Heroes of the Great War:
Limanowa 1914
Rules for solo and coperative mode

1): Basic principles

In solo and cooperative mode, the player (in solo mode) or players (in cooperative mode) fight against an imaginary enemy (artificial intelligence) instead of another player. When successful (accomplishing the given mission within the predetermined time period), they receive victory points at the end of the game. The quicker and more successful they are in accomplishing the mission, the higher of number of victory points they receive at the end of the game (this varies from mission to mission). The number of victory points is also increased with playing the game at a higher difficulty level. Three levels of difficulty are available: Novice, Tried, Veteran.

Maximum 6 victory points can be afforded for both the quick accomplishment of the missio n and the Veteran difficulty level. Consequently, the most successful players can collect a maximum of 12 victory points in solo and cooperative games. This, however, is no easy task and we recommend beginners to launch their first missions at Novice level.

Rules and systems of battle apply of the base game apply to both solo and cooperative game mode. In this chapter, all scenarios in which deviation from this is necessary during the game will be explained.

In solo and cooperative modes, active army corps are the ones controlled by the players; in all cases, these will be the attacking party. Generally, their task is to capture various objective(s) within a predermined time period (number of rounds). Objectives are to be set differently in each game mode, according to their descriptions.

In all cases, army corps controlled by AI may only engage in defence and units are essentially prohibited movement. Should an effect force an AI unit to move when choosing RP loss to avoid movement is an option (e. g., Szurmay's "Relegating attackers" ability, the "Disruptive fire attack" Battlecard), the unit should stay in place and suffer the extra RP loss. If the enemy (one of the players) moves AI units due to an effect, the movement takes place (e. g., "Deceit", "Perturbation" Battlecards).

When AI should perform an attacking role of dice, this is to be carried out by one of the players.

2): Initial setup (in both game modes)

2.1): At the beginning of the game, all two "Transporting reinforcement", "Deployment of spare battery" and "Reorganisation of Defence" Battlecards should be located and excluded from play.

2.2): Battlecards should then be divided into two separate decks, one including suport cards (these are the cards that can be used by the player) and the other including contra cards (these are the cards that can be used by AI; in solo mode, players may not use contra cards.

The AI does not have cards held in hand and may under no circumstances draw cards. The AI will use contra cards following its own specific rules.

2.3): Support Battlecards should be shuffled before players are allocated the number of cards as pertaining to the chosen game mode. Leftover cards make up the draw deck from which players will later draw new cards. If the draw deck is consumed, the discard pile should be reshuffled and a new draw deck formed of them (in solo mode, the AI does not use support cards).

2.4): At the beginning of the game, the Game Board reference card should be placed next to the board.

2.5): Contra cards should be divided into three portions according to their phase. All three decks should then be shuffled and place face down on the appropriate hex of the AI Game Board reference card. Currently, a single (different) Battlecard features in both the Opening and the Closing Phase, meaning that only such cards will be open to AI's use in this phase. If AI has used all cards in the given phase, cards should be reshuffled and put in the appropriate place on the AI Reference card as a new draw deck.

2.6): In most game modes, AI also has Artillery tokens. These tokens should be placed on the appropriate hex of the AI Reference card. AI will be able to use these Artillery tokens during the game.

3): Player's round:

3.1): Player's actions: In their own round, the player or players act exactly identically to when playing against others. Should any deviation from this be necessary, this is indicated in the description of the given game mode.

3.2): AI can use one Battlecard and one artillery token in the player's round if it is able to do so.
AI's actions in the player's round: AI's units defend themselves against attacks according to b target when in defence (during the counter-attack), the target(s) are to be determined with the help of the "Determining targets" Reference card.
AI may use a maximum of two Battlecards and/or Artillery tokens in the player's round if possible.

3.2.1.): Using AI Battlecards in the player's round: AI is able to use a contra Battlecard relevant to the given phase in each phase of the player's round, after plans for the given phase have been disclosed. When doing so, dice should be rolled in AI's name; if the dice value falls between the values featured on the AI Reference card (1-2 in the Opening Phase, 1-3 in the Central Phase and 1-4 in the Closing Phase at Novice level), the top-most card should be turned face upwards in AI's name. If the card's effect is applicable knowing the player's actions, the card should be used and its effects applied. If no target can be selected for the card, it should be discarded and not counted as a used card, i. e. AI will be able to use the Battlecard in the remainder of the round. If more than one target can be appropriated to the card used, target(s) should be determined with the help of the "Determining targets" table.

