

# ONUS!

## 1-PLAYER RULES



*The goal of this booklet is to provide a set of simple rules that will allow you to play ONUS! in solo mode.*

**DRACO**  
I D E A S

### GENERAL RULES

- For the purpose of this booklet, the term Artificial Intelligence Player (**AI Player**) refers to the Non-Player Char (NPC), while the term Player's Army (**PA**) makes reference to your own army.
- In the event of facing a situation where two or more options are available and they all have the same priority, the choosing is to be taken by rolling a dice.
- In case of playing a historical battle, the set of rules specified for it regarding the selection and deployment of units will override the rules herein indicated for the **AI Player**.
- If during the gameplay the **AI Player** runs into a situation where a logical action may resolve it, this action overrides any rule set herein.

### GETTING READY FOR THE BATTLE

Once the number of points has been set and according to the type of battle you want to play, choose the units of the **PA** and deploy them onto the battlefield, following the special rules dictated by the scenario, if there are any. Eventually, place your General on any of your units.

Once this is done, we start with the selection of units for the **AI Player's** army. Split the unit cards in three different piles:

- Units having the Range Attack trait;
- Infantry units only able to combat in Melee, and
- Mounting units, Cavalry/Elephant, also only able to fight in Melee.

Shuffle each pile and draw from each one exactly the same number of units of that type the **PA** has deployed. If the value of the army of the **AI Player** is inferior to the value of **PA's** units, then shuffle the remaining 3 piles together and draw additional unit cards for the **AI Player** until her army equals or surpasses the value of **PA**.

**Note:** If the **PA** is not using Mercenaries, the Mercenaries cards will be shuffled among the rest when choosing the player **AI Player** units.

In order to deploy the **IA Player's** units, shuffle all the cards and place them at random starting from the center and going to the sides with a distance between cards of 1 inch/2,5cm (half UD). To determine the length of the line roll a dice:

- a 1, the length of the line will be 2 cards less than the length of the line of the **PA**;
- a 2, it will have one card less;
- a 3 or a 4, it will have the same number of cards;

- a 5, it will have 1 card more, if feasible; and,
- a 6, it will have 2 cards more, if feasible.

Once all the units have been deployed, you will place the **General's AI Player**. To do so, we will roll a die and:

- If the roll is between **1 and 3**, the General is placed in the infantry unit having the highest Attack value (as a result of adding the impact value and the wound value);
- If the roll is a **4**, the General is placed in the infantry unit having the second highest Attack value (as a result of adding the impact value and the wound value);
- If the roll is a **5**, the General is placed in the Cavalry/Elephant unit having the highest Attack value (as a result of adding the impact value and the wound value). If such unit is not deployed onto the battlefield, reroll.
- If the roll dice is a **6**, the General is placed in the Range Attack unit having the highest Attack value (as a result of adding the impact value and the wound value). If such unit is not deployed onto the battlefield, reroll.

In any of the cases, if there are 2 or more eligible units, the General is to be placed in the most centered unit.

Then we draw the usual number of action cards, according to the leadership value of the General for the **PA** and **only 3** for the **AI Player** that will remain hidden until her turn of play. Unless otherwise stated, roll a die to determine which army starts playing.

## ACTIVATING UNITS

---

Firstly, you'll choose the action cards the **AI Player** will use. We flip over the 3 cards and we will select 2 of them as described:

- In the first turn, the **AI Player** will use 2 cards that will allow the activation of units, (represented in the Order card by the Feet Icon). If among the 3 initial cards there are not 2 allowing the activation of units, you have to draw one by one from the Action cards pile until the **AI Player** gets 2 of them. Cards that can't be played are to be discarded and placed at the bottom of the action cards pile.
- In the following turns the **AI Player** will play at least one card having the Feet icon to activate units, choosing the card that activates the largest number of units possible. Likewise we did in the first turn, if among the 3 initial cards there is not at least 1 that allows the activation of units, you have to draw one by one from the Action cards pile until the **AI Player** gets 1 of them. Cards that can't be played are discarded and placed at the bottom of the Action cards pile.

- The second card that the **AI Player** will use is chosen according to the following priority:
  1. A card to recover Officers and heal units (represented in the Order card by the Heart icon) if the **AI Player** has at least one unit with 2 or more wounds.
  2. A card to boost the Morale and improve the leadership (represented in the Order card by the Flag icon) if the **AI Player** has at least one unit in dismiss,
  3. A card to activate more units (represented in the Order card by the Feet icon) if the first action card activated only 1 or 2 units
  4. The Explorers card
  5. A card having the Feet icon to activate more units if we can't play any of the cards in points 1 to 4.

If the hand of cards of the **AI Player** makes impossible to comply with the 5 options previously mentioned (ie. it has 2 cards to heal troops and hasn't gotten any unit wounded yet) the **AI Player** will only play one Action card.

**Note:** If the chosen card (according to the 5 options previously indicated) can't be used, discard it and draw cards until the **AI Player** gets another one with the same functionality icon that is playable on her units. For example, if the card to activate units is "Stampede" and it does not affect any unit then we should choose another Order card with the same functionality. Or if the card with the Flag icon is "Moving the General" and there are no units for it to be done or if the new unit would have a lower attack value then we will discard and choose a different Flag icon card.

