

1. Set Up: There are 3 ways to use the solo miniatures rules: A, with a map board of squares or hexes, B, using a chessboard to make a map board, or C, in a traditional skirmish-size wargame on a tabletop.

To create your own map board on a single sheet of paper, draw an 8 x 10 grid of 1 inch squares. Leave 5 adjacent spaces on opposing sides of the board open, for army set-up positions. Place 10 to 15 squares throughout the remainder of play space as obstacles.

To create a map board using a chessboard, number the squares across and along the side. Roll 2d6+1 to determine the number of obstacles on the board. Roll 2d8 to determine which space each obstacle fills – the first d8 is for the rank, and the second d8 is for the file. Alternatively, the board can be set up with a certain arrangement of spaces already filled with obstacles (in the form of a wall, building, etc.).

On a single-sheet or chessboard map board, the average figure will move between 2 and 4 squares per turn, and can move in any direction, including diagonally. A long-range attack can cover the entire length of the battlefield. A short-range attack has a distance of 5 squares. Terrain modifiers and other special effects can also be added to the game without affecting the rules listed here.

Using a game table or pre-designed map board, set up to 10 pieces of terrain randomly in the play space. Any skirmish rules set can be used to play, except for the adjustments listed here.

2. Enemies: In a solo battle, 1 side is the “heroes,” and the other is the “enemies.” The foes in a solo miniatures battle are divided into groups – the single most powerful enemy is called the “Arch Foe.” It is in a group by itself and may also count as the army’s commander or general, if needed.

Count the number of heroes or groups of heroes (if playing with an army as the “heroes”) and add 1. That is the number of “Minion Teams” the heroes will face in the battle. Determine randomly, or according to a scenario, which kinds of Minion Teams you will be using.

A set of two identical low-powered enemies is one Minion Team; a single more powerful character (even as powerful as the Arch Foe) can also be a Minion Team. There may be more than one type of Minion Team in a game. For example, an enemy army could include a general, his lieutenant, a mercenary band and two groups of infantry. The general would be the Arch Foe, while the single lieutenant, 2 mercenaries and 4 infantry would be 4 Minion Teams.

No matter which kind of game you decide to play, there should be about 3 to 15 enemy figures on the battlefield (1 Arch Foe and 0 (zero) to 7 Minion Teams). More than 7 Minion Teams may severely limit movement for both heroes and enemies.

3. Placement: Decide on a starting point for the heroes, in 1 corner or side of the playing area. The Arch Foe enemy is on the opposite corner or side. Place the Minion Teams evenly (or randomly, for a more challenging game) in the Arch Foe’s half of the playing area (Minion Teams do not necessarily have to stay together as a unit during the game). Unless a game scenario calls for a different arrangement, turn all enemies so they are facing the heroes – though usually they will not be in line of sight until the enemies take a second turn.

4. Move Order: The enemies always go first. On their turn, take action with each individual character or vehicle, starting with the Arch Foe, then moving to the more powerful characters, then to the least. Decide on the unit’s current status; it will be one of the following:

Patrolling – The enemy is not aware of the heroes. All enemies begin in this status; they do not know of the heroes initially (even if they are in line of sight). On the enemies’ very first turn of the game, all enemies are patrolling. After the heroes move for the first time, the enemies can become alerted.

Note: In some games, some or all of the enemies may begin the game ready to face the heroes, and start in the alerted status instead of the patrolling status.

Alerted – The enemy has become aware the heroes are nearby. A patrolling enemy becomes alerted if any hero interacts with it in any way (attacking, talking, etc.) or if the enemy could reasonably “see” a hero (they are in line of sight). All patrolling enemies immediately become alerted if the Arch Foe becomes alerted to the heroes. Once alerted, an enemy never returns to the patrolling status.

Retreating – The enemy has lost a morale check of some kind, and is running from the heroes, likely to the area where the Arch Foe was originally set up. It uses the same morale rules as heroes, and returns to the alerted status once it regroups.

