



WEATHER CARDS & SOLO MODE

**IF YOU'VE RECEIVED
THIS SECRET FILE,
THEN YOU ARE ONE OF THE
BRAVE PEOPLE WHO HELPED
ACHIEVE SUCCESS IN
OPERATION "FRONTIER WARS"
ON KICKSTARTER
DURING 2019.**

This rulebook includes new optional rules for your games of "Frontier Wars", as well as a 29 card deck, 23 Weather cards and 6 cards for the Solo Mode.



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WEATHER RULES (OPTIONAL)

At the start of the game, the players must decide the starting month of the year for the game and, with that, the starting season. Each month determines the seasons as follows:

- **Winter:** December, January & February.
- **Spring:** March, April & May.
- **Summer:** June, July & August.
- **Autumn:** September, October & November.



Form a deck with all the weather cards and shuffle them. Each card represents a month, so the game's season will change every three cards (although the first season may be shorter, according to starting month of choice). At the start of each round, draw a card. During summer and winter, read the card's effect: the top section for summer and the bottom section for winter. During the other seasons, autumn and spring, the cards will only be used as a time counter to track the next season change.

If there are no more weather cards left in the deck to draw, reshuffle the discard pile.



Weather card's front and back example.

SOLO MODE AND AI PLAYERS (OPTIONAL)

These rules include a detailed description for the behavior of a game controlled army, as an "Artificial Intelligence" or "A.I." army.



With these module, you can replace one or more players with that A.I., so you may add one or more A.I. players to your games, either against one human player or against several player controlled armies.

By doing this, you could play a 6 player game with 4 human players and 2 A.I. controlled armies, or face up to 5 A.I. armies in solo mode.

These rules will even allow you to replace a human player who has had to leave in the middle of the game, having the A.I. take control of that army.

This rulebook is divided in two sections: one describes the A.I.'s behavior during the different phases of the game, while the other includes a Glossary with in-depth descriptions of the concepts you will find underlined and in bold throughout this text.

A.I. BEHAVIOR

Although this is explained in detail in the flow charts, **there are two options for the A.I.:** offensive and defensive mode, which determines its **behavior** and the **chart to use**.

This behavior will be determined by the **A.I. deck** (as explained in the "Actions" section), which can also include reinforcements or Orders cards, which are immediately triggered.

- While in **OFFENSIVE MODE**, the A.I. controlled army will try to find unguarded valuable strategic points of interest, or vulnerable tiles to attack. All of this without forgetting to build constructions and to reinforce tiles that give **Victory Points**.
- In **DEFENSIVE MODE**, the A.I. will try to build and activate constructions, to control tiles with victory points and, as a last resource, to attack other players.

PRIORITIES

<h4 style="text-align: center; border-bottom: 1px solid black;">BUILDING</h4> <ol style="list-style-type: none"> ➊ Current tile ➋ Tile furthest tile from the enemy and closest to HQ <p>➤ In the case of a tie:</p> <ol style="list-style-type: none"> A The highest Victory Point valued tile. B Tile with troops. C Tile with adjacent troops. <h4 style="text-align: center; border-bottom: 1px solid black;">MOVEMENT PRIORITY</h4> <ol style="list-style-type: none"> ➊ Avoid <u>Overcrowding</u> ➋ Tile with constructions ➌ City tile ➍ The closest tile ➎ Airport tile ➏ Tile with Victory Points ➐ Neutral tile ➑ The tile with less A.I. troops ➒ The tile furthest from the enemy 	<h4 style="text-align: center; border-bottom: 1px solid black;">MILITARY PRIORITY</h4> <ol style="list-style-type: none"> ➊ Tanks ➋ Infantry ➌ Artillery ➍ Planes <h4 style="text-align: center; border-bottom: 1px solid black;">TARGET – ENEMIES</h4> <ol style="list-style-type: none"> ➊ Player with 7 or more Victory Points. ➋ Player with highest score. ➌ Player who has not moved yet. <h4 style="text-align: center; border-bottom: 1px solid black;">TARGET – TILES</h4> <p>(after determining enemy)</p> <ol style="list-style-type: none"> ➊ Tile within <u>Range</u>. ➋ Weakest enemy tile defense. ➌ The highest Victory Point valued tile. <h4 style="text-align: center; border-bottom: 1px solid black;">REINFORCEMENTS</h4> <ol style="list-style-type: none"> ➊ Infantry ➋ Artillery ➌ Tanks ➍ Planes <p style="text-align: center; font-size: small;">(Planes count 3 for unit reinforcement calculations).</p>
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PHASES

Next, you will find a description of how the A.I. behaves during each game phase:

1 STARTING DEPLOYMENT

Follow the standard rules. If you are using face B of your army sheets, determine the tiles where the A.I. deploys with the **Movement Priority**, and apply **Military Priority** to determine the units to place on those tile.

