CONQUEST
THREE KINGDOMS™

Co-op Scenario:
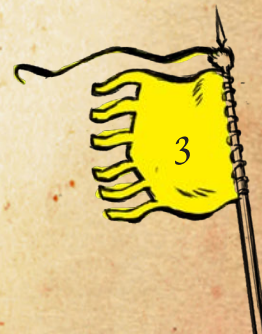## The Yellow Scarves Uprising

Table of Contents

A Land in Chaos

China, 184 A.D. - Famine, floods, plagues, and bandits have overtaken the countryside, and civil unrest grows as the common people suffer. Meanwhile, in the court of the Han dynasty, greedy eunuchs have abused their power and privilege to lavishly enrich themselves at the expense of the Emperor's influence. This usurping of the Emperor's authority has created uncertainty across the land, as whispers of the Emperor's weakness spread like wildfire. Many have taken this imperial instability as a sign that the Han have lost the Mandate of Heaven, and rebel leaders now see an opportunity to rise up and overthrow the Emperor. Still wary of the power of the Han, these rebel leaders have joined together, creating a large army of the common people known as the Yellow Scarves.

The Yellow Scarves Uprising

       Threatened by the growing popularity of the Yellow Scarves, Han officials seek to quell the calamity by executing many of the Yellow Scarves' organizers and leaders. But this brutality only serves to strengthen the resolve of the rebellion, causing multiple, allied rebel factions to rise across the land. Unable to control the popular uprising and present a unified front, the Han court has issued a call for volunteer forces to assemble and protect the empire. As a powerful warlord loyal to the Emperor, you have answered this call and banded together with other leaders to save the Han dynasty and forever forge your name into the annals of history.

       The Yellow Scarves Uprising is a co-op scenario for C3K where the players are allied and fight together against mechanical players (i.e. bots) whose actions are governed by a set of rules and rolls. This game mode can be played by 1 to 4 players and is based on the PvP rule set with modifications for co-op game play.

Scenario Setup:

The game sets up the same as for PvP, and all PvP rules apply to this game scenario, except where otherwise stated below.

1. Players pick Rulers and Provinces just as they do in PvP. All players start with 3 Gold.

2. Players can choose to allow the Ruler Zhang Jue (the Leader of the Yellow Scarves) to be a playable Ruler in this game mode, or remove him from the Ruler deck to match this scenario's history.

3. Once players have finished picking Provinces, Province cards are drawn at random as the starting Provinces for the bots (with the # of bots determined by the difficulty settings below). Each bot player starts with only one Province.

4. The remaining Province cards are split into two equal piles (give or take) and populated with 2 or 4 unit Neutral Infantry units. There are no empty Provinces in this game mode.

6. Set up bot placards clockwise around the board as a placeholder for their turns and a space to keep their units.

7. Bots start with a generic Ruler (i.e. no card) that gives 2 extra Infantry units per turn while in play, with 8 Infantry units, and with any bonuses outlined in the following Difficulty Settings.

Difficulty Settings:

1 Player:

    Normal: vs 2 bots
    Hard: vs. 3 bots
    Expert: vs. 4 bots

2 Players:

    Normal: vs. 4 bots
    Hard: vs. 5 bots
    Expert: vs. 6 bots

3 Players:

    Normal: vs. 5 bots
    Hard: vs. 5 bots, each with a starting General
    Expert: vs. 5 bots, each with a starting General and 2 extra Infantry units

4 Players:

    Normal: vs. 4 bots, each with a starting General and 2 extra Infantry units
    Hard: vs. 4 bots, each with a starting General and 4 extra Infantry units
    Expert: vs. 4 bots, each with a starting General and 6 extra Infantry units

Note: These difficulty settings are suggested settings, feel free to modify them as you wish for more or less challenging gameplay by modifying the number of bots, the number of bot starting units, or the bonuses to bot units (for example, increasing roll bonuses for bot Generals).

Gameplay Order:

Players roll D6s for highest die; player with the highest roll goes first for the players each round, and then turn order progresses clockwise.

