

POWER of THREE

Solo Play Commands & Colors Napoleonic
Additions Clarifications & New Thoughts



INTRODUCTION

The *Power of Three* rules were created to allow one player to still enjoy their own copy of the Commands & Colors Napoleonic board game.

Perhaps like you, I recently have found myself having to play many games solo. Which is the big reason for this updated solo version with a little more detail and explanation.

Solo gaming may not be as much fun as the face-to-face interaction between two players, but these solo guidelines will, however, still provide a player with plenty of new and interesting challenges. The guidelines are also a great way to explore many aspects of the Commands & Colors system, hone your gaming skills and dig deeper into the Napoleonic game itself.

The main reason the individuals in our game group have enjoyed this solo way to play out scenarios is that you have the opportunity to hold one card at the end of the turn, so there is some sense of planning for the next turn. Of course, adding 2 new cards for the next turn can change one's plans. Also although you have knowledge of what may be coming next, because you are playing both sides, the 2 new Command cards can definitely cause a change of plans by using one of the new cards that allows the army to do something unexpected, which can help create a fog of war, as it is in a normal two player Commands & Colors game.

Welcome and enjoy!
Richard Borg

CONTENTS

You will need a copy of the Commands & Colors Napoleonic board game by GMT, these solo play guidelines and perhaps one or more of the Napoleonic expansions: Spanish, Russian, Austrian, Prussian, Epic and/or Generals, Marshals & Tacticians.

SETTING UP GAME

Select a scenario and set up the terrain and units for the selected scenario as normal. After set up is completed, deal 3 Command cards face down to each side. Do not look at these cards until it is that player's turn.

The object of the game is still to be the first to capture a set number of Victory Banners depending on the selected battle scenario's victory conditions.

Even though there is only one player, the guidelines will refer to the two sides in the scenario as the French player and the Allied player.

GAME TURN

In this overview and clarity, the French will go first and will take the first turn.

Turn 1 - The French player will look at his 3 Command cards, select one Command card and play it. Complete all the actions from that Command card. At the end of the turn, the Command card played is discarded, along with one of the other 2 Command cards that the French player is holding. The French player will then only have one card remaining in the French player's hand. Place the card face down and draw 2 new Command cards for the French side, but do not look at these cards until it is the French player's next turn.

Turn 2 - The Allied player will look at his 3 Command cards, select one Command card and play it. Complete all the actions from that Command card. At the end of the turn, the Command card played is discarded, along with one of the other 2 Command cards that the Allied player is holding. The Allied player will then only have one card remaining in the Allied player's hand. Place the card face down and draw 2 new Command cards for the Allied side, but do not look at these cards until it is the Allied player's next turn.

Turn 3 - Is taken by the French player. The French player will look at his 3 Command cards, select one Command card and play it. Complete all the actions from that Command card. At the end of the turn, the Command card played is discarded, along with one of the other 2 Command cards that the French player is holding. The French player will then only have one card remaining in the French player's hand. Place the card face down and draw 2 new Command cards for the French side, but do not look at these cards until it is the French player's next turn.

Turn 4 - Is taken by the Allied player. The Allied player will look at his 3 Command cards, select one Command card and play it. Complete all the actions from that Command card. At the end of the turn, the Command card played is discarded, along with one of the other 2 Command cards that the Allied player is holding. The Allied player will then only have one card remaining in the Allied player's hand. Place the card face down and draw 2 new Command cards for the Allied side, but do not look at these cards until it is the Allied player's next turn.

Repeat taking turns, until either the French or Allied side achieve victory.

COMMAND CARDS

Scout Cards

At the end of the turn, after playing a Scout Command card, the player will draw 3 Command cards instead of 2 cards as suggested above and place these cards face down. At the start of the next turn the player will have 4 Command cards to choose from for this side.

At the end of the turn when a player had 4 cards to choose from, the Command card just played is discarded, along with **two of the other 3 Command cards** that the player is holding. The player will then only have one card remaining. Place the card face down and draw 2 new Command cards, but do not look at these cards.

Equal to Command Cards

The *Elan* and *Rally* Command cards instruct a player to roll dice "equal to command". Although a player is usually only holding three Command cards, the actual number of cards for "equal to command" is the number of Command cards listed for the army in the scenario's Battle Notes.

First Strike & Short Supply Cards

When you are using the Napoleonic Command card deck from the core game and the Command card you hold is either a *First Strike* and/or a *Short Supply*, you must play these cards prior to playing your Command card for the turn.