1 TURN ORDER

Count the Victory Points as usual.

2 DRAWING RESOURCE CARDS

The A.I. will always draw defense cards. Secretly draw as many cards as necessary.

3 REINFORCEMENTS

Each construction will get reinforcements normally. Start by reinforcing the encampments, then the factories and finally the Headquarters.

For factories and Headquarters, count the A.I.'s troops of each type on the board.

The AI will always reinforce the units with the lowest count (don't forget that factories can only deploy mechanized units).

In case of a tie, apply **Reinforcement Priority**. Planes are always the last option for reinforcements so, to simplify this, each plane counts as 3 units when counting the A.I. troops.

4 ACTIONS

At the start of their turn, draw an **A.I. card from the deck**. This card will indicate the **A.I.'s mode** that round, thus playing in **Offensive** or **Defensive mode**.



A.I. cards front and back example.

Some of these cards show a unit's icon, representing an additional reinforcement to deploy on their **Front** tile.

In some cases, they also show an **attack order** or a **tactical order's** icon. If that's the case, the A.I. draws one additional card of that type per icon on the A.I. card.

If it's an **attack order**, the A.I. plays it immediately. If it's a **tactical one**, it must play it in the appropriate phase of the current turn.

Whatever the case, the following rule applies: if the effect benefits the A.I, it applies to its own **Front** tile, and if the effect is negative, it will affect a rival's **Front** tile, or the one closest to this that will cause more damage.

If the card cannot be played or you have doubts on how to play it, it becomes a **Reveled Card** for the turn and will be used for the round's arms race phase. If it still cannot be used that way, discard the card.

After determining the A.I.'s mode for the turn, proceed to activate each tile individually.

In **defensive mode**, activate only the tiles with 3 or more miniatures and/or with infantry units, regardless of the number of units.

While in **offensive mode**, the A.I. will activate every tile where they have units.

TILE ACTIVATION:

Tiles are activated individually, starting with the **Front** tile which is activated first.

Tile activation order goes from the **Front** tile towards the **Headquarters**, following **Movement Priority** to activate one tile at a time.

For **defensive mode**, you will have to check if each tile complies the requirements before activating them, since this could change before the activation.

Once activated, do all the actions for every troop on the tile, even if the starting requirements are not met anymore (i.e., there were three units on the tile at the start of the turn, but one of them leaves the tile after moving).

After you have determined the active tile, follow the corresponding A.I. mode chart for each unit on the tile, until all troops have taken their turn.

The units are activated one by one, even if there are several troops of the same type. The chart indicates which units to activate first.



IMPORTANT: Reshuffle the small A.I. deck either when it runs out of cards, or if an A.I. card shows this icon.

ACTIONS

Every path of the charts leads to one of the following results:

» MOVE

» BUILD

» ATTACK

» ORGANIZE

» DON'T MOVE



IMPORTANT: An activated unit cannot be activated again, even if it didn't move, but it could move as a result of another unit's activation.

We recommend flipping the miniatures after activating them, to avoid confusions.

You will also find situations where a tile's activation results in activating troops from a different tile, and even having to move them before the active unit takes its turn. All of this is detailed in the **flow charts**.

HOW TO USE THE CHARTS:

After determining the A.I.'s mode and the active tile, you will perform the A.I.'s actions by following the arrows and paths of the chart. You will be asked questions in some steps of the path. If the answer is affirmative, follow the straight green arrows, and the red dotted arrow when negative. By doing this, you will follow a path that will lead you to one of the boxes describing an action to perform.

The unit activating the action is always considered as the **"active unit"** and the tile where it is will be the **"active tile"**.

