



GOING SOLO...

With the whole Coronavirus Lockdown thing, a lot of people are struggling to get much tabletop gaming in. Solo gaming's an option, but I always find it difficult to play both sides in a game, as I tend to favour one side over the other...

So some sort of 'controlled by the game' AI is another solution. It won't give you a 'proper' game, as a human opponent will always be less predictable, and have more options available to them. But as a stop-gap measure to keep you rolling dice and moving minis during lockdown, it can be fun!

These rules are very much a test version; they'll need a lot of playtesting before it can be considered balanced.

So, Artificial Intelligence Warbands... sounds very sci-fi! It's not, though; I'm making this as simple as possible. Firstly, the game usually requires two players to roll dice at the same time. But I want to remove as much dice-rolling from the AI Warband, and limit the book-keeping as much as possible. From here on, rather than keep saying AI, I'm going to refer to them as The Villains.

So, to simplify The Villains, we're replacing all the stats with set of numbers, rather than dice. Any time a Villain would need to roll a dice, use the number instead, plus or minus any modifiers as usual. So, if a Villain with Strike 5 makes an Attack, then their Roll would be 5, plus or minus any modifiers for Charging etc as usual.

Instead of choosing The Villains from the usual races chart, we've got a single stat block for 30mm based (Small/Medium) models, another for 40mm based (Large) models, and one for 50mm based (Massive) models. These are then given either a Cautious Fighter, Aggressive Fighter, Cautious Hunter, Aggressive Hunter, Cautious Mage or Aggressive Mage 'Type', which determines their Skills, Spells and Equipment.

Villains have the Attuned to the Wild ability, so always move their full Move distance, regardless of Terrain.

Villains never Rout.

Villains do not keep track of Wounds; instead, to take them Out of Action, you need to cause more Wounds IN A SINGLE HIT than they have Fortitude. So, a Fortitude 5 Villain would go Out of Action if they suffered an Attack, Shot or Spell that caused 6 or more Wounds in a single hit.

Each time a Villain suffers a hit from an Attack, Shoot or Cast Spell Action that would have caused Wound(s), but is not more than their Fortitude Stat, place a counter of some kind on their profile, to represent a Wound. For each Wound counter on their profile, all of that Villain's Stats are reduced by 1.

I'd suggest printing each Villain's profile out and sticking them to card. Either randomly decide which order they Activate in, or just start on the left side of the table and work across.

To decide what Actions they perform, use the flowcharts at the end of this pdf. They perform whichever Action is the first one possible, going from top to bottom. You'll notice that Mages and Hunters get a chance to make Search Actions, but Fighters don't. This is intentional.

Making a Villain Warband

I'd suggest trying a 350 penny Warband for The Villains to begin with; each 30mm based model costs 30 pennies, each 40mm based model costs 40 pennies, and each 50mm based model costs 50 pennies. Then add on the cost of the character's Type (ie Aggressive Fighter +15 pennies). So for example a Large (40mm based) Aggressive Fighter costs 55 pennies. I'd recommend including a Cautious Mage to give The Villains some healing ability.

Hopefully this will give a reasonably balanced game, but I haven't tested it properly yet... so if you try it and get ripped to bits, let me know, and we can change things!

THE VILLAINS STATS

Hopefully this will give a reasonably balanced game, but I haven't tested it properly yet... so if you try it and get ripped to bits, let me know, and we can change things!

Large Cautious Fighter	50 pennies
Large Aggressive Fighter	55 pennies
Large Cautious Hunter	45 pennies
Large Aggressive Hunter	50 pennies
Large Cautious Mage	45 pennies
Large Aggressive Mage	45 pennies

Small/Medium Cautious Fighter	40 pennies
Small/Medium Aggressive Fighter	45 pennies
Small/Medium Cautious Hunter	35 pennies
Small/Medium Aggressive Hunter	40 pennies
Small/Medium Cautious Mage	35 pennies
Small/Medium Aggressive Mage	35 pennies

