1066, Tears to Many Mothers Solo Rules

Setup

1066, Tears to Many Mothers can be played as a solo game, where the game takes on the role of an opposing player called a Foe. The game is played using the normal rules, except where stated in these Solo rules. It is recommended - but not required - that the player uses one of the Advanced Drafting card draw variants. The player chooses a faction for themselves and a faction for their Foe, then sets up their decks, and places their Leader as normal.

Place the first player marker above the Round 1 row on the resource grid (see page 4) and choose the difficulty level - easy, normal, or hard.

Then set up the Foe as follows.

Harold Foe:

1. Harold Godwinson is placed in Row 3 of Wedge 2.
2. Saxon Ceorl is placed in Wedge 2 Row 2.
3. Eadric, Deacon of Blakeney is placed in wedge 2 Row 1.
4. The Saxon deck is placed nearby.

William Foe:

1. William FitzRobert is placed in Row 3 of Wedge 2.
2. Ealdred, Archbishop of York is placed in Row 2 of Wedge 2.
3. Trumpeter is placed in Row 1 of Wedge 2.
4. The Norman deck is placed nearby.

Foe Turns

The player takes the first deployment turn and their turn plays as normal. After the player's turn it is the Foe's turn as follows:

◇ If the player just Sacrificed a Card, the Foe skips a turn, and play returns to the player. Otherwise:

◇ The Foe makes a single ranged attack (see page 3). The ranged card is Tired and then play passes back to the player; OR

◇ If there are no ranged attacks available for the Foe, a card is drawn and played from the Foe's deck (see Foe Deployment below), and then play passes back to the player.

Exception - the Foe skips the first round of the game.

Foe Deployment

- Reveal the top card of the Foe's deck.

- If the cost of the card is equal to or less than the Foe's Resources (i.e. its total as shown on the **RESOURCE GRID** plus any resources from the Foe's cards in play), that card will either be placed on the battlefield (see below) or its Event carried out.

- If that card costs more than the Foe's Resources, that card is discarded and the next card is drawn. This continues until either one card is played *or* until the Foe's deck is depleted, in which case:

- Play then returns to the player.

The Foe does not draw a hand of cards and cannot run out of cards. Do not shuffle the Foe's discard pile if it runs out of cards, simply turn it over to create the new deck to draw from during the next Foe Deployment and the Foe skips this turn.

> In summary, draw cards until:
> Card Cost </= Foe's Resources.

Playing Foe Cards

Special Note: The Foe's cards DO NOT shift on the battlefield when gaps are created, and they DO NOT Tire unless otherwise stated in these rules.
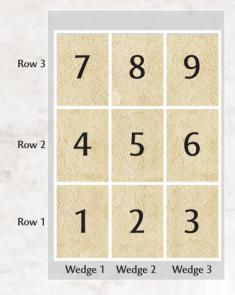
When a Foe's card is played, the action listed on that card is taken immediately if possible. The Foe will always target the player's ranged cards with its abilities first if possible, otherwise the player chooses which of their cards (or Wedges) to target.

Exception - unless otherwise stated, the Foe ignores the following abilities:

- *Agile* and movement actions
- *Family/Leader* and cost discounts
- *Learned* and card draw abilities
- **Response** abilities

Placement Order

Place characters and units in the first available space in an existing Wedge following this order where 1 is the highest priority and 9 is the lowest:

	Wedge 1	Wedge 2	Wedge 3
Row 3	7	8	9
Row 2	4	5	6
Row 1	1	2	3

Ranged cards - are always placed in the first available space in the same Wedge as the player's Leader, or the player's ranged cards, if possible, otherwise follow the placement order above.

Events - can only be played if the action can be taken at that time.

- If the drawn Event cannot be played, simply discard it and draw again.
- For card discount events, draw another card and apply the discount to the next playable card - i.e. draw until a card can be paid for AND played.
- For events with more than one action listed, the player chooses one that can be taken, if possible.

Tactics - played as written.

Attachments - played into the same Wedge as the enemy Leader if possible.

Passing

After the player passes the Foe will continue its turn. In the following order it will:

- Attack once with each of its Ready ranged cards (unless at Battle of Hastings objective),

- Draw and play one more card,

- Move the first player marker on the **RESOURCE GRID** down one step to cover the current round space and show the new Foe Resources total,

- Pass - the Deployment Phase is now over.

Foe's Battlefield is full

When the Foe's Battlefield is full:

- The card drawn will replace the lowest cost card in an existing Wedge on the battlefield (that is not Tired or ranged), as long as the card to be replaced costs less than the card drawn.

