Unlike Admiral the Miniature Game, which would be impossible to play in solo, in **Admiral the Board Game** a solo player can clash against **Admiral Stratego**, the AI of our game.

Of course, the solo mode needs some little adjustment to the rule system, as following explained.

How Stratego's ships work

Action dice: each Stratego's unit tarts its turn with an Admiral symbol assigned to it. When a Stratego's unit activated, the player trow a die and assign it to that unit. The Admiral Symbol value depend from this result and the conditions of the unit.

Result	Condition	Value
(propeller)	**The unit has not enemies in range:** it moves until it can target an enemy that can damage. If there are not, the unit approaching without entering a range of an enemy unit, if possibile.	(burst)
	The unit has enemies in range: it doesn't move	
(burst)	**The unit has not enemies in range:** it moves until it can target an enemy that can damage. If there are not, the unit approaching without entering a range of an enemy unit, if possibile.	(propeller)
	The unit has enemies in range: it attacks with all their batteries to inflict at least 1 Several Damage (even using both dice), following the Attack rules explained later. Thanks to their automatic Admiral Symbol, Stratego's units can always split their attacks if necessary.	(burst)
(admiral symbol)	The unit immediately regain a Structure Point lost during the battle. Then Stratego choose the best combination between Artillery and Movement as explained above.	

Admiral Symbol: despite its value, each Admiral Symbol assigned to a units triggers a green feature (Strenght) on its unit card (such as Excellent torpedoes, Protecting belt and so on) without being exsausted. If green features are not necessary, Admiral triggers a red feature on an enemy card which threat the unit (which has it on range).

Exception: the Stratego's Aircraft Carriers **which still embark aircraft squadrons** always use their Admiral Symbol to launch their aircrafts.
The aircraft attacks follow the common rules.

Setup

Both Fleets are deployed starting from the fisrt right square of each deploy zone (1 - see picture) and continue on the first row.

The human player deploy their units, then shuffle the cards of Stratego fleet into a deck and reveal them deploying it as explained above.

If a faction has more than 8 units, it places the exceeding ones in the second row, and if this is not sufficient, put them in the Stand by Area, following the common rules.
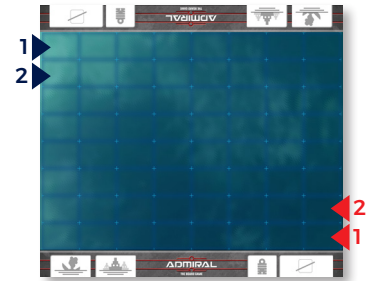
Initiative

Stratego always wins Initiative throw and it is always the second player.

Movement

Stratego's units move from the **slowest unit** (while human player move the unit they wish). If Stratego's unit doesn't move (because it is already in range or it couldn't inflict damage to other units) that unit is considered moving of 0 squares.

Attack

The Stratego's Units always move to and attack units respecting this hierarchy:

1. the unit which can damage it;
2. the unit to which it can inflict severe damage
3. the unit to which it can at last inflict light damage too
4. the unit with less Structure Points
5. the unit with the most powerful Artillery
6. the nearest unit

Stratego attacks **from the unit with the shortest range to the unit with the widest range** and concentrate the fire on a single unit if possible (but it can always split the fire, if necessary).

Olthough the effetcs (damages, sinkings and so on) applies in the successive Resolution Phase, if a unit will be sunken in this phase, this unit it is no longer considered a valid unit by Stratego ships and does not block their line of sight.

End of the game

The battle ends when one fleet destroy the other.