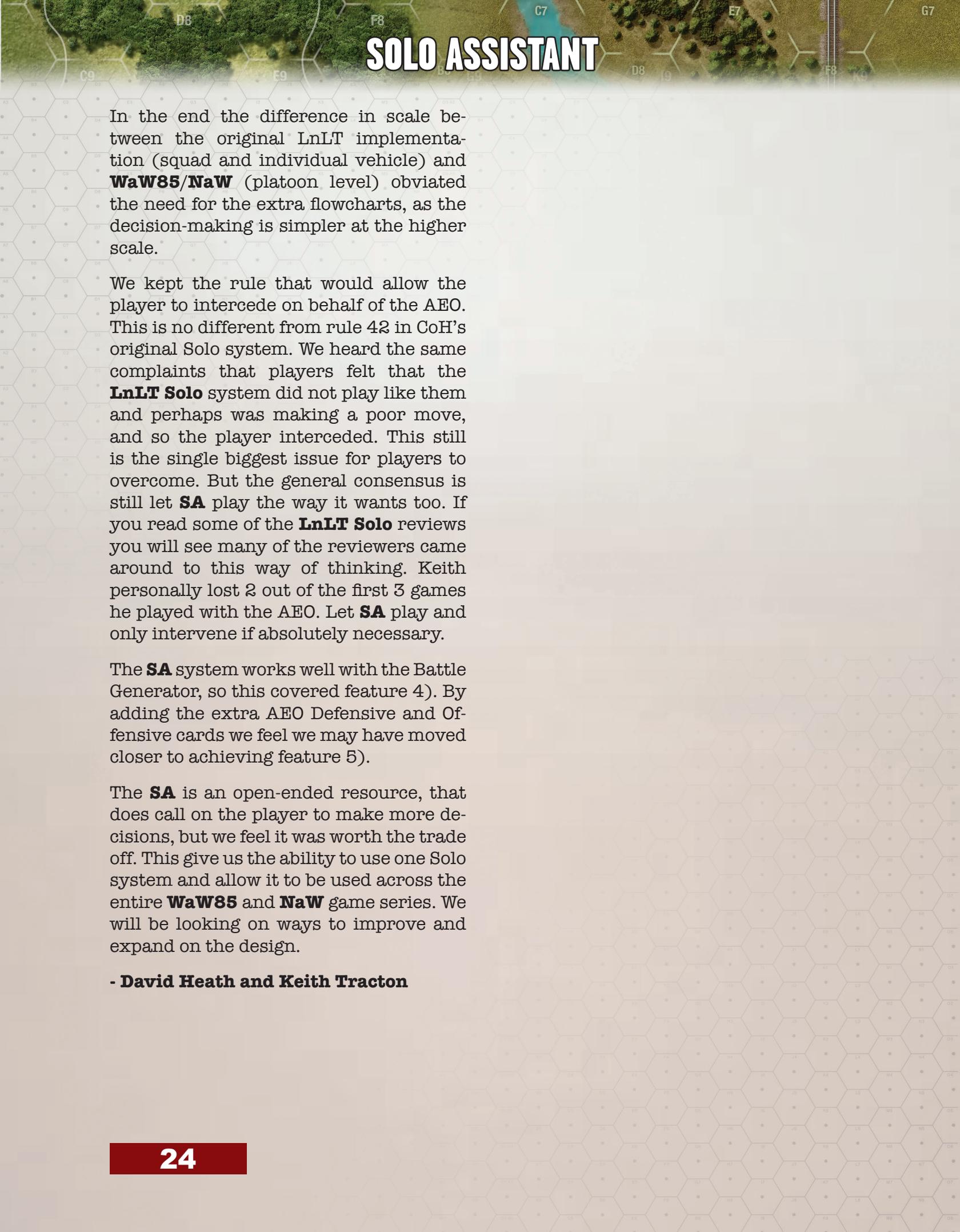
As an added bonus it could be used as a development tool to help scenario designers to design, develop and test home-grown scenarios.

We accomplished features 1) and 2), As we designed and developed the scenarios. Again, as in **LnLT Solo** we decided to have the player setup the solo player forces as well as the player's own forces. This works for every scenario in the Storming the Gap game and we expect it will for the rest of the **WaW85** series, as well as for all the games in the **NaW** series. There might be a few exceptions, such as when there is a hidden setup. But in the end, the **SA** really increases the replay ability of each scenario many times over. This choice also served well for scenarios created with our Battle Generator.