Defeated – The enemy is killed, destroyed or routed and is removed from the play area.

Patrolling enemies will turn in place or move forward. Roll 1d8:

1 or 2: The enemy moves forward its full move, or until its movement is blocked.

3: The enemy moves forward half its move (round up) or until its movement is blocked, then turns – roll again, re-rolling results of 3 or less.

4 or 5: The enemy does not move.

6: The enemy turns 90 degrees clockwise.

7: The enemy turns 180 degrees (turns the opposite direction).

8: The enemy turns 90 degrees counter-clockwise.

Alerted enemies will automatically turn to face the closest hero in line of sight, even if it is not their turn. Each turn, alerted enemies will move toward the nearest hero (decide randomly if two or more heroes are equidistant) and are subject to regular terrain restrictions. They attempt to remain in the appropriate range for their primary weapon (the one that does the most damage or has the best chance of hitting its target) at all times. Enemies with healing abilities that have not been exhausted will approach the Arch Foe first to heal it; if the Arch Foe is not injured, healers will turn to the nearest injured enemy.

As soon as an enemy becomes alerted, it uses all abilities, skills and powers that increase its attack, damage and defensive traits as quickly as possible (one per attack, or whatever rate is allowed). The enemy uses its skills and powers to enhance its initial attacks and uses regular attacks and weapons after those abilities are exhausted.

Solo enemies will attempt to take special actions when logically necessary (for example, when facing a locked door, an enemy would logically try to open the door by using an appropriate skill or ability). Solo enemies do not “plan” and do not attempt actions which do not have an immediate benefit.

5. Winning: The heroes win if the Arch Foe and all enemies are defeated. The heroes lose if they are all defeated or routed. Optionally, the heroes may need to:

- Defeat only the Arch Foe or only all the Minion Teams.
- Reach a designated spot in the play area (on the enemies’ half of the area) and leave at least 1 hero there for 1 to 3 turns.
- Defeat a certain number of enemies within 1d6 +4 game turns.
- Reach a designated spot in the play area, “pick up” an object (which does not affect the carrying hero’s movement but prevents the hero from making any attacks), and return it to the heroes’ starting area. If the hero carrying the object is defeated, the object falls at that hero’s feet and can be picked up by other heroes or enemies.

SOLO MINIATURES: EXAMPLES OF PATROLLING AND ALERTED STATUS

Enemy A →		
		Hero ↑

I. Enemy A is in the patrolling status, facing in the direction of the arrow. In these examples, the Hero and Enemy move 3 spaces per turn.

		Enemy A ↓
		Hero ↑

II. I roll 1d8 for Enemy A's movement and get a 2 (move forward full movement). Enemy A reaches a wall before it moves its full 3 spaces. Once it is finished moving, Enemy A turns because it sees the Hero and immediately is in the alerted status. I no longer have to roll for Enemy A's movement, as it is no longer patrolling. Instead, it will use a ranged weapon or move toward the hero to attack on its next turn.

Enemy B ↓		
		Hero ↑

III. Enemy B is in the patrolling status, facing in the direction of the arrow. In these examples, the Hero and Enemy move 3 spaces per turn.

		Hero ↑
Enemy B ←		

IV. I roll 1d8 for Enemy B's movement and get a 3 (half move, round up, then turn). I roll again, and get a 6 (90 degrees clockwise). The Hero moves 3 spaces. It is now Enemy B's turn again, and since it is still in patrolling status I roll 1d8 to determine its movement.

SOLO MINIATURES: Dungeon Crawl

Here's a sample scenario – we'll turn to the early days of role playing games for a classic fantasy dungeon crawl. To win, you've got to slay that dragon. Use a map with 1 inch squares to get 8 x 10 spaces on the board. Fill about 10 to 15 of the spaces with obstacles. In this case, they'll be the rock walls of the dungeon. There's an example board included here.

