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 However, some results may be superseded by the outcome of a Courage Test or if a unit armed with missile weapons or an artillery piece needs to reload or where the enemy unit is already fighting in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	Hesitant	Advance	Open Fire!	Aim and Fire!
	Move ½ of an	Move an Advance	If already in Range	If already in Range
	Advance move	move towards the	remain stationary	remain stationary
	towards the nearest	nearest enemy unit	and shoot at the	and shoot at the
	enemy unit but can	and if in range shoot	nearest enemy unit	nearest enemy unit
	make no other	making Hasty Shots	OR	and may reroll
	action this turn	OR	Move an Advance	1Dice which fails to
	OR	If charged try to	move towards the	hit
	Stand their ground	shoot at their	nearest enemy unit	OR
	OR	attackers by Testing	and if in range	Move an Advance
	If skirmishers try to	to Respond to a Hold	shoot making Hasty	move towards the
	evade away from	Action to see if they	Shots	nearest enemy unit
	the attacking unit by	succeed	OR	and if in range
	Testing to Respond	OR	If charged will try to	shoot
	to a Hold Action to	If skirmishers evade	shoot at their	OR
	see if they succeed	away from the	attackers by Testing	If charged will
		attacking unit	to Respond to a	shoot at their
			Hold Action to see if	attackers
			they succeed	OR
			OR	Charge the nearest
			Charge the nearest	enemy unit
			enemy unit but will	
			be classed as	
			fighting on The Back	
			Foot	

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

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

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

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