Feature 3) we worked out by using Defensive and Offensive cards for the AEO. By increasing the number of certain cards in the deck, it gives the AEO more of less powerful Defensive and Offensive options.

We needed to address Opportunity Fire for SA, and that turned out to be quite easy: pull a card when Opportunity fire is possible by an inactive AEO unit; if there is a priority "Fire" order at the range to the moving unit, execute the opportunity fire. There is no penalty to an AEO unit which does NOT fire because of a card so it can fire again or at a better range. And the PL can always override **SA** and fire where the PL feels it would be appropriate.

We also decided not to use additional flowcharts to speed along the game and allow players to make those decisions. But we did keep the Execute Victory Conditions and Execute Counteractions tables, just not the flowcharts.



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In the end the difference in scale between the original LnLT implementation (squad and individual vehicle) and **WaW85/NaW** (platoon level) obviated the need for the extra flowcharts, as the decision-making is simpler at the higher scale.

We kept the rule that would allow the player to intercede on behalf of the AEO. This is no different from rule 42 in CoH's original Solo system. We heard the same complaints that players felt that the **LnLT Solo** system did not play like them and perhaps was making a poor move, and so the player interceded. This still is the single biggest issue for players to overcome. But the general consensus is still let **SA** play the way it wants too. If you read some of the **LnLT Solo** reviews you will see many of the reviewers came around to this way of thinking. Keith personally lost 2 out of the first 3 games he played with the AEO. Let **SA** play and only intervene if absolutely necessary.

The **SA** system works well with the Battle Generator, so this covered feature 4). By adding the extra AEO Defensive and Offensive cards we feel we may have moved closer to achieving feature 5).

The **SA** is an open-ended resource, that does call on the player to make more decisions, but we feel it was worth the trade off. This give us the ability to use one Solo system and allow it to be used across the entire **WaW85** and **NaW** game series. We will be looking on ways to improve and expand on the design.

- David Heath and Keith Tracton

SOLO ASSISTANT

Glossary

TERM	WaW85	NaW
O DB	Terrain without a Defensive Bonus Terrain (Defensive Bonus =0)	Terrain without a Defensive Bonus Terrain (Defensive Bonus =0)
AEO	Artificial Enemy Opponent	Artificial Enemy Opponent
Assault	Execute an Assault Action	Execute an Assault or Overrun Action
Away	Increase the range in hexes	Increase the range in hexes
Closest	Closest and in Line of Sight. If no LOS then closest in hexes.	Closest and in Line of Sight. If no LOS then closest in hexes.
Cover	Terrain WITH a Defensive Bonus (Defensive Bonus =1 or more)	Terrain WITH a Defensive Bonus (Defensive Bonus =1 or more)
Farthest	Farthest and in Line of Sight. If no LOS then farthest in hexes.	Farthest and in Line of Sight. If no LOS then farthest in hexes.
Fire	Execute a Direct Fire Action	Execute a Ranged Attack
FP	Firepower (AP, HE and/or Assault)	Firepower (AP, HE and/or Assault)
GO AEO < GO Pus	If the current number of Good Order AEOs is less than the current number of Good Order Player Units	If the current number of Good Order AEOs is less than the current number of Good Order Player Units
GO Units	Good Order Units: Units not Disrupted, Ops Complete or Out of Command	Good Order Units: Units not Disrupted, Ops Complete or Out of Command, or under an Overwatch marker
Group of AEOs	A group of AEOs is all AEOs that are adjacent to at least one other AEO in the group, and each can trace a contiguous path of hexes to all other AEOs in the group	A group of AEOs is all AEOs that are adjacent to at least one other AEO in the group, and each can trace a contiguous path of hexes to all other AEOs in the group
INF	Infantry or guns with a NATO-style symbol	Infantry or guns with a NATO-style symbol
LRM	Low Risk Move - Execute a Movement Action and move immediately out of, or stay out of, any PU LOS. If not possible to move out of LOS in the first hex of movement, the Movement action may not be executed.	Low Risk Move - Execute a Movement Action and move immediately out of, or stay out of, any PU LOS. If not possible to move out of LOS in the first hex of movement, the Movement action may not be executed.

