



Using In Deo Veritas for solo play

The In Deo Veritas rules are well suited to solo play because of the random movement sequence. This means that no two games will ever go the same way even if they are played by the same player using the same armies. Remember - History is but one roll of the dice!

Remember, there is just one constant in solo games. You will always win!

Here is a brief outline of how to use In Deo Veritas for solo play:

1. Decide whether you are fighting an actual battle or a fictitious one.
 - a. If you are refighting a battle from history, this will determine your terrain, your forces, and your objectives.
 - b. If it's a fictitious engagement, then use the terrain generator (on p.28) to create your battlefield.
2. Select the scenario from the reasons for battle (on p.110). You need to note the objectives for both sides. These will be the framework for your actions during the battle.
3. You may wish to vary the game length depending on the time available to you.
4. In sorting out your forces for the two sides you will need to consider whether they are to be equal or unbalanced. Unbalanced forces may be used to create more challenging games.
5. You should make an order of battle for each side and allocate your units into Wings.

6. Once you have an order of battle you should write some brief orders for the component wings. These orders should be in line with the basic objectives laid out within the scenario. This will give you direction in the early stages of the battle. Of course, as the battle develops so the actions of the various forces will begin to diverge from these original plans.
7. At this point, you can deploy your troops. More complicated manoeuvres, such as late arrival or flank marches, can be considered in your planning.
8. You should use the Events table (on p. 33) for both sides and see whether any effects are to be applied before the battle commences.
9. Shuffle the deck of Commander cards and start your game.

You may find some degree of programmed response to situations useful. For example, if facing a Fatigued Wing then you should always order Attack; or if you have an Exhausted Wing then you must send a Higher Commander to it to restore order. There are too many variations to explore here so you will have to find what is most comfortable for you. You could experiment by playing the same game with different responses so you can see what effect these have.

If you need further inspiration, you can always search around online. You will find lots of solo/solitaire wargames resources, including campaigns & scenarios you can adapt for playing with In Deo Veritas.

May the dice roll kindly for you!

(whichever side you want to win)