Once we know which Action cards the **AI Player** is to play in her turn, you will decide how the units will behave in the battlefield. To do so, we roll a dice and check the following table:

- **1 or lower: Going Backwards** - If the **AI Player's** General is in danger, its units will try to protect the leader and will attack any menacing unit while the General goes backwards. If the General is not in any danger, reroll.
- **2: Maintain the position** - the **AI Player** will only attack weaker units that are within charge range. The rest of the units will keep the position protecting the General
- **3: Attacking close units** - the units of the **AI Player** will attack the closest enemy unit having equal or less attack values. If the **AI Player's** General is in danger they will attack the ones closest to the General
- **4: Circumvent** - If the **AI Player** has cavalry/elephants units, she will try to circumvent the player's units in order to attack them by the flanks. But they have to avoid being at Charge Range of other player's units. If this can't be ensured, reroll.
- **5: Attack** - Except the General, all available units will attack in Melee or shoot their weapons to the units with higher chances of being wounded. The General will only attack weaker units than herself or, at a minimum, with more wounds inflicted than herself.

- ▶ **6 or higher: Aiming the General** - the **AI Player's** units will attack the General of the **PA** or any unit that is in their way to the General.

When rolling the dice we have to apply the following bonuses, that are always accumulative:

- ▶ **Minus 2 (-2)** If the **AI's General** is in a unit that has 3 or less life points remaining
- ▶ **Minus 2 (-2)** If the difference between the unbroken units of the **PA** is 4 or more compared to the unbroken units of the **AI Player**.
- ▶ **Plus 1 (+1)** If the **AI Player** has more unbroken units of cavalry within range attack
- ▶ **Plus 2 (+2)** if the difference between the unbroken units of the **AI Player** is 4 or more compared to the unbroken units of the player
- ▶ **Plus 3 (+3)** if the General of the **PA** is in a unit with 3 or less life points remaining.

## MOVEMENT AND CHARGES

At this stage, we already know the cards the **AI Player** is to play and the course of action she will follow. Now we have to activate units, move them and charge. In addition to the rules stated in the previous paragraph, we will take into account the following statements as well:

- ▶ **AI Player** will always try to activate Range Attack units or units carrying javelins, if they are Skirmishers. Otherwise, they will use Reduced Movement to be able to shoot. **AI Player** won't leave these Range Attack units in the frontline unless they are surrounded by units that can only fight in Mele
- ▶ **AI Player** will try to activate units that when Charging are able to circumvent weaker units. It is not allowed to Charge against any unit whose armor values are higher than the attack values of the **AI Player's** unit. It is not allowed to attack a group of units that has more units than the one of the **AI Player**.
- ▶ **AI Player** will try to move unbroken units with 3 or less remaining life points in order to place them out of range from Range Attacks and Charges of the enemy.
- ▶ **Any unit of the AI Player** that is engaged in a Melee Combat and has 3 or less remaining life points will move away from the Melee Combat unless its Armor values are higher than the attack values of the enemy unit.

## FIGHTING IN MELEE

First, we will deal with the engagements that are more important. That is to say, the ones in which the **AI Player** has more winning chances. In order to determine which ones are those, we will compare the Attack values of the **AI Player's** unit with the Armor values of the **PA's**



units and then choose those with a higher positive difference. In case we have several that fulfills with this rule, we will choose first those in which the enemy has more wounds inflicted.

Aftwerwards, you will play one random event and then we will take 2 event cards for the **AI Player** (only when acting as the Attacker). If both cards can be used, choose one of them at random. If only one card can be used, then play it. Finally, If none can be used the **AI Player** won't play any events.

When the **PA** is the Attacker and **AI Player** is the Defender, the **AI Player** will draw 2 Event cards as described in the previous paragraph. The selection of the Event is to be done as stated in the previous paragraph, when the **AI Player** has the attacking role.

*Solo Rules written by: José Manuel Moreno Ramos*

*Reviewed: Jaime Devesa Palomo*



## SUMMARY

### ORDERS

- **1st Turn:** minimum 2 cards (Feet)
- **Rest of Turns,** following this order up to 2 cards:
  - Minimum 1 order to activate units (Feet)
  - 1 card [Heart], if **AI Player** has at least 1 unit with 2 or more wounds inflicted.
  - 1 card [Flag], if **AI Player** has at least one unit broken.
  - 1 card [Feet], if the 1st card used to activate units only allowed us to order 1 or 2 units.
  - 1 card [Card], if it's The Explorers card
  - 1 card [Feet], if none of the previous conditions apply.

### AI PLAYER STANCE

- <= 1 : Going backwards
- 2: Maintain the position
- 3: Attack close units
- 4: Circumvent
- 5: Attack
- >=6: Aim the General

### MODIFIERS

- -2 AI General [Heart] < 4
- -2 unbroken **PA** units – unbroken **IA Player** units equals 4 or higher.
- +1 if **IA Player** has more unbroken Mounting units able to combat.
- +2 if **IA Player** has more unbroken units equals 4 or higher.
- +3 if **PA** General [Heart] < 4

### SHOOTING PRIORITY

1. Close Combat representing a menace to the **AI Player** units.
2. Rest of units at short range, specially wounded units, lower defense and broken units.
3. Long Range units, representing a menace.
4. Any other unit at long range similar to point 2.

# ONUS!



/ONUS.World



@ONUSEnglish



info@onusgame.com



www.onusgame.com

**DRACO**  
I D E A S