Note (1): Because the AI deck pertaining to the Opening Phase contains only the "Blocking preparations" card in the base game, dice should only be rolled in this phase in AI's name if a player is planning to use a Battlecard.

Note (2): Because only the "Counter-attack" card is included in the AI deck pertaining to the closing phase in the base game, rolling dice in AI's name is only necessary in this phase if an infantry or cavalry unit controlled by AI had survived an infantry or cavalry attack launched by one of the players (and AI had previously been unable to bring a Battlecard into play during the round).

Note (3): If the AI successfully uses a Battlecard during the round, rolling dice in later phases of the round to determine the chances of using cards is unnecessary because it may only bring a single card into play in each turn.

Note (4): If AI uses a (defence) Battlecard with which it may mark more than one target (attacking more than one unit controlled by the player at the same time), the "Using defence Battlecards" Reference card should be used to determine the unit the AI attempts to defend with the Battlecard.

3.2.2): Bringing an Artillery token into play in the player's round on behalf of AI: If any of AI's units come under attack within the range of an artillery unit (including the artillery itself), it is able to use an Artillery token to defend its attacked units. Effects of the Artillery token equal the description in the base rules.
The use of an Artillery token is decided by roll of dice. If an opportunity opens to use an Artillery token, a player should roll dice in AI's name. If the dice value falls into the appropriate interval (between 1-3 at Novel

level), AI uses an Artillery token in order to protect one of its attacked units.
In order to determine the token's target, refer to the "Determining artillery targets" table.

3.2.2.):

Note (1): Should the AI's Artillery token have no effect, it will not use it unnecessarily. For example, Officer units launching an attack from a forest cannot apply artillery (if they do not have an Artillery token), and due to the Officer units' high DV (+3 DV in forests) the Artillery is similarly unable to successfully launch an Artillery attack against them.

Note (2): AI may only use a single Artillery token in each round. Should multiple artillery units be able to use an Artillery token at the same time, the artillery to use the token is to be selected at random. When doing so, two considerations should be taken into account:
- If one of the artilleries is unable to effectively apply the Artillery token (see Note (1)), it should be used by another artillery as appropriate (if it has a chance of hitting the target).
- If one of the artilleries is able to target an enemy unit with 1 RP, this artillery should use the token automatically (if it has a chance of hitting the target).

Note (3): If the hostile attack is targeted at an artillery unit, AI should in all cases attempt an artillery attack (if it has a chance of hitting the target) instead of using artillery support in exchange for an Artillery token.

4): AI's round:
In its own round, AI acts differently from the rules of the base game. In AI's round, players cannot engage in any action, are unable to modify or change AI's actions and are also unable to use Battlecards or Artillery tokens.
AI performs the following two actions in its own round, in the following order:
1): Attempting to wound all hostile units within the attack range of any of its own units.
2): If there exists a Strategic or Tactical Objective not held by any unit, AI attempts to move an own unit into its hex.

1): The following rules should be followed when determining wounding:
- Dice should be rolled in the name of AI against all units controlled by the player within the any AI unit's range, regardless of the number of hostile units potentially able to attack a unit or whether an unit could have more than one target within its range. Dice should be rolled no more than once against units within range controlled by the player!
- Depending on the roll of dice, the target unit either loses 1 RP (never more) or remains unwounded, irrespective of the number of hostile units within its range.
- Roll of dice against a given unit should be considered successful if the dice value falls between the values featured on the AI Reference card (at Novice level: 1-4 for core units, 1-3 for elite units, 1-2 for officer units. Dice may be rolled against all units only a single time in AI's round.
- If the roll of dice is successful, the given unit loses 1 RP. If the roll of dice is unsuccessful, the unit remains unwounded in this round.
- No abilities or terrain modifiers have influence on the roll of dice; only values featuring on the AI Reference card should be taken into account.
- In this round, AI units always remain unwounded and cannot lose RPs!

2): Units moved by AI (which attempted to occupy Strategic or Tactical Objectives) should be chosen according to the following rules:

- Artillery units cannot be selected for movement
- Units already holding a Strategic or Tactical Objective cannot be selected for movement
- Only units able to occupy the given objective with a single move can be selected for movement. Roads and cavalry units' Horseback riding ability should be taken into account.