First Strike - is played on one of your units in an adjacent hex to an enemy unit. Conduct your unit's first strike attack and then discard the *First Strike* card.

Note - in this case, the enemy unit does not get to battle back, this is a free strike combat.

If you do not have a unit in an adjacent hex to an enemy unit, the *First Strike* card is played with no effect and it is just discarded.

Short Supply - is played on one enemy unit, or on one of your units. After the unit has been moved, discard the *Short Supply* card.

After the play of the *First Strike* or the *Short Supply* card, the player will normally only have 2 Command cards from which to choose. One of these Command cards is selected to play. At the end of the turn, you will only be holding one Command card and that card is held over for the next turn. The remaining card is placed face down and you draw 2 new Command cards for the army, but do not look at these cards.

Should you have both the *First Strike* and the *Short Supply* cards in your hand at the same time, you must play both of these cards prior to playing the one Command card you still have remaining. At the end of the turn, you will draw 3 new Command cards, but remember do not look at these cards until the next turn.

Note - When the Generals Marshals & Tactician Command card deck is used, the First Strike and Short Supply cards are in the Tactician card deck.

INFANTRY SQUARES

The number of squares an army can form is limited to four. Command cards are not lost when an infantry unit goes to square, just place a square counter on the unit.

However, when an army has 2 or more units in square, and you are drawing Command cards at the end of the turn, only draw 1 Command card instead of drawing 2 Command cards.

Generals, Marshals & Tacticians CARD DECKS

When playing with the 90 card deck of green Command cards and the 50 card deck of red Tactician cards that came in the Generals, Marshals & Tacticians expansion, follow these additional guidelines.

Command Cards

Equal to Command Cards

The *Elan*, *Rally* and *Assault* Command cards instruct a player to roll dice “equal to command”. Although a player is usually only holding three Command cards, the actual number of cards for “equal to command” is the number of Command cards listed for the army in the scenario’s Battle Notes.

Corps Command Stars

Command cards that have 3 Corps Command Star symbols may only be used to order up to 3 additional units and/or leaders to make a March Move. Corps Command Stars cannot be used to draw a Tactician card.

Tactician Cards

Note - I have played a number of scenarios while not using the Tactician card deck. These games were still very interesting and enjoyable. You may, however, want to consider adding this element after a couple of solo plays.

Drawing Tactician Cards

At the start of a turn always draw one Tactician card and place it face up on the side of the battlefield of the army that is taking its turn.

A player will not draw a Tactician card at the end of the turn when the Command card just played instructs a player to draw a Tactician card. A Tactician card is only drawn at the start of a player’s turn.

Playing Tactician Cards

Some Tactician cards are played during the army’s own turn, while others cards should be played during the opposition army’s turn.

Because you are in command of both sides, you will have to determine when it is the best time to play a face up Tactician card.

After a Tactician card is played and its action is completed, the Tactician card is discarded.

When a Tactician card, should be played during the opposition army’s turn, the card will remain face up on that side of the battlefield during the opposition player’s turn. It is face up so you remember that the Tactician card is still available. Again, because you are now in command of both sides, you will have to determine when it is the best time to play a face up Tactician card.

Tactician cards that are to be played during the opposition turn can be a little tricky, that is why a Tactician card is placed face up. Of course you are aware of the card, because you are playing both sides, and can see that there is for example, an “Infantry Combat First” card face up on the opposition side of the battlefield. So you may think twice about attacking an enemy infantry unit during the turn, or you may possibly try to position your attacks to still work in your side’s favor. The real challenge when playing both sides is not to play favorites.

When a Tactician card still remains face up on the army’s side of the battlefield at the start of the army’s new turn, it must be discarded with no effect. A new Tactician card is then drawn at the start of the turn and placed face up.

Tactician Card Default Action

All Tactician cards have a default action. Instead of using the text on the Tactician card, the default action of a Tactician card allows a player to discard the face up Tactician card after all combat is completed, but before drawing a new Command card. The default action is to reposition a Leader up to 3 hexes.

Note - Terrain restrictions still apply when the Leader is reposition and moved.

Capable Tactician Card

When a *Capable Tactician* card is drawn at the start of the player’s turn, discard the *Capable Tactician* card and you may look through the Tactician discard pile and select one Tactician card. Place it face up on the battlefield for the army that is taking its turn.

If however, there are no cards in the Tactician card discard pile, or none of the cards in the Tactician discard pile is to your liking, discard the *Capable Tactician* card and draw another Tactician card.