Bots take their turns after all player turns have finished, starting with the bot that drew its starting Province card first, and then progressing clockwise.

Strategy Card Co-op Rules:

-Players share a Strategy Card 'Pot' with a max number of cards equal to the # of players minus 1 (so if there are 3 players, the Pot can hold a maximum of 2 cards). Any player can add a card to the Pot during their turn, up to the maximum. Cards in the Pot cannot be withdrawn or 'traded' once put in, and must either be used or discarded. Any player can use or discard cards in the Pot on their turn.

-Cards in the Pot that are marked 'Play at any time' can be played at any time by any player. The 'Revolt' Strategy Card is not playable in this game mode, so discard and redraw if this card is drawn by a player.

Fate Co-op Rules:

-Negative Fate cards affect bots the same as players.

-Positive Fate cards that would normally provide gold instead provide Infantry units to bots, with 1 Gold = 2 Infantry units.
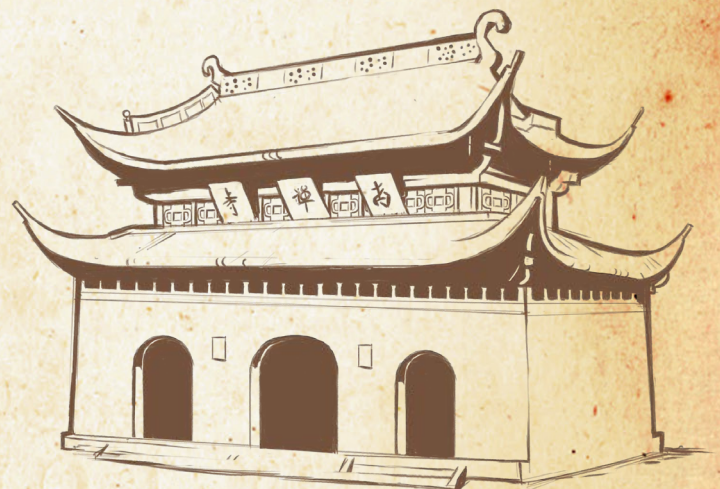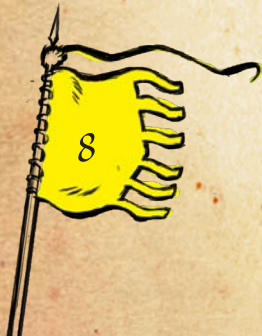
Player Co-op Rules:

-Players cannot attack each other.

-Players can share gold at any time, but cannot share Strategy Cards other than what's in the Strategy Card Pot.

-Players cannot share or trade any units (i.e. Generals or Infantry).

-Players cannot share Provinces (i.e. no 'mingling' units).

Rallying Neutral Provinces:

-A player with a Ruler may attempt to Rally a neutral province adjacent to their Ruler's Province to their side once per turn, during their turn.

-Player rolls a D6; on an even number they successfully rally the neutral Province to their side. Their Ruler is moved into this Province and the neutral Infantry units in the Province become the player's Infantry units (i.e. change to player's color). These units cannot take any Invade actions during that turn, but additional units may be moved into the Province.

-On an odd number D6 roll, the rallying attempt fails and the Province remains neutral.

-The player can still choose to Invade the Province, but their Ruler cannot take any Invade actions for the rest of that turn, nor attempt to Rally another Province.

Bot Gameplay Rules:

-Bots do not Invade each other.

-Bot Rulers always join in Invasions from their Province, and roll in combat with a D8.

-Bot Rulers and Generals can be assassinated or killed by Fate events.

-Bot Generals can be targeted with any Strategy Card, just as if they were Player Generals.

-Each bot Province can Invade only once per turn.

-Bots do not abandon Provinces under any circumstance.

-Bots receive Infantry units instead of gold during the Receive Gold phase, at 2 Infantry units for every gold they would receive at the start of their turn.

-If a bot's Provinces are all at Unit Cap, then no more units can be placed regardless of units available during the Deployment Phase, and these units are lost.