Among all units meeting these criteria, the following priority system should be applied to select the unit occupying the given target:
1): The unit with the highest number of RPs moves into the target area
2): The unit with the highest defence value moves into the target area
3): The unit with the highest attack value moves into the target area
4): Roll of dice decides on the unit to move into the target area

5): Evaluating the game:
Once players have successfully accomplished the mission, Victory Points should be calculated. These are made up of two components, the game's difficulty level and the fastest possible accomplishment of the mission. Both parts may contribute a maximum of 6 Victory Points. The higher the number of Victory Points, the more successful the game is.

The following number of Victory Points should be calculated for level of difficulty:
Novice: 1 Victory Point   Tried: 3 Victory Points   Veteran: 6 Victory Points

The number of Victory Points afforded for the quick accomplishment of the mission is featured in the description of the given mission.
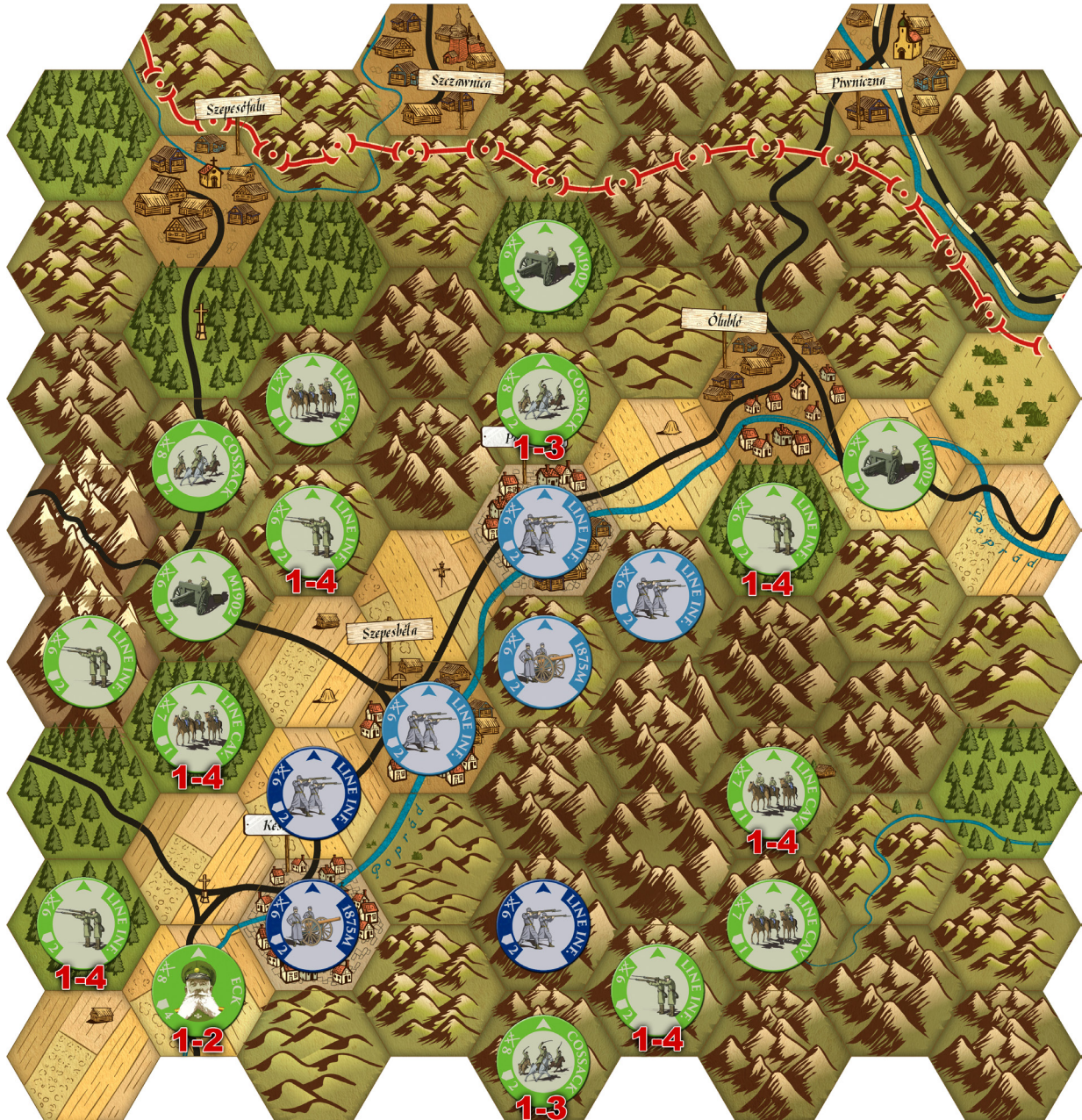
6): Example of inflicting wounds in AI's round on players' units:

A single roll of dice should be made to attack all possible targets. If the dice value falls between the given limits, the player's unit loses 1 RP. The example features values for the "Novice" level. Roll of dice is uninfluenced by external factors such as various abilities and terrain modifiers.

7): Reference cards for solo and cooperative mode:

Two Reference cards belong to the game. AI's Battlecards should be placed on one of these, featuring the chances of using Battlecards and Artillery tokens in certain difficulty levels. This Reference card also includes success values of dice rolls against players' units pertaining to all three difficulty levels.

The other Reference card features rules governing the selection of AI's targets. This is made up of three main parts with three different tables:

1): Determining the target in the case of infantry or cavalry fighting. This should be applied when an infantry or cavalry unit controlled by AI is under attack by multiple hostile units and it has to select the unit against which it is to launch a counter-attack.

2): Determining artillery targets. This should be used when an own unit under attack is defended by AI in exchange for an Artillery token.

3): Using Defence Battlecards. This should be used when more than one unit controlled by AI is under attack at the same time and AI uses a Defence Battlecard meanwhile.

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Determining the target (infantry and cavalry)

- *If there is at least one target with RP with a chance of being hit (positive target value) In this case, such a target should be selected for attack*
- If there is only one target with 1 RP, it should be targeted.
- If there are several possible targets with 1 RP, the following order should be followed:
  1): Target the unit more likely to be hit (higher target value)
  2): Target the unit with the higher ranking (base --> elite --> officer)
  3): Determine the target at random (roll of dice decides)

All possible targets have more than 1 RP

- If there is only one possible target, it should be targeted.
- If there are several possible targets, the following order should be followed:
  1): Target the unit more likely to be hit (higher target value)
  2): Target the unit with the lower number of RPs
  3): Target the unit with the higher ranking (base --> elite --> officer)
  4): Determine the target at random (roll of dice decides)

Determining the target (artillery)

- *There is at least one target with RP with a chance of being hit (positive target value) In this case, attempt an artillery attack*
- If there is only one target with 1 RP, it should be targeted with an artillery attack
- If there are several possible targets with 1 RP, the following order should be followed:
  1): Target the unit more likely to be hit (higher target value)
  2): Target the unit with the higher ranking (base --> elite --> officer)
  3): Determine the target at random (roll of dice decides)

- **If there is no target with 1 FP and artillery support can be launched against at least 1 target In this case, attempt artillery support**
- If there is only one possible target, it should be targeted with artillery support
- If there are several possible targets, the following order should be followed:
  1): Target the unit more likely to be hit during the counter-attack (higher target value)
  2): Target the unit with the lower number of RPs
  3): Target the unit with the higher ranking (base --> elite --> officer)
  4): Determine the target at random (roll of dice decides)

- **If there is no target with 1 RP (all possible targets have more than 1 RP) and artillery support cannot be used (possible targets are in forests and there is no artillery observer nearby): artillery attack should be launched against a target with more than 1 RP**
- If there is only one possible target, it should be targeted with artillery attack
- If there are several possible targets, the following order should be followed:
  1): Target the unit more likely to be hit (higher target value)
  2): Target the unit with the lower number of RPs
  3): Target the unit with the higher ranking (base --> elite --> officer)
  4): Determine the target at random (roll of dice decides)

Using defence Battlecards (several AI units under attack simultaneously)

- If one attacked AI unit is defending a strategic or tactical objective
  In this case, this unit should be defended with the Battlecard
- If more than one attacked AI unit is defending a strategic or tactical objective
  (or it has several attacked units and neither of them is defending a strategic or tactical objective)
  1): Target the unit with the lower number of RPs
  2): Defend the unit with higher attack value
  3): Target the unit with the higher ranking (base --> elite --> officer)
  4): Determine the target at random (roll of dice decides)