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<p>LS</p>	<p>Lay Smoke - If drawn during the AEO Off-Board Artillery step, and a Smoke Strike is available, the AEO may attempt to spot for and execute a Smoke Strike. If no such strike is available or no spotter is available, the Strike is not executed.</p> <p>If drawn during the Action step, and an AEO on-board artillery unit is GO and available, the AEO may attempt to spot for and execute an on-board artillery Smoke Strike. If no such on-board artillery unit is available or no spotter is available, the Strike is not executed.</p>	<p>Lay Smoke - If drawn during the AEO Perform Fire Missions Phase, and a Smoke Fire Mission or a mortar unit is available, the AEO may attempt to spot for and execute a Smoke Fire Mission. If no such mission is available or no spotter is available, the mission is not executed.</p> <p>If drawn during the Perform Operations Phase, and the AEO's side has unit Smoke capability in the scenario or module, the AEO executes a Movement Action and may attempt to lay one or more hexes of smoke, to the limit of its movement allowance.</p>
<p>Move</p>	<p>Execute a Movement Action</p>	<p>Execute a Movement Action</p>
<p>Move & Fire</p>	<p>Execute a Move & Fire Action</p>	<p>Move & Fire Action; or Fire & Move Action</p>
<p>OffBoard or OnBoard Indirect Fire</p>	<p>Off-board artillery step: if an OBA Strike is available, the AEO may attempt to spot for and execute one Strike (type is randomly determined). If no such strike is available or no spotter is available, the Strike is not executed.</p> <p>Action step: if an AEO on-board artillery unit is GO and available, the AEO may attempt to spot for and execute an on-board artillery Strike. If no such on-board artillery unit is available or no spotter is available, the Strike is not executed.</p>	<p>Perform Fire Missions Phase: If an OB Fire Mission or mortar unit is available, the AEO may attempt to spot for and execute a Fire Mission (type is randomly determined). If no such Fire Mission is available or no spotter is available the Fire Mission order is not executed.</p> <p>Perform Operations Phase: if an AEO mortar unit is GO and available, the AEO may attempt to spot for and execute a mortar Fire Mission. If no such mortar unit is available or no Spotter is available, the Fire Mission is not executed.</p>
<p>Passes</p>	<p>The AEO ends the Formation Impulse</p>	<p>The AEO ends the Formation Impulse</p>
<p>PL</p>	<p>Player (you)</p>	<p>Player (you)</p>
<p>PU</p>	<p>Player Unit, i.e. not an AEO unit</p>	<p>Player Unit, i.e. not an AEO unit</p>
<p>SW</p>	<p>Support Weapon</p>	<p>Support Weapon</p>

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Target	Victory Object, Hex or Player Unit	Victory Object, Hex or Player Unit
Toward(s)	Decrease the range in hexes	Decrease the range in hexes
Unit that just acted	Unit with an Ops Complete marker	Unit with an Ops Complete or Overwatch marker
Unit(s)	If not specified, Player Unit(s)	If not specified, Player Unit(s)
Vehicle	Heavy or Light Armor	Hard Target or Soft Vehicle Target
VO	Victory Objective - a hex, unit or other victory condition as detailed in each scenario	Victory Objective - a hex, unit or other victory condition as detailed in each scenario

SOLO ASSISTANT

Credits

Executive Producer:

David Heath

Associate Producer:

Keith Tracton

Rules Author:

Keith Tracton

Rules and AEO Card Design:

David Heath, Keith Tracton

Rules and AEO Card Layout:

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Player Aid Card Design:

Keith Tracton

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Ava Marie Heath

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- Many, many thanks, all! With love to D, I, S and M & D

Why we do what we do

We love playing games, as well as designing and developing them. We give praise and thanks to God for blessing us so we can follow our dreams and passions. We also thank you our fans, friends and family for making this possible for us.

NATIONS AT WAR 3.0 READY TO DEPLOY:



NATIONS AT WAR **STALIN'S TRIUMPH**

This board game cover features a hexagonal grid map with a desert landscape. On the left, a tank is shown in a combat scene. On the right, a military jeep is depicted. The central text reads "NATIONS AT WAR" in red and "STALIN'S TRIUMPH" in large, bold, red letters. Several game cards are scattered across the map, including "SOFKZ 251" (215 5 15), "TIGER" (8-4 34), "SWG INT" (1-5 3 34), "CHURCHILL" (4-5 35), "STURM" (3-4 26), "PIONEER" (1-5 3 34), and "RE-2" (4 35).