Massive Cautious Fighter	60 pennies
Massive Aggressive Fighter	65 pennies
Massive Cautious Hunter	55 pennies
Massive Aggressive Hunter	60 pennies
Massive Cautious Mage	55 pennies
Massive Aggressive Mage	55 pennies

Cautious Fighter

Small / Medium Villain									
M	S	B	R	N	C	A	F	P	
7	6	3	7	6	-	5	6	6	
Skills etc	Strong (1), Sword								



Aggressive Fighter

Small / Medium Villain									
M	S	B	R	N	C	A	F	P	
7	6	3	7	6	-	5	6	6	
Skills etc	Strong (2), Sword								



Cautious Hunter

Small / Medium Villain

M	S	B	R	N	C	A	F	P
7	6	3	7	6	-	5	6	6
Skills etc	Sword, Bow - 18" range							



Aggressive Hunter

Small / Medium Villain

M	S	B	R	N	C	A	F	P
7	6	3	7	6	-	5	6	6
Skills etc	Strong (1), Sword, Bow - 18" range							



Cautious Mage

Small / Medium Villain

M	S	B	R	N	C	A	F	P
7	6	3	7	6	-	5	6	6
Skills etc	Spell: Healing 12" range, Target 3, heals three Wound counters							



Aggressive Mage

Small / Medium Villain

M	S	B	R	N	C	A	F	P
7	6	3	7	6	-	5	6	6
Skills etc	Spell: Eldritch blast 18" range, Target 3, causes d8 Wounds							



Cautious Fighter

Large Villain

M	S	B	R	N	C	A	F	P
9	8	5	7	5	-	5	7	7
Skills etc	Strong (1), Sword							



Aggressive Fighter

Large Villain

M	S	B	R	N	C	A	F	P
9	8	5	7	5	-	5	7	7
Skills etc	Strong (2), Sword							



Cautious Hunter

Large Villain

M	S	B	R	N	C	A	F	P
9	8	5	7	5	-	5	7	7
Skills etc	Sword, Bow - 18" range							



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M	S	B	R	N	C	A	F	P
9	8	5	7	5	-	5	7	7
Skills etc	Strong (1), Sword, Bow - 18" range							



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M	S	B	R	N	C	A	F	P
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Large Villain

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9	8	5	7	5	-	5	7	7
Skills etc	Spell: Eldritch blast 18" range, Target 3, causes d8 Wounds							

Aggressive Mage

Massive Villain

M	S	B	R	N	C	A	F	P
9	8	5	7	4	-	5	8	8
Skills etc	Strong (1), Sword							

Cautious Fighter

Massive Villain

M	S	B	R	N	C	A	F	P
9	8	5	7	4	-	5	8	8
Skills etc	Strong (2), Sword							

Aggressive Fighter

Massive Villain

M	S	B	R	N	C	A	F	P
9	8	5	7	4	-	5	8	8
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9	8	5	7	4	-	5	8	8
Skills etc	Spell: Eldritch blast 18" range, Target 3, causes d8 Wounds							

Aggressive Mage



There are many ruined towns and villages in the Wilds of Northymbra that are unoccupied but may contain valuable loot. Often a warband will be head out to see what they can find... but bands of rogues and brigands may well have the same idea. Tread carefully!

Terrain

You should place several pieces of terrain, ideally at least one piece of terrain per square foot – more, if the pieces are small. Also place three pieces on the table as Objectives; ideally around 50mm or smaller.

Warbands and Deployment Zones

The player sets up their models, within 2” of the table edge of their choice.

The game-controlled warband (we will refer to them as The Villains) will be deployed next.

Set-up option A: measure 10” in from the middle of the opposite table edge, and place one Villain. Roll a d8, and place the next Villain a number of inches away equal to the roll of the dice, in the direction the d8 is pointing. If this would place the model in impassable terrain, place them next to it instead. Repeat this for all the Villain characters, always starting from the first Villain placed.

Set-up option B: as above, but always measure from the last Villain model placed, rather than the first. If a model would be placed off the table, place it touching the table edge instead.

Special Rules

Take & Hold: Your Warband must try and claim Loot Objectives. To claim a Loot Objective, a model must be in base contact with it, with no Villain models within 3” of the terrain piece, at the end of the Turn.