ACTION: "MOVE"

Infantry and artillery units can be tied under the **"Pinned"** rule (see glossary), so check if that's the case first.

- Determine the active A.I. unit's destination tile for that movement. Sometimes the chart will indicate it, but apply **Movement Priority** otherwise. The indicated tile will be the destination tile.
- Move the active unit to the destination tile.
- Flip the miniature that performed the action as a reminder.
- Go back to the start of the chart for the next unit of the active tile.

ACTION: "BUILD"

- Determine the tile where the A.I. will build, by applying **Construction Priority**. The indicated tile will be the target tile.
- If it is not possible to build on any tile, the active unit performs a **"move"** action.
- Determine which units will carry out the **"build"** action. It could happen that the active unit is not one of them.
- The A.I. will try to gather 3 units in the target tile, two infantry units and one artillery, in these order from:
 - Units who are already on the target tile.
 - From a tile adjacent to the target tile, but not in the active tile.
 - From the active tile.
 - If there are several options, determine the units by **Movement Priority**.
- The selected units cannot have moved or been activated previously that round, and they cannot be tied by the **"Pinned"** rule.

- If there are at least two infantry units in the target tile after the action, build a construction, even if you couldn't bring an artillery unit.
- If the active tile still has infantry or artillery units, activate one of them and start another **"build"** action. Otherwise, start the action selection process with the chart for every other unit in the active tile.
- Flip the unit that performed the action as a reminder, as well as any other troops you moved to build.

ACTION: "ATTACK"

- Determine the attack's target tile, applying Enemy **Target Priority**.
- Select the units that will perform the attack. It could happen that the active unit is not one of them. Add troops within **Range** to the battle until you achieve **Technical Superiority**, following **Military Priority**.

The selected units cannot have moved or been activated previously that round, and they cannot be tied by the **"Pinned"** rule.

If there are several equivalent options, choose the unit furthest from the target tile.

- Flip the unit that performed the action as a reminder, as well as any other troops you moved to join the battle.
- Once you have achieved **Technical Superiority**, go back to the start of the chart for the next unit on the active tile.

ACTION: "ORGANIZE"

- If you have one or more **Overcrowded** tiles, activate them before you proceed with any other tiles.
- In the **offensive mode** chart, these tiles will be solved by answering yes to the question **"Does the A.I. move first?"**
- For any other tiles, activate units according to **Military Priority** to perform as many move actions as you need, to concentrate units according to the following tile order, while always trying to avoid **Overcrowding**:

- a) Headquarters, only if there are enemies in adjacent tiles.
- b) Tiles with constructions.
- c) City tiles.
- d) Airport tiles.
- e) Tiles with strategic points.

Don't forget the **"Pinned"** rule for infantry and artillery units.

- Avoid leaving tiles with only one unit, but if there is no other option, make sure it is as far away from the enemy as possible.
- The A.I. will always try to concentrate as many units as possible without **Overcrowding**.

ACTION: "DON'T MOVE"

As indicated, the active unit does not move.

Go back to the start of the chart for any other units in the active tile.

BATTLE:

When the A.I. is under attack and about to suffer casualties in battle, it will always play a defense card from its hand.

For this, reveal a random resource card from the A.I.'s hand. If after reading the **Revealed Card's** effect it is not possible to trigger it, or it does not make sense, reveal another resource card from the A.I.'s hand, if any.


Continue doing this until you either have a card you can use or there are no more cards left in the A.I.'s hand.

If none of the **Revealed Cards** can be useful, the A.I. will not use cards in thi battle.

The **Revealed Cards** are not discarded, they remain face up in the A.I.'s hand.

If the A.I. suffers more than one attack in a round, try to use the **Revealed Cards** first, giving priority to the card that will cause more enemy casualties.

If that is not possible, reveal new cards from its hand.



IMPORTANT: Do not discard the REVEALED CARDS.

At the end of the turn, flip them back to hide them and shuffle them with any other cards in the A.I.'s hand.

BUILDING:

If, after activating every tile and unit, the A.I. still has constructions to build and there is a tile with 2 infantry units, the A.I. builds an encampment there, and a factory if there are none left.

If there are more tiles with 2 infantry units than constructions available, build in the tile furthest to the enemy.

