

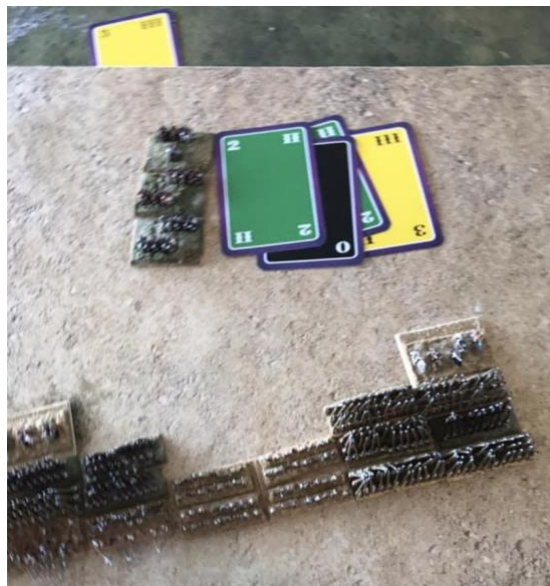
MeG SOLO PLAY

Introduction

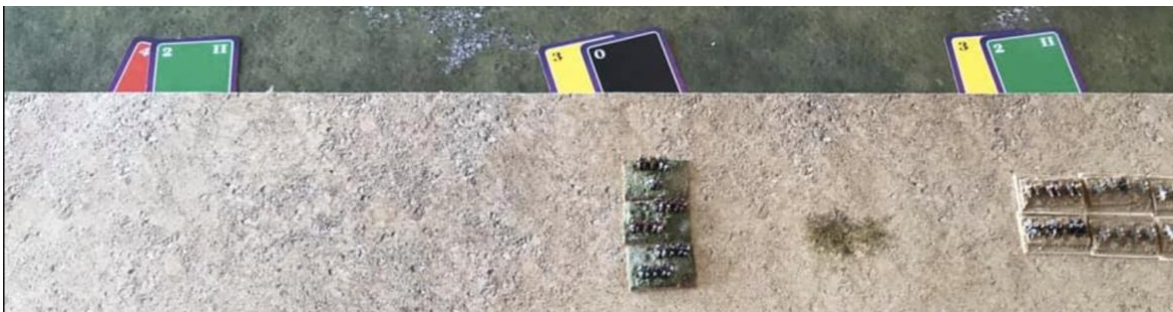
The CCC system lends itself really well to **solo play** – indeed I use this in test game. This is especially true if you play with the cards (as they are easy to carry with you as you play) and in **PACTO** (as you can reach both armies without needing to move round a table). But works for all.

Here's how ...

1. Deal cards for any **floating army commander** only in the *card phase*.
2. *Gift* cards as normal to other generals. Place these cards face up off the table level with generals. Place them $\frac{1}{2}$ under the mats.



Talented floating army commander get cards and must allocate them before anything else happens. Note a yellow sitting behind - a saved card from previous turn. Here they are allocated.



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3. Then anytime you want to make an action:
 - a) FIRST decide what you want to do - move and troops.
 - b) THEN draw cards for the general, drawing the remaining cards in their allowance.
 - c) **Make the move if you can.** If you cannot make the best move you can with only those troops.
 - If it was a *block move* you must move the *block* if you can.
 - If you cannot you must move some of the UGs if you can.
 - If you cannot do any move you must play one card to do nothing.
 - d) Any remaining cards not used go back in the pack and played cards are put face down level with your general so you know how many have been used.
 - e) a *gifted card* can be used instead and is immediately put back into the pack when played, so as not to confuse (d) above.
 - f) the process applies to all prompted actions in all phases.



Here I wanted to block charge two TuGs of scythed chariots in Pacto. But with only 1 GREEN I can only charge one and must do so. Now they go as two waves alas. The GREEN card is placed at the back facea down, the 3 WHITE cards go back into the pack. Next time this general actions he will drwa 3 cards, and so on.

4. At the end of the turn deal out any reamining allowance so you can see if you want to save any cards.

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An end of turn. All cards on edge of table. Face down where played. Face up are unplayed. The left-hand general can now keep the red for next time and this becomes part of their allowance- for their first action they will draw only 3 cards.

A complete solo game can be found on FB at

<https://web.facebook.com/mortemetgloriam/>

**HAVE FUN
AND KEEP ROLLING SKULLS
EVEN IN ISOLATION**