Ignore the Routing rules for this game; Voluntary Routing is still possible though!

Ignore the usual Initiative process; the player (you!) starts first each Turn.

Starting the Game

The player starts first.

Ending the Game

The game ends either when one warband occupies 2 more Loot Objectives than the other warband and at least four Turns have been played, and at least three Villains have been taken Out of Action.

Experience

+1 Per occupied Loot Objective. If a character is occupying a terrain piece at the end of the battle they receive +1 Experience.

+1 Surviving. If a character does not go Out of Action, they receive +1 Experience.

If you win, you also gain 5d6 Pennies in loot.



A coded message has been cut into five pieces, and hidden around the area; your band must collect all five pieces, and take them to your patron. But The Villains are trying to steal the message out from under your paws...

Terrain

You should place several pieces of terrain, ideally at least one piece of terrain per square foot – more, if the pieces are small. Five of the pieces should be marked as Objectives; none of them should be less than 6” away from each other.

Warbands and Deployment Zones

The player sets up their models, within 2” of the table edge of their choice.

The Villains will be deployed next.

Set-up option A: measure 10” in from the middle of the opposite table edge, and place one Villain. Roll a d8, and place the next Villain a number of inches away equal to the roll of the dice, in the direction the d8 is pointing.

If this would place the model in impassable terrain, place them next to it instead. Repeat this for all the Villain characters, always starting from the first Villain placed.

Set-up option B: as above, but always measure from the last Villain model placed, rather than the first. If a model would be placed off the table, place it touching the table edge instead.

Special Rules

Collect the Message: Your Warband must try and collect all five bits of the message. The first model to be in base contact with any of the Objectives automatically collects the piece of the message hidden there. If a Villain reaches the Objective first, they claim the piece of message. Any model (player controlled or Villain) that goes Out of Action drops any message sections they were holding, and any other model in Base Contact can pick them up.

You must move off your starting table edge with as many pieces of the message as possible. Once a model has left the table, it may not return.

Ignore the usual Initiative process; the player (you!) starts first each Turn.

Starting the Game

The player starts first.

Ending the Game

The game ends either when you Rout, or all your models have left the table, or all the Villains have been taken Out of Action.

Experience

+1 Four Message pieces. If 4 message pieces are taken off table, all your characters receive +1 Experience.

+2 Five Message pieces. If 5 message pieces are taken off table, all your characters receive +2 Experience.

If you recover all five pieces, your patron rewards you with 6d6 Pennies.



You've been caught out in the open, surrounded by the enemy. Night is falling, and a storm is brewing... hold out long enough, and you may escape!

Terrain

You should place several pieces of terrain, ideally at least one piece of terrain per square foot – more, if the pieces are small. Also place three small pieces (ideally 50mm or smaller) around 8 inches or so from the centre of the table. These count as Objectives; they don't matter to you, but the Villains will need them for their Activation chart.

Warbands and Deployment Zones

The player sets up their models, with one model at the centre of the table, and all the others within 3" of that model.

Place one Villain close to the centre of each table edge. Then place the others within 3" of them. Whichever table edge has the most Villains counts as their Table Edge for flowchart purposes.

Special Rules

Survive: Your Warband must try to stay alive for 8 Turns.

Ignore the Routing rules for this game; Voluntary Routing is still possible though!

Ignore the usual Initiative process; the Villains start first on Turn 1, and then the player (you!) starts first each subsequent Turn.

Starting the Game

The Villains start first.

Ending the Game

The game ends either when eight Turns have been played, or when all the Villains have been taken Out of Action, or when the player Voluntarily Routs, or is wiped out.

Experience

+1 more than half surviving. If more than half your Warband does not go Out of Action by the end of Turn 8, then they all receive +1 Experience (even the ones that went Out of Action).

+1 Surviving. If a character does not go Out of Action, they receive +1 Experience.