5 TACTICAL

The A.I. will do nothing in this phase, unless it got a **Tactical card** during the **Actions phase**, in which case it is played now.

6 ARMS RACE

The A.I. is not limited by the number of medals, so it can do research every round, with the only limitation of having enough cards to do it.

If the A.I. has a **Reveled Card**, or more than two hidden cards, it will do research with one card, starting with the **Reveled Card** with the highest research value.

If there are none, pick one of the hidden cards at random and place it face down on the A.I.'s research deck.

7 UPKEEP

The A.I. will always eliminate any excess troops in reverse **Military Priority** order: planes, artillery, tanks and infantry. For any excess cards, choose at random which ones to discard.

*“You ask, what is our aim?
I can answer in one word:
it is Victory”*

Winston Churchill

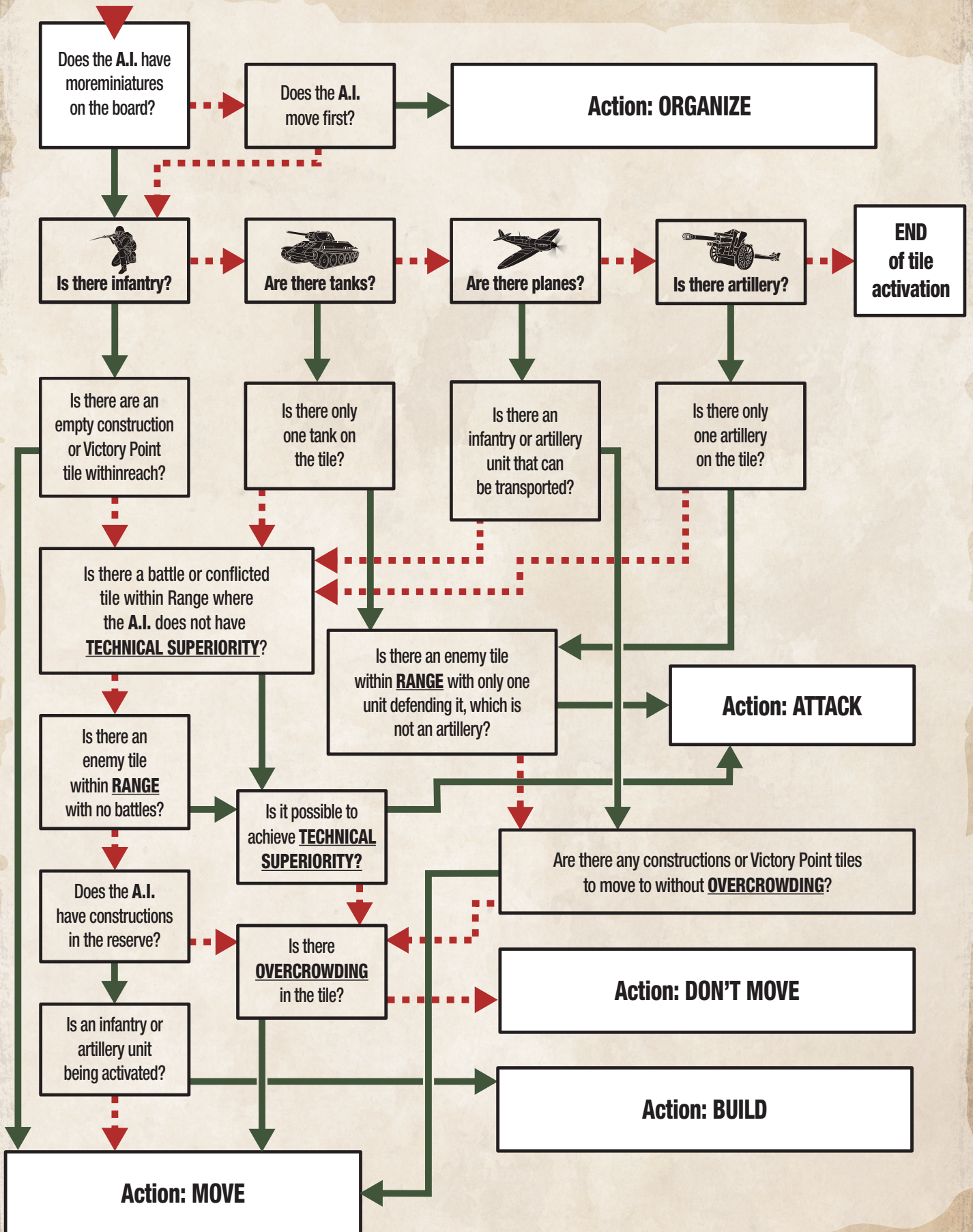




OFFENSIVE MODE



Activate all tiles in offensive mode.