NATIONS AT WAR **WHITE STAR RISING**
SECOND EDITION

This board game cover features a hexagonal grid map with a snowy, urban landscape. The central text reads "NATIONS AT WAR" in red and "WHITE STAR RISING" in large, bold, green letters, with "SECOND EDITION" in red below it. A street named "HUBERMONT" is visible on the map. On the right, a military jeep is shown in a city street. Game cards include "CROWMELL" (5-5 26), "HQ" (8 5), "SOFKZ 251" (215 5 15), and "INFANTRY" (1-5 3 34).



NATIONS AT WAR **DESERT HEAT**
SECOND EDITION

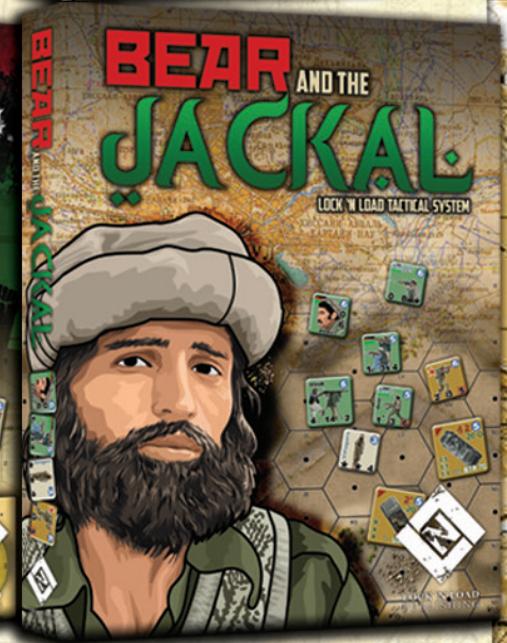
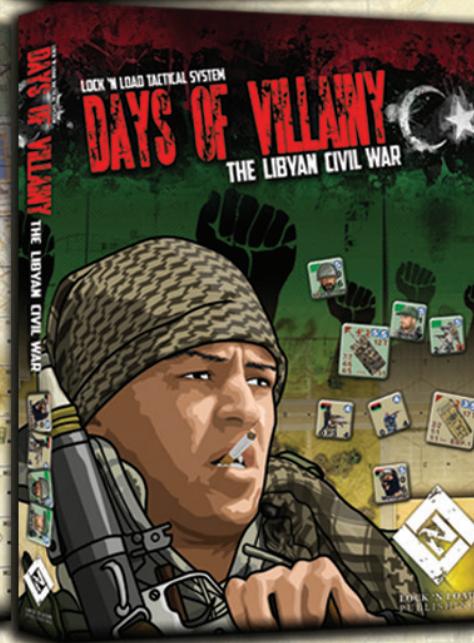
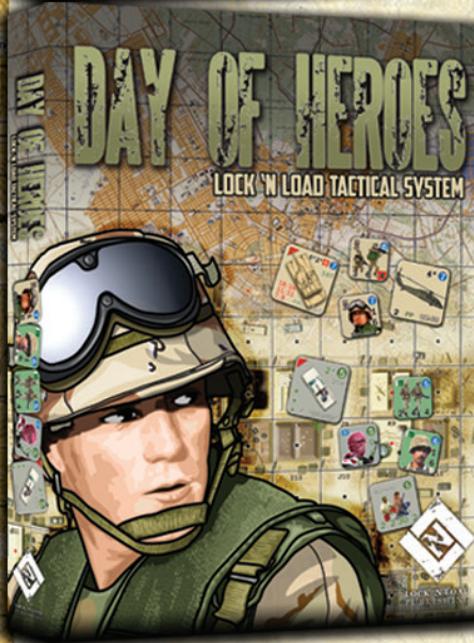
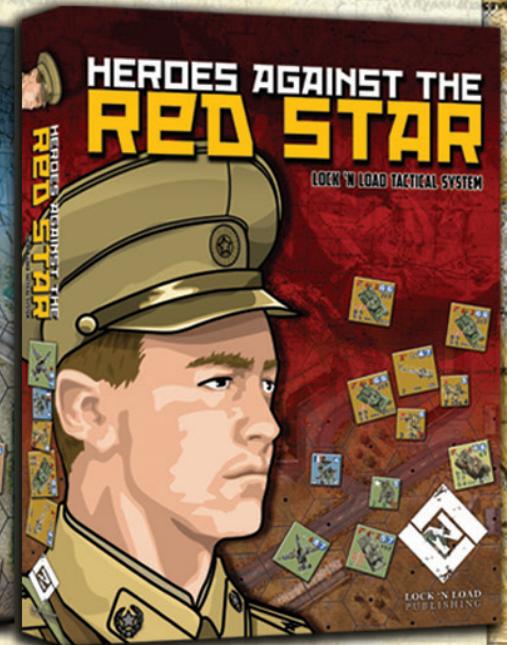
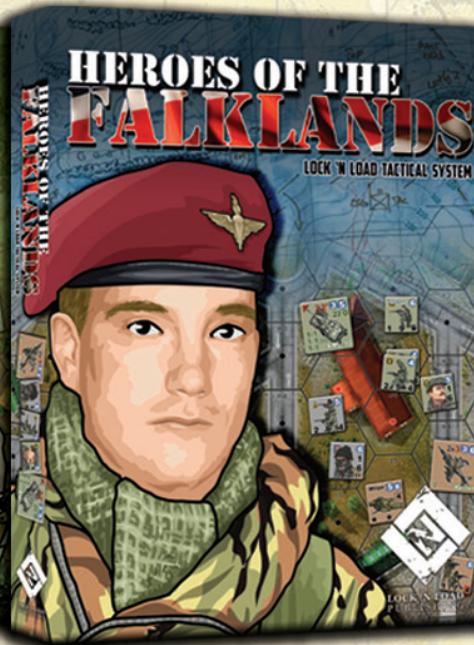
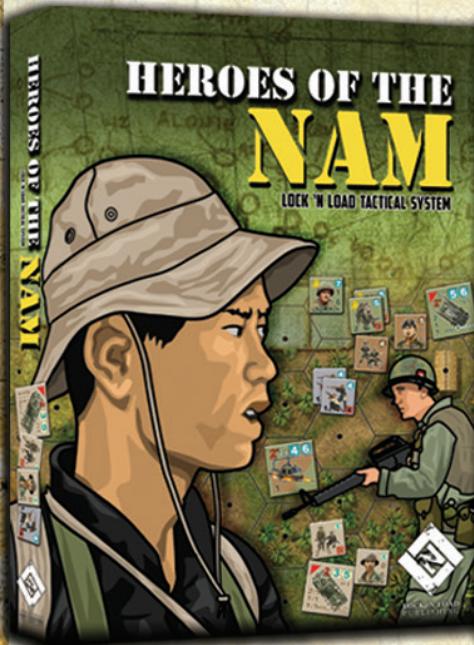
This board game cover features a hexagonal grid map with a desert landscape. On the left, a tank is shown in a combat scene. On the right, a military jeep is depicted. The central text reads "NATIONS AT WAR" in red and "DESERT HEAT" in large, bold, yellow letters, with "SECOND EDITION" in red below it. Game cards include "HQ" (7 5), "PIONEER" (1-5 3 34), "HQ" (6 6), and "3POR ATC" (4-6 15).