- If there is a tie for the lowest value card on the battlefield, the player chooses which card to replace.

- Ranged cards replace lower cost and same cost cards - if there is a tie for which card to replace, they prioritise:
  - Enemy Leader's Wedge
  - Enemy ranged card's Wedge
  - Row 1
  - Player's choice

  Ranged cards cannot be replaced by higher cost cards.

- Cavalry cards will prioritise replacing cards in Row 3 if tied.

- If the card drawn cannot replace a lower cost card, it will not be played, discard it and the Foe will not play a card at that time. Play then returns to the player.

Foe Ranged Attacks

The Foe's cards with 'Range X' abilities (AKA ranged attacks) always target the player's ranged units if possible. Otherwise the player chooses which of his cards are targeted. The player chooses the order in which the ranged attacks occur.

Exception – If both factions are at the Battle of Hastings objective, the Foe will only use ranged attacks if they are *losing* the Might battle in the ranged card's Wedge. Compare Might values once before making the card's ranged attack. If it does not make the ranged attack, continue with the Foe's turn as normal.

Objectives

Play using Objectives as normal, but both factions ignore all 'when destroyed' special rules and simply move on to the next objective.

After Objective A, each time the player destroys an Objective they may draw one card.

"Commander" ability

The Foe Leader's "Commander" ability is only ever triggered if the Foe Leader's Wedge has been taken. In this case the Foe Leader will move to a space in another Wedge (with the least total Might - player breaks ties) as their next turn, following Placement Order, and replacing the lowest cost card if necessary. The player's Leader plays as normal.

Scoring

Win or lose, the player's total points for the game are calculated to find out how well they did:

- 1 point for each damage token the player placed on a Wedge

- 5 points for a player victory

- 30 bonus points for killing the Foe's Leader

- **Casual Play Option:** -5 points, but the player may draw and keep 3 cards each round.

POINTS	RATING
0-10	KNAVE
11-20	SOLDIER
21-30	KNIGHT
31-40	VASSAL
41-50	DUKE
50-60	KING
61+	CONQUEROR!

"Solo:" abilities

When the Foe plays a card with a **Solo:** ability, ignore the other card abilities and immediately carry out the **Solo:** instructions instead.

When the player plays a card with a **Solo:** ability, they may choose to play the card as normal, if applicable, or use the **Solo:** ability effect instead, if applicable.

Special Note: If there is ever any uncertainty about the Foe's action the player always chooses from those available, even if it is to the player's benefit.

Foe Deployment Summary

1. Ranged Attack and Tire card*, play passes back to player. If no Ranged Attacks available, go to 2.

   (if at the Battle of Hastings, Ranged Attacks only happen if the Foe is losing the Might Battle in the Ranged card's Wedge)

2. Draw card:
   a. if cost </= Foe resources, go to 3.
   b. if cost > Foe resources, discard and repeat 2.
   c. if Foe deck is empty, flip it, and skip Foe turn.

3. ◇ If Event: resolve one action (your choice).
   ◇ If Army: play card into battlefield, following placement order. If battlefield is full and no lower cost card is available, discard and go to 4.

4. Play passes back to the player. **Exception** - If the player already passed, the Foe attacks with each Ready ranged card and draws and plays a card (if it hasn't already), then the Phase ends.

Foe Resource Grid

The Foe's Resources value is equal to: the Resources on the Foe's cards in play added to its resource value on the **RESOURCE GRID** (the chart below). Note that the Foe skips the whole first round with the 'No card draw' entry. Then, during the second round the Foe will have:

- ◇ −1 Resource on the **RESOURCE GRID**, and
- ◇ +1 Resource symbol on Saxon Ceorl (for the Saxon Foe), OR
- ◇ +1 Resource symbol on Ealdred (for the Norman foe)

This will mean the Foe effectively starts with a total of 0 resources, and will be looking for a 0 cost card to play during the second round at any level of difficulty.

Game Round	Resources / Easy	Resources / Normal	Resources / Hard
1	No card draw	No card draw	No card draw
2	-1	-1	-1
3	-1	-1	0
4	-1	0	1
5	0	0	1
6	0	1	2
7	0	1	3
8	1	2	3
9	1	2	4
10	1	3	5
11	2	3	5
12	2	4	5
13	2	4	5
14	3	5	5
15	3	5	5
16	3	5	5
17	4	5	5
18	4	5	5
19	4	5	5
20	5	5	5