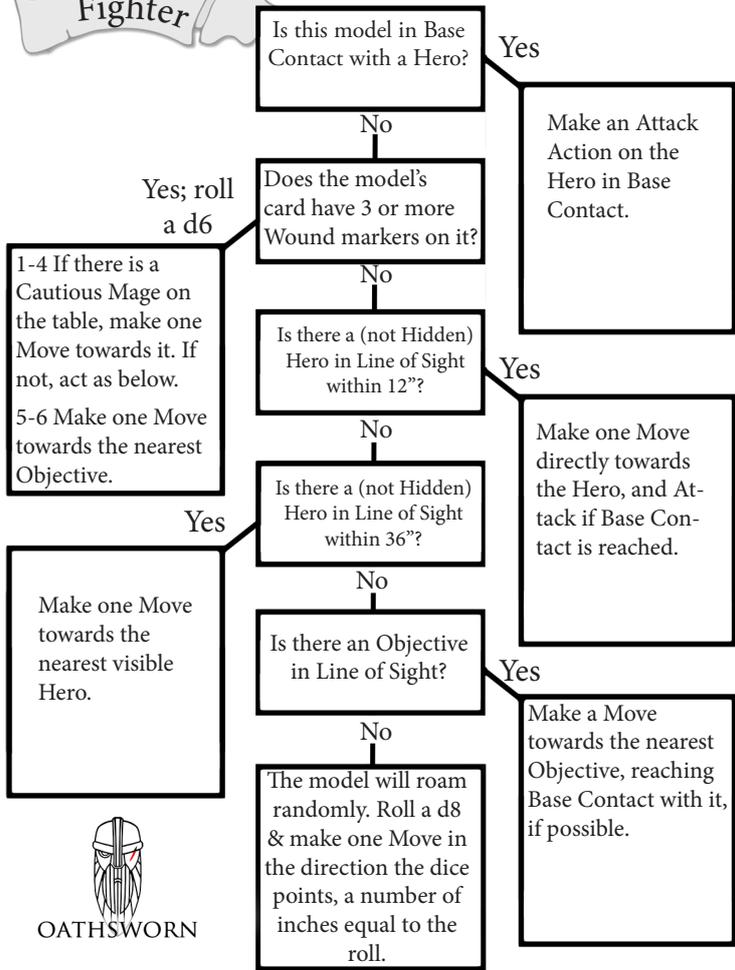
THE FLOWCHARTS HOW TO USE THEM

Throughout the flowcharts, whenever the word 'Hero' is used, it refers to the player's (yours!) characters/models. Whenever the word 'Villain' is used, it refers to the game-controlled models.

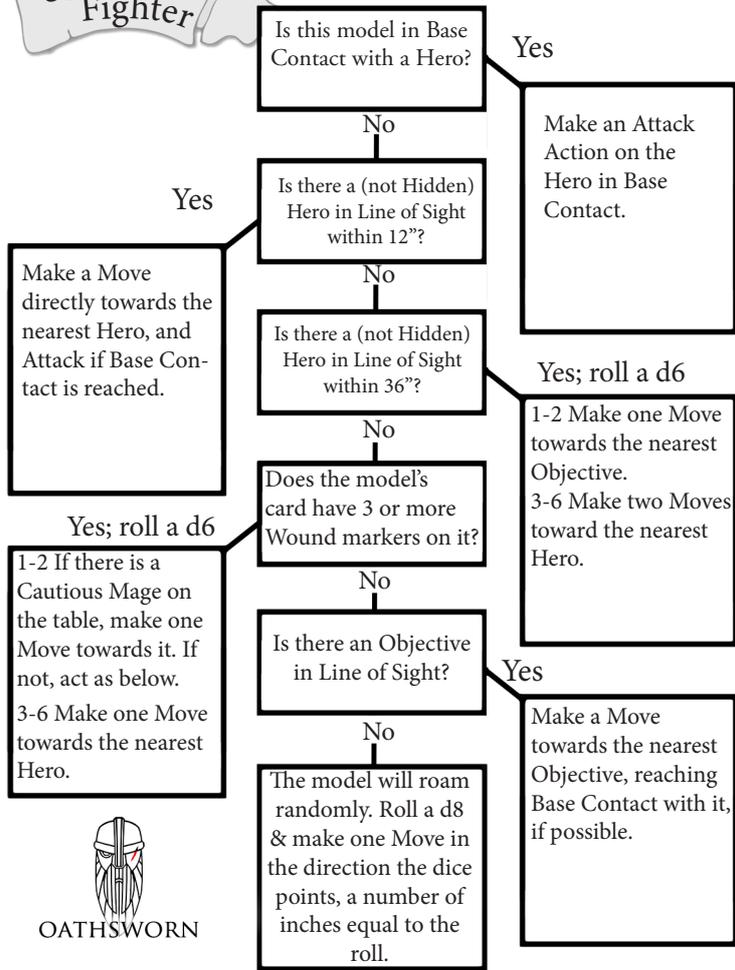
There is a separate flowchart for each of the six different Types (Cautious Hunter, Aggressive Mage etc). Start at the top, and work your way down, performing the first Action possible. They look pretty complicated, but in practice, you'll find that you use the first two or three options much of the time, and you'll learn those fairly quickly.