NATIONS AT WAR **COMPENDIUM**

This board game cover features a hexagonal grid map with a green, urban landscape. On the right, a tank is shown in a city street. The central text reads "NATIONS AT WAR" in red and "COMPENDIUM" in large, bold, white letters. Game cards include "M3 MTRK" (215 5 15), "INFANTRY" (1-5 3 34), "INFANTRY" (1-5 3 34), "INFANTRY" (1-5 3 34), and "STUG III" (6-5 36).

LOCK 'N LOAD TACTICAL MODERN ERA READY TO DEPLOY:



Welcome to the War that Never Was

WORLD AT WAR 85



T-80

12	34	63	5
45	6	24	

M-1 ABRAMS

11	45	53	5
45	6	24	



SOLO ASSISTANT

NATIONS AT WAR

WORLD AT WAR 85

The **Solo Assistant** (hereafter **SA**) is a solo game assistant designed for fans of the World At War 85 (**WaW85**) and Nations At War (**NaW**) Series of games. This system will allow players to take most scenarios from any **WaW85** game or Battle Generator, or Nations At War game and play them solo, where the choices for the player's opponent are made by the solo game assistant system. Though there may still be judgment calls needed by you from time to time, **SA** is built to minimize those situations.

In any case, both **WaW85** and **NaW** are already solitaire friendly due to the nature of the formation activation systems in each game. **SA** adds another level of friendliness where it can assist you in making decisions as to what Actions the component units of an enemy formation will take.

