Paolo Mori's BLITZKRIEG! Solo Rules

EXTRA COMPONENTS

- 1 x six-sided die (d6)
- 8 x stratagem tokens

You will also need a cup to hold stratagem tokens for the AI bot.

SETUP

- You play as the Allied player, and there is no need to use the player screens.
- Draw three units for yourself as normal. Draw five units for the AI bot (face up) and place them in a random order, in a row.
- Take the eight stratagem tokens and place all except "Steamroll" in the cup.

Then choose a difficulty level, and do the following depending on which level you chose: A number of times, roll the d6 to pick a region (1 = Western Europe; 2 = Pacific Ocean; 3 = Eastern Europe; 4 = Africa & Middle East; 5 = South East Asia; 6 = your choice), and advance the respective tracks a certain number of times in the AI bot's favour:

- **Easy:** Do this three times; advance the respective tracks one space each.
- **Medium:** Do this three times; advance the respective tracks two spaces each.
- **Hard:** Do this four times; advance the respective tracks two spaces each.

If you roll the same region more than once, just advance that track *again*.

CREDITS

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ON THE AI BOT'S TURN

A. Draw a stratagem, then discard the previous stratagem back into the cup. (This can be skipped on your first, learning game.) *Note: On the first turn, this means putting the "Steamroll" back in the cup.*

B. Perform the AI bot's procedure to determine which unit to place where (see below); this may be modified by the stratagem.

C. Draw one unit for the AI bot and place it at the end of its row of units, sliding any units forward to fill gaps.

Greatest Change

Some of the following rules will refer to "greatest change". Here are the possible changes in decreasing priority order:

- One that turns a player lead over a theatre into an AI bot lead;
- One that turns a tie over a theatre into an AI bot lead;
- One that turns a player lead over a theatre into a tie;
- One that increases a more extreme AI bot lead;
- One that decreases a more extreme player lead;
- Every other change that does not lead to the player winning a campaign/theatre;
- Every other change.

The Procedure

Evaluate each step of the procedure until a single theatre's single position is selected, and a single unit is determined to place there.

1. **Selecting a theatre:**

- Is there a theatre it can close and win by a single placement in that theatre? Select that.
- Is there a campaign it can close and win by a single placement in that theatre? Select that.
- Ignore any campaigns where it can't legally place one of its units.
- Does a stratagem have a theatre filter? Apply that now, if possible.

- If multiple theatres are still viable, pick a theatre in this priority order:
  - The theatre with most empty spaces in its open campaign;
  - The theatre with the highest VPs for its open campaign.
  - If still tied, pick top > bottom.

2. **Selecting a position:**

- Is there a specific position that will close and win it that theatre/campaign? Select that.
- Ignore any positions where it can't legally place one of its units.
- Does a stratagem have a position filter? Apply that now, if possible.
- If multiple positions are still viable, pick the first viable position from this priority list:
  - Propaganda (if AI bot has ≥20 VP);
  - Strategic advantage;
  - Propaganda (if player leads by ≥3 VP);
  - Industrial production (if AI bot has ≤4 units);
  - Research (Improved Research is always higher priority than Research);
  - Bombing;
  - Tactical advantage;
  - Industrial production;
  - Propaganda.
  - If still tied, pick left > right.

3. **Selecting a unit:**

- Pick from legally placeable units for the chosen position.
- Pick from units that will close and win a theatre/campaign, if any.
- Does a stratagem have a unit filter? Apply that now, if possible.
- If the chosen position is a no-effect space: Pick from non-zero-value units, if available.
- If the chosen position is the last space in the campaign: Pick from non-blitz units, if available.
- If the AI bot has ≥20 VP, pick from only the highest strength units.
- If multiple units are still viable, select using a d6 roll (1= leftmost, etc, looping around if required).

Note on Effects

AI bot plays on an **industrial production** space: Add the required number of tokens to the end of its unit row.

AI bot plays on a **research** space: Add the drawn special weapon unit into the AI bot's cup.

AI bot plays on a **research industry** space: Place the drawn special weapon unit at the end of the row.

AI bot plays on a **strategic advantage** place: Execute the modifier where it would cause the greatest change.

AI bot plays on a **tactical advantage** space: Execute the modifier in that theatre as normal.

AI bot plays on a **propaganda** space: It receives victory points as normal.

AI bot places a **scientist** unit: Treat it as a 3-strength airforce unit.

AI bot places a **blitz** unit: If the AI bot has at least one unit remaining, perform step B of the AI bot's turn again (using the same stratagem), but using the same theatre as the just-placed Blitz unit (if possible).

