SOLO PLAY

Setup: Determine bot advantages in combat before applying a setup card for the scenario.

CORE RULES

Playing Cards
If a selection is available, the bot will pick randomly which one to select.

- It will only engage in battle if it would normally choose to do so (See *Deployment* to determine).
- It will begin a siege if passing a 'choose to turn a raid into a siege' test (See *Raiding*).
- It will spend favour to get an increased effect if control of at least one region will change, or an asset will join it which will generate a battle advantage or cancel an enemy advantage. OR if the bot already has three favour.
- It will select an asset to promote which will generate a battle advantage or negate an enemy battle advantage.

Influence Placement Guidelines (in order)
When playing *any card which gives/places influence*:

Select the region which needs to be altered the least for the bot to take control in order:
1 The objective region if possible.
2 An uncontrolled region if a single Polis (1) will grant control and one influence is being placed.
3 An uncontrolled region If two influence is required to gain control, but the bot has an adjacent ally or two influence is being placed.

4 An enemy-controlled region.
5 A random selection.
Where multiple regions match the criteria, select one matching a symbol on the current objective region, starting at the left of the reward tile/box.

Ally Selection:
Which ally the bot will choose, in order:

> **Sparta (red):**
> **1** Thrace or Macedonia (select randomly).
> **2** Greece.
> **3** Crete .

> **Athens / Thebes (blue):**
> **1** Macedonia or Crete (select randomly).
> **2** Thrace or Greece (select randomly).

Desperate Times
Sparta will use to prevent a raid on Sparta only.

Athens will use if a siege of Athens reduces the city to one Athenian influence.

Fighting Battles
If the bot is losing a battle, it will turn over a battle card. If the card can be played then It will be. If it cannot, then leave it face up. At the end of the combat, all face-up battle cards which were revealed but not used are discarded and the bot draws an equal number face down and unseen as replacements.

SET OBJECTIVE

The bot must always have an objective region. If the bot takes control of the region, another is generated.

Roll two dice & count the successes rolled:
0   Economic target.
1   Army target (Sparta); Navy target (Athens).
2   Strategic target.

0 **Economic target** - select the region on the map with the highest talent value.

1 **Army target** - If already land advantaged, swap to Navy target. Otherwise select an asset category (elite, skirmisher, cavalry) in which the bot is closest to becoming advantaged. Select a corresponding region on the map which provides that asset.

1 **Navy target** - If already sea advantaged, swap to Army target. Otherwise select a region on the map which provides allied navies.

2 **Strategic target**
Sparta will target Hellespont if able to land march there or if even or better at sea, otherwise Attica. Athens will target Sicily if marked with the *Black Sea Grain* marker, otherwise Peloponnesos.

Region Selection (in order):
1 The region which needs to be altered the least for bot control.

2 An enemy-controlled region first, but a neutral second if a single Polis (1) will grant control, or a Polis (2) if the bot has an adjacent ally.

3 The region which, if you are land advantaged, bot troops can reach by land.

4 A randomised choice
> *Mark the target region with:*

SOLO PLAY

During the bot turn, resolve the same sequence as the player turn, with the following automations:

Shipbuilding - the bot always spends on one ship-building until advantaged in sea battle strength. If eligible, it will spend twice on a one-die success roll.

RAIDING

The bot will choose to turn a raid into a siege (with forces that are about to return home) based on its land combat strength.

If advantaged roll one die and siege on the roll of a success.
If tied roll two dice and siege on the roll of two successes.
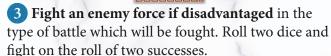**Otherwise** return home

DEPLOYMENT

Where to deploy?

#1 Is there an enemy force to fight?

1 **Fight an enemy force if advantaged** in the type of battle which will be fought.

2 **Fight an enemy force if tied** in the type of battle which will be fought. Roll one die and fight on the roll of a success.

3 **Fight an enemy force if disadvantaged** in the type of battle which will be fought. Roll two dice and fight on the roll of two successes.

If an enemy raid to the space in question will result in the bot losing control of a region, reduce the number of dice to roll by one.
If the bot should roll zero dice, it will fight.

#2 Raid the target region
Select the largest controlled enemy space in the region that the bot is able to reach & raid it. If there are no enemy spaces, select a one value space to raid. If the force cannot be placed, it remains mobilised until next round and the bot generates a new target region.

MOBILISATION

Reaction to player mobilisations
For each mobilisation made by the player, the bot may react based on battle strength.
1 Check for navy response.
2 Check for army response.

If advantaged react.
If tied roll one die and react on the roll of a success.
If disadvantaged roll two dice and react on the roll of two successes.

If tied or worse, the bot will buy a battle card while mobilising if it can afford to do so.

The force mobilised matches the type which caused the reaction (army or navy). The bot pays 3 talents per mobilisation as normal.

New Mobilisation
The bot will roll to mobilise based on the current round, talents remaining, and siege status:
- Round one   1 die, test twice.
- Round two   1 die.
- Round three   2 dice.
- Round four   2 dice.
- Round five   3 dice.
- Round six   No.

> *Treasury 3 talents or less*   +1 die.
> *Treasury 6 talents or more*   - 1 die.
> *Bot has an active siege*   +1 die.

If **all** dice rolled are successes, the bot will raise one force. The bot pays three talents per mobilisation as normal.
If the bot has six talents after paying for mobilisation, make a one-die test and on success, buy a battle card.

What is mobilised? (In order of preference)
1 If the target region can be marched to, a hoplite, unless disadvantaged on land.
2 If the target region cannot be marched to, a fleet, unless disadvantaged at sea.
3 If the target region can be marched to, a hoplite.
4 If the target region cannot be marched to, a fleet.

SIEGE

The bot will roll to siege whenever it has an active siege paying two talents every round to do so. If no dice will be rolled, the bot will not pay to siege.
If the bot runs out of money it will abandon a siege which has more than one remaining influence on a one-die roll of success.