You'll need 15 markers for the heroes and monsters, a six-sided die for combat and an eight-sided die for patrolling monster movement, plus a pen and paper to keep track of wounds.

Here's a look at our heroes and villains.

One **Fighting Man** Hero: He causes a wound on a roll of 3 or more with his sword, but only to an enemy in an adjacent space. He can suffer 4 wounds before being defeated and removed from the board.

One **Magic User** Hero: He can throw a fireball any number of spaces, causing a wound on a result of 4 or more. If there is at least one monster in an adjacent space (along the side or corner of his space), the Magic User cannot throw a fireball. He causes a wound on a roll of 5 or more with his staff, but only to a monster in an adjacent space. He can suffer 2 wounds before being defeated.

One **Thief** Hero: He can throw a dagger up to 5 spaces away, including an adjacent space, causing a wound on a result of 4 or more. He can suffer 3 wounds before being defeated.

One **Priest** Hero: He causes a wound on a roll of 4 or more with his mace, but only to an enemy in an adjacent space. He can suffer 3 wounds before being defeated. Instead of attacking, the Priest can attempt to magically heal another hero, but not himself. He must be adjacent to the hero, and roll 3 or more. On a success, the hero regains 1 wound, up to the number of wounds he started the game with. The Priest can use his magical healing 3 times per game, succeed or fail.

Six **Goblin** Enemies: They cause a wound on a roll of 5 or more with their axes, but only to a hero in an adjacent space. They can suffer 1 wound before being defeated.

Four **Troll** Enemies: They can hurl a spear up to 5 spaces away, causing a wound on a result of 4 or more. If there is at least one hero in an adjacent space, trolls cannot use their spears. They cause a wound on a roll of 5 or more with their clubs, but only to a hero in an adjacent space. They can suffer 2 wounds before being defeated.

One **Dragon** Arch-Foe: It can breathe fire any number of spaces, causing a wound on a result of 3 or more. The dragon cannot breathe fire on heroes in spaces adjacent to it, but it can still use the fire breath attack on heroes farther away. It causes a wound on a roll of 4 or more with its claws, but only to a hero in an adjacent space. The dragon can breathe fire and attack with its claws on the same turn, but each attack has to target a different hero. It can suffer 4 wounds before being defeated.

Set Up: Roll the die and place the dragon marker on the space marked "Dragon" with the appropriate number (for example, place it on the upper left corner if you roll a 1 or 2). Place the trolls and goblins on the listed spaces in the dungeon area. All monsters face the bottom of the map. Place all four heroes outside the dungeon in any order. Turn them to look at the entrance to the dungeon, either facing the side or a corner of a space.

To Play: Begin with all the monsters in the patrolling status. The goblins near the dungeon entrance will become alerted after the heroes make their first move. Move them in the order of strongest to weakest: dragon, trolls, goblins.

After each monster moves then attacks, the heroes act. The Fighting Man moves then attacks first, followed by the Magic User, Thief and Priest. The Priest can try to heal another hero instead of attacking, but only 3 times.

Movement: All heroes and monsters move 2 spaces per turn, and can be turned to face any direction at any time. Movement and attacks can be made diagonally, but not through the rock walls. Long-distance attacks can only be made if there is a straight, unblocked line of spaces between the attacker and the target.

Morale (optional): If a goblin or troll rolls a 1 when making an attack, the attack not only fails, but the monster is put in the retreating status. It immediately turns to face away from the enemy it attacked, and moves 2 spaces forward in as straight a line as possible. After that, the monster returns to the alerted status, and can turn and move like it normally would. Heroes and the dragon are not affected by the morale rule and are never put in the retreating status.

Dragon 1 or 2							
				Troll			
		Goblin		Goblin			Dragon 3 or 4
Troll		Troll					
			Goblin	Goblin			
	Goblin	Troll		Goblin			
						Hero	Hero
Dragon 5 or 6						Hero	Hero