

MacGowan & Lombardy's The Great War™ SOLITAIRE RULES 3.3

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Use these rules when you don't have an opponent to play against. The "Artificial Intelligence" (AI) consists of cards for your opponent based on die rolls listed in STEP 3 below, and you playing the AI's hand based upon the steps below and flow chart provided on opposite side that shows linked (Plus +) cards.

STEP 1

- Divide the cards into the following decks:

Bonus – remove the **Trench Raid**, **Night Barrage**, and **Prisoner Interrogations** cards.

Random Event (RE) – remove the **Trench Raid** and **What Could Possibly Go Wrong?** cards.

Neutral – include the **Mata Hari Joker** White deck card.

Allies – include the **T.E. Lawrence Joker** White deck card.

Central Powers – include the **Zeppelin Raids** White deck card.

OPTIONAL – Apart from the 3 White cards mentioned above, additional White deck cards may be added to solo play by exchanging 1 for 1 as per rule 1.3 If you exchange a White deck Allies Jack for a Red or Blue stripe Jack, you must also exchange a White deck Central Powers Jack for a Red or Blue stripe Jack. Maximum of 1 such exchange per side.

- Set aside 1 **Reinforced Trenches**, and 1 **Barbed Wire**, and 1 **Fortifications** cards from the Neutral deck. Use these when the AI Defender die roll is 1, 2, or 3 in STEP 3 to avoid searching for these cards every turn.

STEP 2: DRAW YOUR HAND

Draw your 9-card hand as per rules **Section 2.0 GAME SETUP**.

STEP 3: Die Roll Hand Options

- If you are Attacker, draw AI Defender's hand.
- See STEP 10 if you are Defender.
- Roll 1d6 and select the cards noted below, and draw remaining cards face-down from the appropriate decks –

Die Roll = AI Hand Options

1

- AI Defender's Round 1 – place **Fortifications** Neutral card face-up.
- Draw 3 more Neutral and 4 Nationality and 1 Bonus card for AI's hand. Look at these cards and immediately add all Plus (+) cards that may link to the **Fortifications** card.

2

- AI Defender's Round 1 – place **Fortifications** and **Reinforced Trenches** cards face-up.
- Draw 2 more Neutral and 4 Nationality and 1 Bonus card for AI's hand. Look at these cards and immediately add all Plus (+) cards that may link to these two Neutral cards.

3

- AI Defender's Round 1 – place **Fortifications** and **Reinforced Trenches** and **Barbed Wire** cards face-up.
- Draw 2 more Neutral and 3 Nationality and 1 Bonus card for AI's hand. Look at these cards and immediately add all Plus (+) cards that may link to these three Neutral cards.

4

- Draw 4 Neutral and 4 Nationality and 1 Bonus card for AI's hand. Look at these 9 cards.
- If available immediately play **Reinforced Trenches** and **Barbed Wire** and **Trip Wire**. Then add all Plus (+) cards that may link to these three Neutral cards.
- If AI Defender does not have any of these Neutral cards, play the card(s) that offer the most linked Plus (+) cards and play all of them as AI Defender's Round 1.

5

- Draw 4 Neutral and 3 Nationality and 2 Bonus cards for AI's hand. Look at these 9 cards and immediately play cards as explained in Hand Option 4 above.

6

- Draw 5 Neutral and 3 Nationality and 1 Bonus cards for AI's hand. Look at these 9 cards and immediately play cards as explained in Hand Option 4 above.

- For die rolls 4, 5, and 6 **discard** the **Fortifications** card – it is not available – and draw another Neutral card.

STEP 4 RANDOM EVENT PHASE

- After the AI Defender's hand is drawn, but before Combat Round 1 Attacker's cards are played, draw a RE card and immediately apply its effects to both the Attacker's hand and AI Defender's cards not yet played. Then you (Attacker) play your Combat Round 1 cards.
- If the AI player has a Bonus card that can cancel the RE card effects, it must be played now (see STEP 5).
- If a discard is required, randomly draw a face-down card from your (Attacker's) hand and from AI Defender's remaining cards, i.e., any cards not played as a result of die rolls in STEP 3.

STEP 5 CARD PLAY DURING COMBAT ROUND 2

- Choose which cards to play from the AI Defender's hand that will give the AI the best BP total compared to the Attacker's current BP total. That is, make the choice you would make for yourself if this was your hand, in keeping with Section 7.0 of the Rules. Choose either:
 - A card that can cancel or discard an Attacker's card in play – immediately cancels (flips) or discards the appropriate Attacker's card to reduce Attacker's BP total,
- OR**
 - The highest BP value possible either by a single card or adding any cards that can link to it or to AI Defender's cards already in play, to increase AI Defender's BP total.
- **Ignore the special effect "may look at cards in enemy hand" – but count such cards' BP and linking (Plus) capabilities.**

STEP 6 JACKS AND CANCELLING A JACK (LEADER CARD)

- If you (Attacker) play a Jack (Leader) in a Combat Round, and if the AI Defender's hand includes a Joker or other card that could cancel (flip) your Jack, you must immediately play that card from the AI Defender's hand. This prevents you (Attacker) from playing any additional cards with your cancelled Jack.
- If the AI Defender has a Jack (Leader) in their hand, it must be played in Combat Round 2. You (Attacker) may (not mandatory) immediately play a Joker or other card that can cancel that Jack; if you do not, the AI Defender gets to play 2 additional non-naval cards from the AI hand that can link to the Jack (possibly 3 cards if the Bonus card **Improved Doctrine** or White deck Joker **Joint Planning** or Jacks are in play). These must be cards that cancel or discard Attacker's cards; if none are available, then play the cards with the highest BP values.