Sometimes the flowcharts will mention shooting or casting spells at the nearest target. This should be ignored if no targets are within range of the Villain's bow or spell!

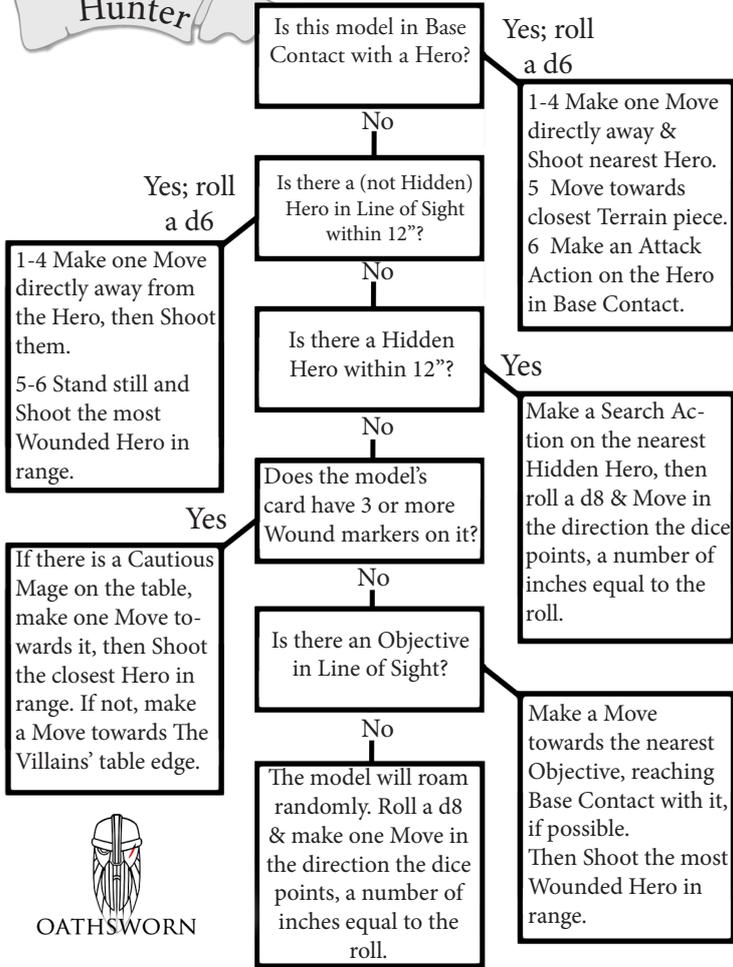
Cautious Fighter



Aggressive Fighter

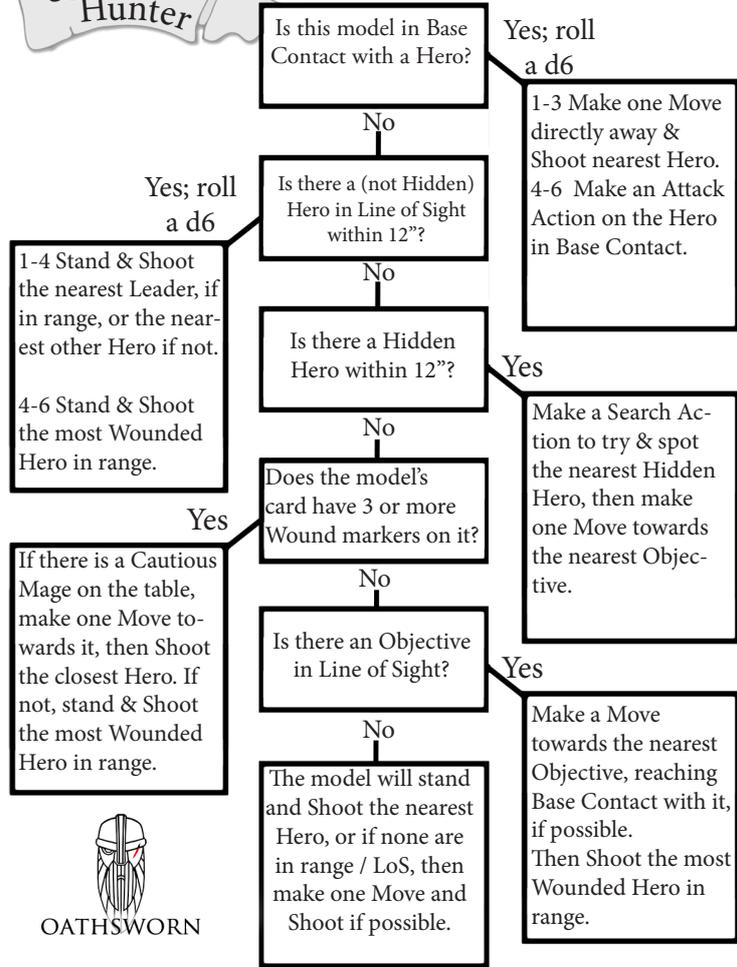


Cautious Hunter



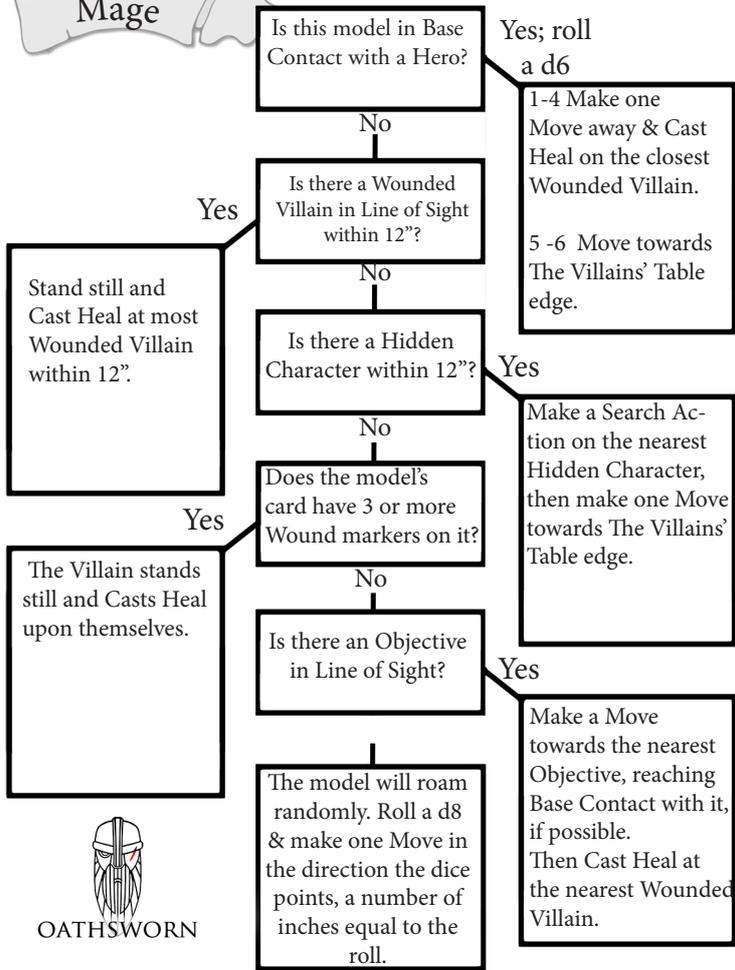
OATHSWORN

Aggressive Hunter

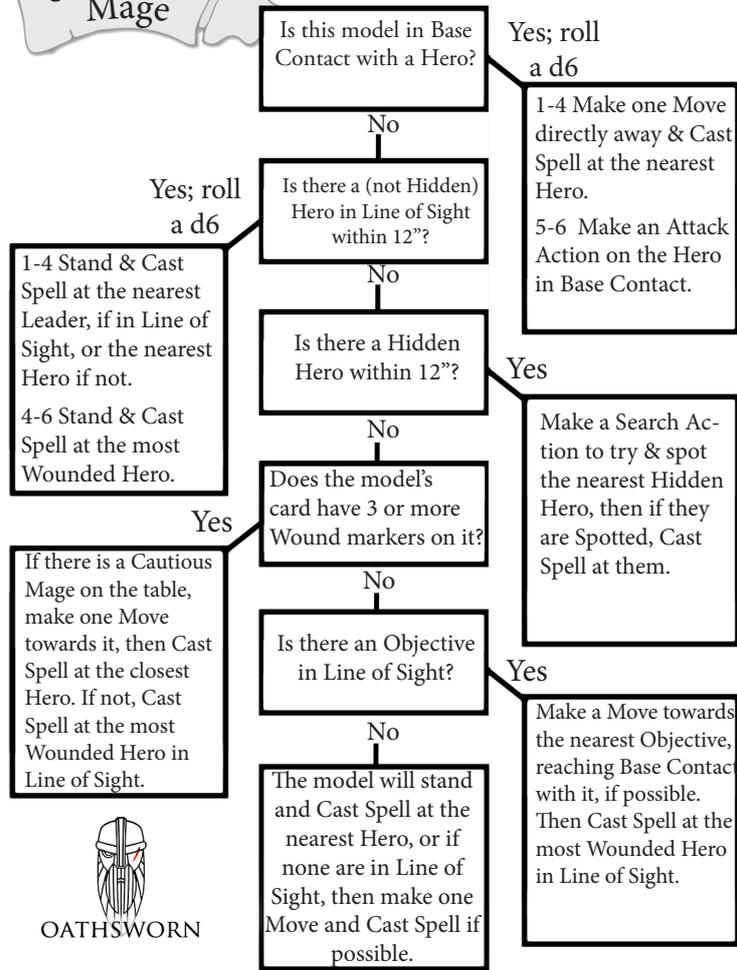


OATHSWORN

Cautious Mage



Aggressive Mage





Rolling a 1 is never a good thing...
but with this optional rule, it might be
even worse than you thought!

