

SOLO/NPC RULES

PLAYING SOLO!

These rules are intended to allow players to play solo, cooperatively, or as competitors against an NPE (Non Player Element) enemy.

Using NPEs in your games can add some unique challenges whether you choose to face a few Elements guarding an Objective or an entire force!

CHOOSE THE FORCE

Before a game, we recommend that you build an enemy force to an appropriate Resources limit. This force can be built from any of the Spectre Operations Force Builders.

CHOOSE THE SCENARIO

The next step is to choose the Scenario you want to play. We have found that these games work best with the NPE Force as a defender, but feel free to experiment with them in different roles.
If you are playing a 2 player game with an NPE, decide before starting what role they could play in your scenario. They could be a local security force that happens to be in the area, a rival militia, or even a local criminal organisation.

SET POI AND AOP

After you have set up your table and all relevant terrain, designate a number of areas as PoI and AoP as described in Spectre Operations. These are vital in allowing the NPE rules to function early on in the game.

DEPLOY

Deploy the NPE within or up to 4" outside of the edge of the PoI (The Force can be split across multiple PoI). A single Element may deploy within the confines of each AoP. NPEs should start the game as Unaware or Uneasy.

You are now ready to start your game!



PLAYING WITH NPEs

NPEs will act and react by using a series of tables to dictate their behaviour. At the start of each of the NPE turns, a player will roll a dice and consult the relevant table for each Element on the NPE Force. This should be done for each Element, one at a time.

Alert Elements will always act first, then Uneasy and finally Unaware.

UNAWARE ACTION TABLE

	RESULT
1-5	Hang around. The Element will stay put and will not make any other Actions this turn
6-8	Take a Walk. The Element will make 1 Manoeuvre Action towards the closest PoI (excluding the one they are in, if applicable). They will make this Action every turn until they reach the PoI.
9-10	Meet up. The Element will make 1 Manoeuvre Action towards the closest friendly Element that is not also in the same PoI. They will make this Action every turn until they reach within 2" of that Element.

UNEASY ACTION TABLE

	RESULT
1-5	Hang around. The Element will stay put and will not make any other Actions this turn
6-8	Take a Walk. The Element will make 1 Manoeuvre Action towards the closest PoI (excluding the one they are in, if applicable). They will make this Action every turn until they reach the PoI.
9-10	Patrol. The Element will make 1 Manoeuvre Action along an AoP, if they are located at one, if they are not, the Element will make 1 Manoeuvre Action towards the closest AoP. They will make this Action every turn until they reach the AoP, at which point they will make 1 Patrol Action in the following turn.

AWARE ELEMENTS.

Aware Elements will behave slightly differently than Unaware Elements. Their behaviour is first dictated by if they have an enemy Element in LoS. If they do, they are likely to try to Engage them. If they do not, they will likely manoeuvre into positions, or take up defensive positions.

FOLLOW THESE STEPS WHEN AN NPE IS AWARE:

Is there an Enemy Element in LoS?
If yes and the Enemy Element is in Engagement or CQB range, make the following Action:

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FOLLOW THESE STEPS WHEN AN NPE IS AWARE:

Is there an Enemy Element in LoS?
If yes and the Enemy Element is in Engagement or CQB range, make the following Action:

ENGAGE!

The Element will Engage the closest valid Enemy Element. Roll a D10 to check how much of the available Momentum they use when making the Engagement Action:

	RESULT
1–3	1 Momentum
4–8	2 Momentum
9–10	3 Momentum

If the Enemy Element is in LoS, but within Extreme Range, roll a die:

	RESULT
1–5	The Element makes 1 Manoeuvre Action towards the Target Element, ensuring as many models are in cover as possible. The Element will then make an Engagement Action as described above.
6–10	The Element makes an Engagement Action as described above

If an Enemy Element is within LoS, but out of range, or no Enemy is within LoS, roll a die and perform the dictated Action or Actions:

	RESULT
1–3	Make a Manoeuvre Action, spending 1 Momentum. This Manoeuvre Action should end with an Enemy Element closer to the Element than before the Manoeuvre and should ensure as many models are in cover as possible.
4–5	Make a Manoeuvre Action, spending 2 Momentum. This Manoeuvre Action should end with an Enemy Element closer to the Element than before the Manoeuvre and should ensure as many models are in cover as possible.
6–8	Stay put. The Element will stay in its current position.
9–10	Make a Manoeuvre Action, spending 1 Momentum. This Manoeuvre Action should end with an Enemy Element further from the Element than before the Manoeuvre and should ensure as many models are in cover as possible.

ENGAGEMENT ACTIONS AND NPES

In an Engagement, an NPE will fire with every model in the Element if possible. If weapons with different warheads are used, the one that is appropriate for the target will be selected (HEAT for vehicles, Frag for infantry etc).

NPEs will only use weapons that have a chance of causing casualties on their targets. For instance, they will not use Medium Rifles against a Light Armoured Vehicle (use some common sense here). Also, weapons with the Anti-Armour and Anti-Tank rules will only be used if targeting a vehicle or an Element inside a building.

REACTIONS

NPE are able to make Reactions as normal, although it is not guaranteed they will. Reactions will, in general, only be made on the role of 6+, giving some unpredictability.

RETURN FIRE:

If an NPE is the Target of an Engagement Action, on the roll of a 6+ on a D10, it will make a Return Fire Reaction, if it is able to.

SNAP SHOT:

If an Enemy Element could be the subject of a Snap Shot Reaction, on the roll of a 6+ on a D10, the NPE will make that reaction, if it is able.

SUPPRESSION AND PINNED NPE

If an NPE is Suppressed or Pinned, that Element will make a Rally Action before rolling for any other Actions.