STEP 7 BONUS & JOKER AI CARDS

The Optional Bonus Card Phase after Combat Round 2 is resolved depending upon the Defender's cards drawn. If AI Defender has Bonus and Joker cards, one Bonus card must be played in this Phase on an even 1d6 roll, and a Joker card on a roll of "1." No AI Defender Bonus or Joker cards are played on any other result.

If AI Defender has more than one Bonus or Joker card, the one that cancels or discards an Attacker's card in play is chosen. If both AI Defender's Bonus and Joker cards can cancel or discard, roll 1d6: even roll play the Bonus card; odd roll play the Joker.

STEP 8 HOW TO DISCARD CARDS

When a card played requires a random discard from your or the AI player's hand, place that hand face down, shuffle the cards, and choose one at random to place in the discard pile.

STEP 9 DETERMINE TURN WINNER

Mark winner and current cumulative Battle Points on Battle Mat as per Rule 7.18.

STEP 10 REBUILD YOUR HAND

- For the Solitaire game, discard all remaining cards in both your and AI player's hands.
- You are now the Defender. Rebuild your hand as per Rules **Section 2.0 GAME SETUP**. Rebuild the AI Attacker's hand as per STEP 11 of these Solitaire Rules.

LINKED PLUS (+) CARDS FLOW CHART

When playing Rounds 1 and 2, AI cards must be played according to those available in AI's hand that maximize the number of cards that can be played in a Round. Links shown below are noted on the cards.

Reinforced Trenches

- Trenches
- Barbed Wire
- Trip Wire
- Field Telephone
- Trench Mortar
- HMG
- K Artillery

Only Fortifications

- Trenches
- Barbed Wire
- Trip Wire

Only Russian Infantry

- Russian Cavalry

Any Infantry

- Flamethrowers
- Dispersed Infantry
- Wireless
- Trench Mortar
- Trenches
- Barbed Wire
- Field Telephone
- Tanks
- HMG
- K Artillery
- Storm Troop
- Trip Wire

Any Tanks

- Tanks
- K Artillery

Any Land Card

- Cavalry Recon
- Dispersed Infantry

Any Artillery

- Wireless
- Field Telephone
- Observation Balloons
- Poison Gas

Only K Artillery

- Bombers
- Recon Aeroplane

Jacks (Leaders)

- Any Non-Naval

Only Balloons

- Anti-Aircraft

Only High Seas Fleet

- Zeppelin Raids

Only Allies Naval Blockade

- Japanese Destroyer Squadron

Convoy or Blockade

- Seaplanes

STEP 11 DRAW AI ATTACKER'S HAND

- Roll 1d6 and draw the cards noted below face-down from the appropriate decks for AI Attacker's hand.

Die Roll = AI Hand Options

1 Draw 2 Bonus, 3 Neutral, and 4 Nationality cards for AI's Attacker's hand.

2 Draw 2 Bonus, 4 Neutral, and 3 Nationality cards for AI's Attacker's hand.

3 Draw 2 Bonus, 2 Neutral, and 5 Nationality cards for AI's Attacker's hand.

4 Draw 1 Bonus, 3 Neutral, and 5 Nationality cards for AI's Attacker's hand.

5 Draw 1 Bonus, 4 Neutral, and 4 Nationality cards for AI's Attacker's hand.

6 Draw 1 Bonus, 2 Neutral, and 6 Nationality cards for AI's Attacker's hand.

- Discard any AI Attacker draws of **Fortifications, Trenches, and Barbed Wire** cards and immediately draw another Neutral card to replace that Neutral card.

STEP 12 RANDOM EVENT PHASE

Same as outlined for STEP 4 above.

STEP 13 COMBAT ROUNDS 1 & 2 CARD PLAY

- You (Defender) now play as many cards as you want or can from your hand face-up for Combat Round 1, within the restrictions of the Rules. These cards are in play.
- AI Attacker now plays cards from its hand according to the order for card play for AI Defender in STEPS 5, 6, and 7 above and the Linked Flow chart below.
- Repeat STEPS 5, 6, and 7 above for Combat Round 2 and the Bonus/Joker phase.

STEP 14 DETERMINE TURN WINNER

Mark winner and current cumulative Battle Points on Battle Mat as STEP 9 above.

STEP 15 REBUILD YOUR HAND

- You are now the Attacker again. Rebuild your hand as per rules **Section 2.0** – AI now becomes Defender again.
- Repeat the 14 steps above until you finish Turn 5. You can stop at this point and count cumulative captured BP to determine the game winner, or, as per rule **Section 8.0** discard all cards in your and the AI player's hands and redraw cards starting with STEP 1 of the Solo rules above. At the end of Turn 10 count cumulative captured BP to determine the game winner.