Playing the **SA** system simulates playing against an opponent. You select a side in the scenario to play, and the **SA's Artificial Enemy Opponent (AEO)** plays the other side. The AEO can play both Offensive and Defensive combat actions against you. The AEO conducts its actions by drawing an Orders Card from a deck of same provided in **SA**. You progress through the Orders listed on the Orders Card to find the Action the AEO takes.

Play between you (the player) and the AEO progresses through formation impulses and turns until either one side achieves the Victory Conditions, or the game ends and Victory is then evaluated.

SOLO ASSISTANT BEHAVIOR TABLE

EXECUTE COUNTERACTIONS DEFENSIVE POSTURE

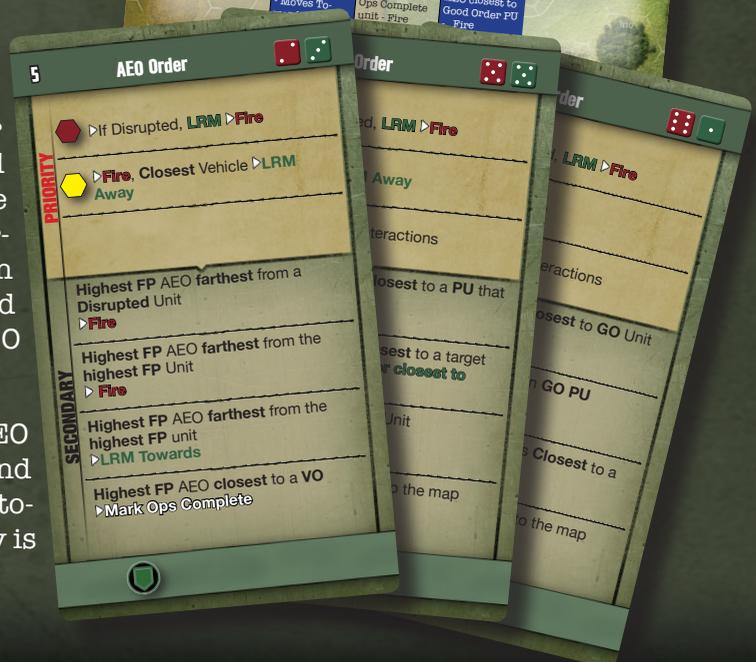
Condition 1	Condition 2	Condition 3	Condition 4	Condition 5	Condition 6
AEO Moves onto map	AEO within LOS of most units - Move & Fire	AEO more than PB range in hexes away from Enemy unit, Move towards VO hex	AEO closest to a PU that Fired - Fire or Move Towards	AEO Passes if all PU in LOS are Ops Complete	AEO closest to PU Fire at any PU up to Long Range

EXECUTE COUNTERACTIONS OFFENSIVE POSTURE

Condition 1	Condition 2	Condition 3	Condition 4	Condition 5	Condition 6
AEO Moves onto map	AEO within LOS of the most units - Move or Move & Fire 1 towards Cover unless already in cover.	AEO more than PB range in hexes away from Enemy unit, Move towards VO hex if not controlled by PL	AEO closest to a PU that Fired - Fire or Move Towards	AEO Passes if all PU in LOS are Ops Complete	AEO closest to PU Fire at any PU up to Long Range

EXECUTE VICTORY CONDITIONS

Condition 1	Condition 2	Condition 3	Condition 4	Condition 5	Condition 6	Condition 7	Condition 8	Condition 9
Eligible AEO attempt to eliminate enemy unit in a victory objective in LOS	AEO Vehicle/ Vehicle-Stack with AP/HR/ Assault FP closest to Victory Hex not controlled by AEO Moves Towards	AEO Infantry Stack or AEO Unit closest to Victory Hex not controlled by AEO Moves Towards	AEO Vehicle Stack or Vehicle closest to Exit Hex Move Towards	AEO Infantry Stack or AEO Unit closest to Exit Hex Move Towards	AEO in LOS of PU for victory, Fire	AEO closest to PU needed for victory - Moves To	AEO Stack or AEO closest to Ops Complete - Fire	AEO Stack or AEO closest to Good Order PU Fire



LOCK 'N LOAD PUBLISHING

www.lnlpublishing.com

Complexity:

Solitaire Playability:

12+ AGES
 1-2 PLAYERS
 1-4h TIME

Game Credits:

- > Executive Producer David Heath
- > Lead Design Keith Tracton
- > Manual Layout Blackwell Hird

Game Contents:

- > 66x AEO Order Cards
- > 1x Manual
- > 1x Player Aid



Rev 4

Made in China