



SOLO RULES REICHBUSTERS

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These solo rules for Reichbusters replace the rules on mission book page 4 (playing with less than 4 characters).

They are designed to be used with a series of solo raid missions you can find on the website: <https://www.reichbusters.com/raids/>

RULES

- 1) The hero gets 3 actions per turn** (instead of 2).
 - The move and attack action stay limited to once per turn.
- 2) Use the new (errata) noise rules:**
 - Enemies dropping loot is turned face up
 - If a hero is in an area with at least one facedown object and no enemy unit is present, he can perform the Search action. Do a noise test at the value 2 and flip all the facedown objects faceup. Then, when the test is over, choose a faceup object and place it on the hero's dashboard. If the hero wants to perform the Search action to retrieve an object that has already been placed faceup, then no noise test is performed.
- 3) Discarding & Shuffling your hero deck:**
 - You can only reshuffle your discard deck if it has more than 2 cards in it. If you need to draw from an empty action deck and you have less than 3 cards in the discard pile, ignore the action.
 - After shuffling the discard deck take the top card and set it aside. This is now called your inactive deck. There can only be one 1 card in the inactive deck at a time. When you need to place a new card in the inactive deck and there already is one. Take the old one and shuffle it back in the action deck. Resume play as normal.

DIFFICULTY SETTINGS

- 1) The narrative experience** : start the game with 2 wild heroic tokens
- 2) Easy does it** : start the game with 1 wild heroic token
- 3) The Reich way to play** : start the game with no heroic tokens