

## **A Simple Solo Wargame set of Rules "For a Simple Flowing Game"**

*Wargame Rules intended Period -> Wild West*

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### **Overview:**

The setting for these rules is the Wild West, The 7th Cavalry against the plains Indians.

Most Important is you understand the concept and adapt these rules to suit your own gaming period! I toyed with many ways to create a SOLO wargame that was enjoyable, and unpredictable. I didn't want to simply move for one side, then the other, so I implemented "Orders", by orders I mean I made a set of typical orders for the army. As the games begins you make your moves and shoot etc.. then your enemies(7th cavalry) units(I use 4 figures per unit) throw a dice for there orders. the enemy carries out these orders, but also must act to any situation as they carry-out these orders, the situations could be, come under fire, sighting the enemy within a certain range, etc...

### **ORDERS: 7th Cavalry**

Roll a dice and check list to see the orders.

#### DICE ROLL OF 1)

Head north to the farthest reaches of the board, camp for 2 turns and send messenger back to the fort if enemy sighted. then return to fort for new orders.(if enemy sighted flip a coin heads attack tails flee to fort)

#### DICE ROLL OF 2)

Patrol maximum move allowance north 2 turns, east 2 turns, south 2 turns, west 2 turns, and attack any enemy, report for new orders. (if enemy sighted, the three non-combating nearest units travel immediately to support, and then all out attack)

#### DICE ROLL OF 3)

Patrol maximum move allowance north 2 turns, east 2 turns, south 2 turns, west 2 turns, and repeat this 3 times, attack any enemy!

#### DICE ROLL OF 4)

Remain in the fort for 4 turns, and stand guard!

#### DICE ROLL OF 5)

Take this turn for Rest and do not attack any enemy, if attacked flee to fort!

#### DICE ROLL OF 6)

Camp for 2 turns remaining on high alert

#### DICE ROLL OF 7-14)

Proceed Immediately to any attacked units and support, when enemy disengages return to fort for orders. (if there is no attacked units to support, throw a D6 ) :

D6 ROLL OF 1,2,or 3)

Report to Fort for orders

D6 ROLL OF 4)

Camp for 1 turn and rest,(flee if attacked back to fort for orders) then report to fort for orders

D6 ROLL OF 5)

Brawl due to drink, 4 men dead(1 unit) return to fort and put 3 units in the stockade for 2 turns,

D6 ROLL OF 6)

2 Horses loose shoes(or if on foot 2 men fall on rocks and break legs) the two units travel at half movement speed for 5 turns,

DICE ROLL OF 15)

if enemy within sight of unit, all cavalry within 2 full movement allowance distance congregate and attack enemy! If enemy not in sight patrol 3 turns south, then return to fort for orders. If enemy sighted, all cavalry within 2 full movement allowance distance congregate and attack enemy!

DICE ROLL OF 16)

Proceed to the nearest unit who has sighted the enemy, if no enemy sighted proceed to support the nearest unit.

DICE ROLL OF 17)

Reinforcements arrive add 3 units to the current units location!

DICE ROLL OF 18)

Gun runners come upon your unit and kill all units at location, sell the guns to the Indians, and creating an Indian unit to be placed anywhere you wish

DICE ROLL OF 19)

Reinforcement of 1 unit arrive

DICE ROLL OF 20)

flash flood this unit dies

### **Situations**

These situations apply unless orders specifically order something else!!!!!!!!!!

1) when enemy is sighted, all units within 1 move allowance attack the enemy, all units attack in formation side by side and advance on the enemy at half speed, when in firing range and 1 volley is over, if the enemy outnumber the cavalry, flip a coin for stand ground or flee. this coin rule applies after every volley!

2) when enemy is attacking , send messengers asking for help, flip a coin heads 2 units from the fort gallop at top speed to your aid and arrive in 2 turns!all units attack in formation side by side and advance on the enemy at half speed, when in firing range and 1 volley is over, if the enemy outnumber the cavalry, flip a coin for stand ground or flee. this coin rule applies after every volley!

3) Surrounded, fight to the last man, stand ground!

4) Indians in fort, surrender all units in fort!

## **MOVEMENT**

I use 7 inches foot move allowance and 12 mounted move 3 units per side, and shoot.

## **Firing**

When enemy is within 8 inches flip a coin 3 times , if all are heads you kill the enemy!

when enemy is within 4 inches flip a coin 2 times , if all are heads you kill the enemy!

when enemy is within 2 inches flip a coin 1 times , if all are heads you kill the enemy!

## **COMBAT**

I make all units equal in combat, if same number of attackers and defenders, up to a maximum of 4 units flip a coin! if the enemy outnumber the defenders by 1 flip a coin heads 1 defender dies. if the enemy outnumber the defenders by 2 flip a coin twice each heads 1 defender dies.etc...

simple rules but adapting them to suit your needs will reap rewards!