

SOLO RULES FOR LA CUCARACHA OR BEYOND THE EMPIRE

Some players may lack opponents or want to play the scenarios in the rules as solo games. In such circumstances deploy the two sides as set out in the scenarios and then use the following system which uses the outcome of dice rolls to determine what the enemy does.

To begin with divide the enemy units into their preferred style of combat. There are four categories-

1. Shooters - Those units armed with firearms or other missile weapons whose preferred action is to shoot first and fight second
2. Fighters - Those units armed with Close combat weapons and with firearms or other missile weapons whose preferred action is to fight first and shoot second
3. Crew Served Weapons - any form of machine gun or artillery
4. Armed Vehicles – including armoured cars, tanks, gunboats and armoured trains
5. Aircraft

Then when a card is turned over for the enemy force the player nominates a unit, rolls 1D10 (may reroll for Drilled or Aggressive units trying to close with the enemy) and checks the result against the relevant table. The options are given in descending order and should be used in that way to reflect the units fighting style. However, some results may be superseded by the outcome of a Courage Test or if a unit armed with missile weapons or an artillery piece needs to reload or where the enemy unit is already fighting in close combat: In such circumstances players should use their common sense.

ENEMY ACTIONS

Dice Score	Dice Score 1	Dice Score 2 - 4	Dice Score 5+	Dice Score 10
SHOOTERS	<p>Hesitant</p> <p>Move ½ of an Advance move towards the nearest enemy unit but can make no other action this turn</p> <p>OR</p> <p>Stand their ground</p> <p>OR</p> <p>If skirmishers try to evade away from the attacking unit by Testing to Respond to a Hold Action to see if they succeed</p>	<p>Advance</p> <p>Move an Advance move towards the nearest enemy unit and if in range shoot making Hasty Shots</p> <p>OR</p> <p>If charged try to shoot at their attackers by Testing to Respond to a Hold Action to see if they succeed</p> <p>OR</p> <p>If skirmishers evade away from the attacking unit</p>	<p>Open Fire!</p> <p>If already in Range remain stationary and shoot at the nearest enemy unit</p> <p>OR</p> <p>Move an Advance move towards the nearest enemy unit and if in range shoot making Hasty Shots</p> <p>OR</p> <p>If charged will try to shoot at their attackers by Testing to Respond to a Hold Action to see if they succeed</p> <p>OR</p> <p>Charge the nearest enemy unit but will be classed as fighting on The Back Foot</p>	<p>Aim and Fire!</p> <p>If already in Range remain stationary and shoot at the nearest enemy unit and may reroll 1Dice which fails to hit</p> <p>OR</p> <p>Move an Advance move towards the nearest enemy unit and if in range shoot</p> <p>OR</p> <p>If charged will shoot at their attackers</p> <p>OR</p> <p>Charge the nearest enemy unit</p>

Dice Score	Dice Score 1	Dice Score 2 - 4	Dice Score 5+	Dice Score 10
FIGHTERS	<p>Hesitate!</p> <p>Move ½ of an Advance move towards the nearest enemy unit OR Stand their ground OR Stand their ground and try to fight back if charged by Testing to Respond to a Hold Action to see if they succeed but if successful will be classed as being On the Back Foot</p>	<p>Move Cautiously!</p> <p>Move an Advance move towards the nearest enemy unit OR Stand their ground and try to fight back if charged by Testing to Respond to a Hold Action to see if they succeed OR If armed with missile weapons may move ½ of an Advance move towards the nearest enemy unit and if in range shoot making Hasty Shots</p>	<p>Attack!</p> <p>If close enough will charge at the nearest enemy unit OR Try to make a Counter Attack if charged by Testing to Respond to a Hold Action to see if they succeed OR Make a Rapid Advance move towards the nearest enemy unit OR If armed with missile weapons may move an Advance move towards the nearest enemy unit and if in range shoot making Hasty Shots</p>	<p>Kill them All!</p> <p>If close enough will charge at the nearest enemy unit and may reroll 1Dice which fails to hit OR Make a counter Attack if charged OR Make a Rapid Advance move towards the nearest enemy unit and may roll to make another order OR If armed with missile weapons may move an Advance move towards the nearest enemy unit and if in range shoot</p>