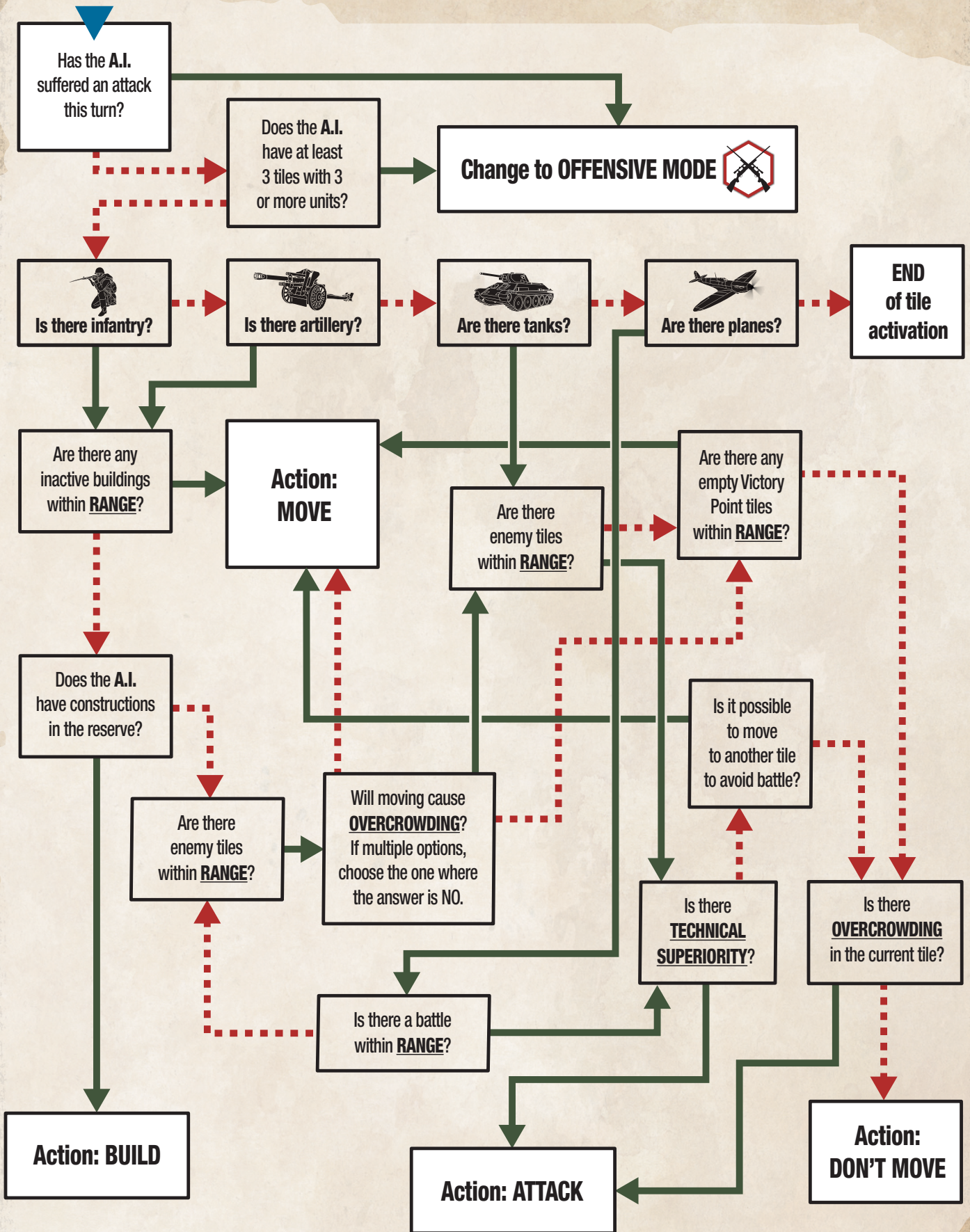
YES ——— NO - - - -



DEFENSIVE MODE



Activate tiles with 3 or more units and tiles with infantry units.