You play a **bombing** effect: Select one non-special weapon in the AI bot's unit row (your choice) and discard it back into the research pile. If all the AI bot's unit are special weapons, just choose one of those to discard instead.

STRATAGEM TOKENS

Once you're comfortable executing the basic procedure, start playing with the stratagem tokens to make the AI bot more unpredictable.

Big Guns:

- *Unit filter:*
  - Ignore non-special weapon units, if any special weapon units are present;
  - Otherwise: Ignore units that cannot cause the greatest change.

Counterattack:

- *Theatre filter:* Choose theatres where the player is in the lead;
- *Unit filter:* Ignore units that cannot cause the greatest change.

Economic Warfare:

- *Theatre filter:* Prioritise theatres with industrial production and/or bombing spaces.
- *Position filter:*
  - If AI bot has ≤4 units, prioritise industrial production spaces, then bombing spaces;
  - Otherwise prioritise bombing spaces, then industrial production spaces.

For the Glory:

- *Theatre filter:* Prioritise highest VP campaigns, then theatres with VP spaces;
- *Position filter:* Prioritise VP spaces.

Rapid Deployment:

- *Unit filter:* Choose leftmost (valid) unit.

Research & Development:

- *Theatre filter:* Prioritise theatres with research spaces;
- *Position filter:* Prioritise research spaces;
- *Unit filter:* If a non-research space was selected, ignore non-special weapons units if possible.

Secure:

- *Theatre filter:* Choose theatres where the AI bot is in the lead.

Steamroll:

- Perform the same stratagem as last turn.

INCREASING DIFFICULTY

Once you are comfortable beating the AI bot every time, you can increase the challenge by:

- Giving extra victory points to the AI bot at the game's start.
- Giving extra progress on each battle track at the game's start in the AI bot's favour.

EXAMPLES

Example 1: a **Research & Development** stratagem is drawn in this situation.

1. No single placement can close a campaign or theatre.
2. The stratagem limits the choices to Pacific Ocean, Eastern Europe, and Africa & Middle East.
3. Of those choices, Pacific Ocean has most empty spaces and is selected.
4. Due to the stratagem, the research space is chosen.
5. The fifth unit (the army) is not eligible to be placed here. A die roll selects one of the remaining 4 randomly, with the first 2 units (the admiral and the airforce) being most likely, as they get selected on two die results (1 and 5; and 2 and 6 respectively).

Example 2: a **For the Glory** stratagem is drawn.

1. No single placement can close a campaign or theatre.
2. The stratagem excludes South East Asia (as all other campaigns are 3 VP campaigns). Out of the remaining theatres, Eastern Europe is preferred, as it's the only one with an available Propaganda space. *Note: Had the Propaganda space been covered instead, the tie breakers (top/left) would have chosen Western Europe.*
3. There are two units that can be legally placed there (the airforce and the army), so a die roll decides between them.

PLAYING SOLO WITH THE NIPPON EXPANSION

Solo play using the Nippon Expansion is also supported. You play as the Axis player, so the AI bot still takes the first turn. During setup, randomly select two out of the four starting campaigns, and advance those tracks in the AI bot's favour by two.

When a campaign is closed, you select the next campaign to be opened, but if the AI bot closed the previous campaign, advance the new campaign's track in the AI bot's favour by 1, after resolving the +1/+2/+3 red space's modifier.

QUICK REFERENCE

AI Bot's Selection Procedure

1. **Selecting a theatre:**
   - A theatre it can close and win;
   - A campaign it can close and win;
   - Ignore any campaigns where it can't legally place one of its units;
   - Stratagem's filter;
   - If multiple theatres are tied:
     - Most empty spaces in an open campaign;
     - Highest VP for current campaign;
     - Top > bottom.
2. **Selecting a position:**
   - Positions where it can legally place units it has available;
   - Specific position that will close and win it a theatre/campaign;
   - Stratagem's filter;
   - If multiple positions are tied:
     - Propaganda (if AI bot has ≥20 VP);
     - Strategic advantage;
     - Propaganda (if player leads by ≥3 VP);
     - Industrial production (if AI bot has ≤4 units);
     - Research;
     - Bombing;
     - Tactical advantage;
     - Industrial production;
     - Propaganda;
     - Left > right.
3. **Selecting a unit:**
   - Units that will close a theatre/campaign;
   - Legally placeable units;
   - Stratagem's filter;
   - If no-effect space: Non-zero-value units;
   - If last campaign space: Non-blitz units;
   - If AI bot has ≥20 VP: highest strength units;
   - If multiple units are tied select using d6 roll (1 = leftmost, etc, looping if required).