Dice Score	Dice Score 1	Dice Score 2 - 4	Dice Score 5+	Dice Score 10
CREW SERVED WESPONS	<p>Not Ready to Fire</p> <p>Move ½ of an Advance move towards the enemy but can make no other action this turn OR If already deployed they are unprepared to shoot so do nothing this turn</p>	<p>Advance or Deploy!</p> <p>Move an Advance move to get in range of the enemy OR May deploy ready to shoot next turn OR If already deployed and in Range shoot at the nearest enemy unit making Hasty Shots If charged and already deployed may try to shoot at their attackers by Testing to Respond to a Hold Action to see if they succeed but if successful will be classed as making Hasty Shots</p>	<p>Open Fire!</p> <p>If already deployed and in Range shoot at the nearest enemy unit OR May deploy and shoot at the nearest enemy unit making Hasty Shots OR If charged and already deployed may try to shoot at their attackers by Testing to Respond to a Hold Action to see if they succeed OR Move an Advance move to get in range of the enemy</p>	<p>Aim and Fire!</p> <p>If already deployed and in Range shoot at the nearest enemy unit and may reroll 1Dice which fails to hit OR May deploy and shoot at the nearest enemy unit OR If charged and already deployed will shoot at their attackers OR Move an Advance move to get in range of the enemy and test to perform another order</p>

Dice Score	Dice Score 1	Dice Score 2 - 4	Dice Score 5+	Dice Score 10
ARMED VEHICLES	<p>Not Ready</p> <p>Move ½ of an Advance move towards the enemy but can make no other action this turn</p>	<p>Advance and Shoot!</p> <p>Move an Advance Move and if in range shoot at the nearest enemy unit making Hasty Shots</p> <p>OR</p> <p>Move an Advance move to get in range of the enemy</p> <p>OR</p> <p>If charged may try to shoot at their attackers by Testing to Respond to a Hold Action to see if they succeed but if successful will be classed as making Hasty Shots</p>	<p>Open Fire!</p> <p>Halt and shoot at the nearest enemy unit in range</p> <p>OR</p> <p>Move an Advance Move and if in range shoot at the nearest enemy unit making Hasty Shots</p> <p>OR</p> <p>If charged may try to shoot at their attackers by Testing to Respond to a Hold Action to see if they succeed</p> <p>OR</p> <p>Move a Rapid Advance move to get in range of the enemy</p>	<p>Aim and Fire!</p> <p>Halt and shoot at the nearest enemy unit in range and may reroll 1Dice which fails to hit</p> <p>OR</p> <p>Move an Advance Move and if in range shoot at the nearest enemy unit</p> <p>OR</p> <p>If charged and already deployed will shoot at their attackers</p> <p>OR</p> <p>Move a Rapid Advance move to get in range of the enemy and test to perform another order</p>

Dice Score	Dice Score 1	Dice Score 2 - 4	Dice Score 5+	Dice Score 10
AIRCRAFT	<p>Throttle Back</p> <p>Fly ½ of an Advance move towards the enemy but can make no other action this turn</p>	<p>Seek the Enemy!</p> <p>Fly an Advance Move towards the nearest enemy unit and if in range shoot at it making Hasty Shots</p> <p>OR</p> <p>Fly an Advance move to get in range of the nearest enemy unit</p>	<p>Open Fire!</p> <p>Circle over and shoot at the nearest enemy unit in range</p> <p>OR</p> <p>Fly an Advance Move towards the nearest enemy unit and at it if in range making Hasty Shots</p> <p>OR</p> <p>Fly a Rapid Advance move to get in range of the nearest enemy unit</p>	<p>Aim and Fire!</p> <p>Circle over and shoot at the nearest enemy unit in range and may reroll 1Dice which fails to hit</p> <p>OR</p> <p>Fly an Advance Move and if in range shoot at the nearest enemy unit</p> <p>OR</p> <p>Fly a Rapid Advance move to get in range of the enemy and test to perform another order</p>