The first time you roll a 1 each Turn, complete the Action you're doing, and then roll a d12 on the Twist of Fate table, which will give The Enemy an unexpected lucky break. Only the first roll of 1 each Turn triggers this, unless you want to make it really hard on yourself, in which case, you can do it for every roll of 1!

1. All Villains have a Block Stat of 8, regardless of Wounds, for the rest of the Turn.
2. All Villains have a Nimbleness Stat of 8, regardless of Wounds, for the rest of the Turn.
3. The next time an Aggressive Fighter takes an Action, they get to make a second Action immediately after.
4. All Hunters make an immediate free Shoot Action at your Leader, even if they are in Base Contact with an enemy model.
5. The next Attack Action made by a Villain gets a +7 bonus.
6. The Villain with the most Wound counters drinks a Healing Potion – remove all their Wound counters.
7. Two more Small/Medium Villains arrive from their Table edge; use whatever Type you have available.
8. Any Spells the Villains cast this Turn cause +3 Wounds (Eldritch Dart), or heal +3 Wounds (Heal).
9. The next Villain to perform a Shoot Action gets a +7 bonus.
10. This Turn, all Villains ignore penalties caused by Wound counters.
11. The next Villain to Block an Attack gets a +7 bonus.
12. All Villains currently in Base Contact with a Hero make an immediate, free Attack Action.