

# Crossfire Solo Mode

[By Warfare WorkShop](#)

*For 1 Player — Compatible with Standard Ruleset*

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## Quick-Start Summary

1. **Setup:** Play your chosen side normally. The AI controls the opposing force using standard deployment zones.
  2. **Initiative:** You always start with initiative unless the scenario says otherwise.
  3. **AI Actions:** On its turn, roll 1d6 to determine its tactical priority (see Personality Matrix below).
  4. **Fire & Movement:** The AI uses automatic reactions within LOS (line of sight) and uses dice to decide when to risk crossing open ground or advancing.
  5. **Command Continuation:** Each AI action chain continues until a “Stall” result or successful reaction fire ends it.
  6. **Win Conditions:** Follow the scenario objectives; if none, the player wins by forcing the AI to lose half its units or withdraw from two-thirds of objectives.
  7. **Personality Toggle:**
    - **Cautious AI:** Prioritizes cover, suppressive fire, and crossfire traps.
    - **Aggressive AI:** Prioritizes flanking, assaults, and exploiting initiative streaks.
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## Introduction

This solo system reproduces the feel of a live Crossfire opponent without changing the original mechanics. It uses dice-driven decisions and behavior tables to guide enemy actions, while maintaining the unpredictable rhythm that defines Crossfire’s activation-based play.

You’ll act as the player commander; the AI opponent acts as a dynamic, dice-driven force that “thinks” through tactical patterns rather than explicit orders.

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## AI Turn Structure

Each AI turn follows these steps:

1. **Select AI Group:**
  - Roll 1d6: 1–3 = nearest visible element to your forces, 4–6 = unit with best LOS to an objective.

- If multiple qualify, pick the one with the highest tactical advantage (cover, crossfire, etc.).

## 2. Decide Behavior (Personality Matrix):

Roll (1d6)	Cautious AI Action	Aggressive AI Action
1	Regroup / Shift to better cover	Full advance toward nearest objective
2	Attempt suppressive fire on most threatening player unit	Attempt crossing firelane to flank
3	Hold position, overwatch stance	Advance under smoke or cover
4	Flank using lateral movement	Charge closest suppressed element
5	Advance by bounds (half-move, fire if able)	Push assault if within 2 moves
6	Evaluate new LOS; if safe, occupy vantage	Use close assault if within range

## 3. Reaction Handling:

The player executes reaction fire normally.

If the AI triggers fire, roll 1d6:

- **1–3:** AI halts and seeks cover next turn.
- **4–6:** AI presses forward, unless suppressed.

## 4. Continuation Check:

At the end of each AI action:

Roll 1d6 — on 1–2, AI stalls (initiative passes to player); on 3–6, it continues.

Cautious AI adds **–1** to the roll; Aggressive AI adds **+1**.

# Fire and Suppression

When the AI chooses targets, prioritize as follows:

1. Units in open ground and within LOS.
  2. Units that recently fired.
  3. Units threatening objectives.
- If ties occur, roll 1d6 to decide.

Suppression and kill rolls follow standard Crossfire rules — no changes needed.

# Initiative & Recovery

The AI gains initiative whenever:

- You stall due to failed action.
  - You voluntarily pass.
- When AI stalls, it immediately cedes initiative to you.

If both sides stall consecutively, re-roll for initiative:  
1–3 = Player; 4–6 = AI.

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## Objectives & Scenario Control

- **Attack/Defense Scenarios:** AI follows role. Cautious AI digs in and maximizes crossfire zones; Aggressive AI probes and commits to pushes.
  - **Meeting Engagements:** Roll for each AI group's intent (1–3 Defensive, 4–6 Offensive).
  - **Victory:** Follow scenario victory conditions; otherwise, standard VP-based evaluation (AI routs when below 50% effective).
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## Difficulty Levels

### Standard (Default)

Balanced initiative, average aggression. Use rules as written.

### Veteran AI

- AI rerolls one failed suppression attempt per turn.
- AI ignores the first “Stall” result each turn.

### Green AI

- AI loses initiative after any failed fire roll.
  - Add +1 to all player reaction rolls against AI movement.
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## Replayability Options

To vary gameplay without adding components:

- Before the game, roll 1d6 per AI platoon to determine **Temperament**:
    - 1–2: Cautious
    - 3–4: Balanced
    - 5–6: AggressiveSwitch matrices accordingly during play.
  - For more uncertainty, roll 1d6 each time AI gains initiative: on 5–6, switch its personality for one full activation.
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## Example

An Aggressive AI unit in light cover rolls 4 on its behavior die — “Charge closest suppressed element.” It moves across open ground to finish a pinned squad. You fire in reaction, suppressing it. Next turn, since it’s suppressed, it automatically becomes **Cautious** until recovered.

This self-balancing rhythm simulates a human opponent’s shifting confidence and fear.

## Disclaimer / Legal Notice

This solo mode is a **fan-made adaptation** created by the community to enable solo play of *Crossfire*.

It is **not part of the official ruleset**, nor is it **associated with, approved by, or endorsed** by the original designer, publisher, or rights holders.

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