YES — | - - - NO

GLOSSARY

PINNED:

These are infantry and artillery units which are **Pinned** to their current tiles to activate a construction or defend a tile.

- It applies to infantry when it is activating a construction.
- It applies to artillery when they are the only unit on a tile with victory points in it, either from constructions or strategic points.

For tiles with constructions, the infantry unit that activates it does not count for defense, so both units will remain "**Pinned**" there.

Pinned units will only move to support or start a battle at HQ, or if there is another unit in an adjacent tile that can replace it. In the case of infantry, the other unit must also be infantry.

To determine the unit to cover the position, first pick a tile by **Movement Priority** and then a unit by **Military Priority**.

There could be a chain movement, with an infantry unit activating another infantry, which in turn activates a third and even a fourth one.

Moving **Pinned** units to support or start a battle at their own Headquarters must always be the last choice, in which case **Pinned** artillery will move before infantry, until **Numerical Superiority** is achieved.

RANGE:

Maximum distance that a unit can move, either with its own movement value or with the aid from other units, such as planes or trucks.

REVEALED CARD:

These are the revealed resource cards that the A.I. tried to use in battle. They will stay revealed until the end of the round. During the research phase, this cards will always be researched by the A.I., picking the one with the highest value. At the end of the round, flip them back and shuffle them with the rest of the A.I.'s hand of cards.

FRONT:

The tile under A.I. control that is closest to the enemy and their Headquarters (their HQ tile included) with the highest number of units. If there are two tiles that fit this description, apply **Movement Priority**.

PRIORITIES

Building Priority: the units will pick a target tile where building is possible. First check the current active tile and if it is not possible, the tile furthest from the enemy and closest to the A.I.'s HQ. If there are several options, pick the one with the highest Victory Point value.

If the tie persists, look for tiles where there are already troops or with adjacent troops, and if the tie remains, pick one at random.

Movement Priority: the priority to choose a destination tile will follow this order: you must avoid **Overcrowding**, then look for a tile with a construction, a city tile, the closest tile, an airport tile, a Victory Point tile, a neutral tile, the tile with less of the A.I.'s troops, and the tile furthest from the enemy. If there is still a tie, pick one at random.

Military Priority: the priority to add troops to a battle follows this order: Tanks, Infantry, Artillery & Planes. Move any units within **Range** to join the battle until you achieve **Numerical Superiority**. If there are other units within **Range**, with a higher **Military Priority** than the active unit, choose them first, even before the unit activating the action.

Target Priority: at the time of determining a tile to attack with the A.I, follow this priority:

- If there are several enemies, first choose the player with 7 or more Victory Points, and the one with the highest score if there is more than one.
- If none of the players has 7 or more Victory Points, pick the one who hasn't moved yet, and choose at random in case of a tie.

Once the enemy has been selected, choose the target tile following this criteria: it must be within **Range**, pick the one most poorly defended (calculate **Technical Superiority** in case of doubt) and with the highest Victory Point value.

In case of a tie, apply **Movement Priority** to break the tie.

Reinforcement Priority: the A.I. reinforces the troops with less units on the board. In case of a tie, apply this order: Infantry, Artillery, Tanks & Planes. To calculate the number of units on the board, each plane counts as 3 units.

OVERCROWDING:

Exceeding the army's maximum unit limit per tile.

SUPERIORITY

Technical Superiority: is a situation where you have to compare the number of units on a rival tile adjacent to the tile where the action was activated, as opposed to the A.I.'s own un-Pinned units within **Range** that could join a future battle in that tile, until achieving **Numerical Superiority**. And so, the answer is casted considering these hypothetical movements.

YES (Numerical Superiority can be achieved) or **NO** (it cannot be achieved).

Numerical Superiority: calculate this by subtracting the enemy's units from the A.I.'s units: AI units – Enemy's units. If the result is 1 or higher, the AI has **Numerical Superiority**.

Modifiers: If the opponent has at least one artillery unit, add 1 extra to their unit count. If the opponent's **HQ** is on the tile, add 1 extra to their unit count.