-Upon a successful Invasion, bots move all available units into the defeated Province (i.e. with the exception of the unit left behind in the Invading Province). These units will be repositioned during the bot's Reposition phase.

-Bot dice rolls can be rolled by anyone, or defined by a table decision.

Bot Generals:

-Bots gain a General after every 3rd turn and upon every 3rd Province captured, up to 3 Generals. 3rd turn Generals are placed by rolling a D6 and placing the General in the appropriate Province for that bot: an even roll places the General 'top down' (i.e. the Northernmost Province the bot owns), and an odd roll places the General 'bottom up' (i.e. the Southernmost Province the bot owns). Generals are initially placed in Provinces that currently do not contain either another General or the bot's Ruler, if possible (i.e. Generals are distributed throughout the bot's Provinces as much as possible).

Note: "North" is considered to be towards the top of the game board.

-3rd Province captured Generals are placed in the Province that 'pays' for them.

-If a 3rd turn General can't be placed on that turn due to an event like the Flood Fate Card, they are held in reserve and placed at the start of the next turn.

-Bots can always have up to 3 Generals in play and replace lost Generals per the rules above.

-Bot Generals roll with a D8 in combat and get +1 to their highest combat dice roll (similar to player Generals that have the 'Skillful' talent).

-Bots receive their Generals in the appropriate Province(s) at the end of their turn (for example, on Turn 3 a bot's General would be placed at the end of their turn, and not at the beginning of Turn 3).

Bot Turn Behavior:

These rules govern bot behavior for the Receive Gold, Deployment, and Invade phases of their turn (bots do not have a Resource Procurement phase):

-Starting from Round 2, at the start of their turn, bots receive the appropriate amount of Infantry units based on the Provinces they own, if their Ruler is still in play, and any Fate bonus, if active.

-Bot Deployment; during the Deployment phase, bot Infantry units are distributed evenly across their provinces, with 'leftovers' being placed by a D6 roll; if even, the leftovers are distributed 'top down', and if odd, the leftovers are distributed 'bottom up'.

Invasion Order: Roll a D6 to see in what order the bot's Provinces will Invade, with an even roll resulting in a 'top down' Invasion Order, and an odd roll resulting in a 'bottom up' Invasion Order (i.e., 'top down' means starting with the Northernmost Province, and 'bottom up' starting with the Southernmost Province).

During the Invade phase, bot behavior is dictated by a set of actions determined by a D8 die roll for **each** bot Province:

1: Bots make an Assassination attempt on a Player

-All players roll a D6, and re-roll ties. The player with the lowest roll then makes a D6 roll check; on a 6 the Assassination attempt succeeds and the player's Ruler dies and is placed into the discard pile. If the player has no Ruler, then the last General acquired that is in play dies instead. If the player has no Ruler or Generals in play, this action becomes an Invade action (see page 14).

2: Invade (see page 14)

3: Immediately rally 2 Infantry troops to bot Province.

4: Invade (see page 14)

5: Bribe Generals

-All players roll a D6, and re-roll ties. The player with the lowest roll makes a D6 roll check; on a 6 the Bribe succeeds, and the latest General hired is placed in the discard deck, and a bot General is added to the Province most recently captured by the bot.

-If bot already has 3 Generals in play, then the lowest player still places the Bribed General in the discard pile, but no bot General is added to the board.

-If the lowest player rolls a 1 on the D6 check, then that player gets 2 Gold.

-If the lowest player has no General(s) to Bribe, the bot takes an Invade action instead.

6: Invade (see page 14)

7: Rally

-If there is one or more neutral Provinces adjacent to the bot's Ruler, the bot Rallies a neighboring neutral province to their side. If more than one neutral Province is available, the rallied Province is chosen by a D4 roll that follows the same rules as in the Invasion rules (see page 14).

-If there is no neutral Province available to rally, then this becomes an Invade action.

8: Invade (see page 14)

Note: 'Locked' bot Provinces (see page 17) do not get an Invade phase, i.e. they take no actions.
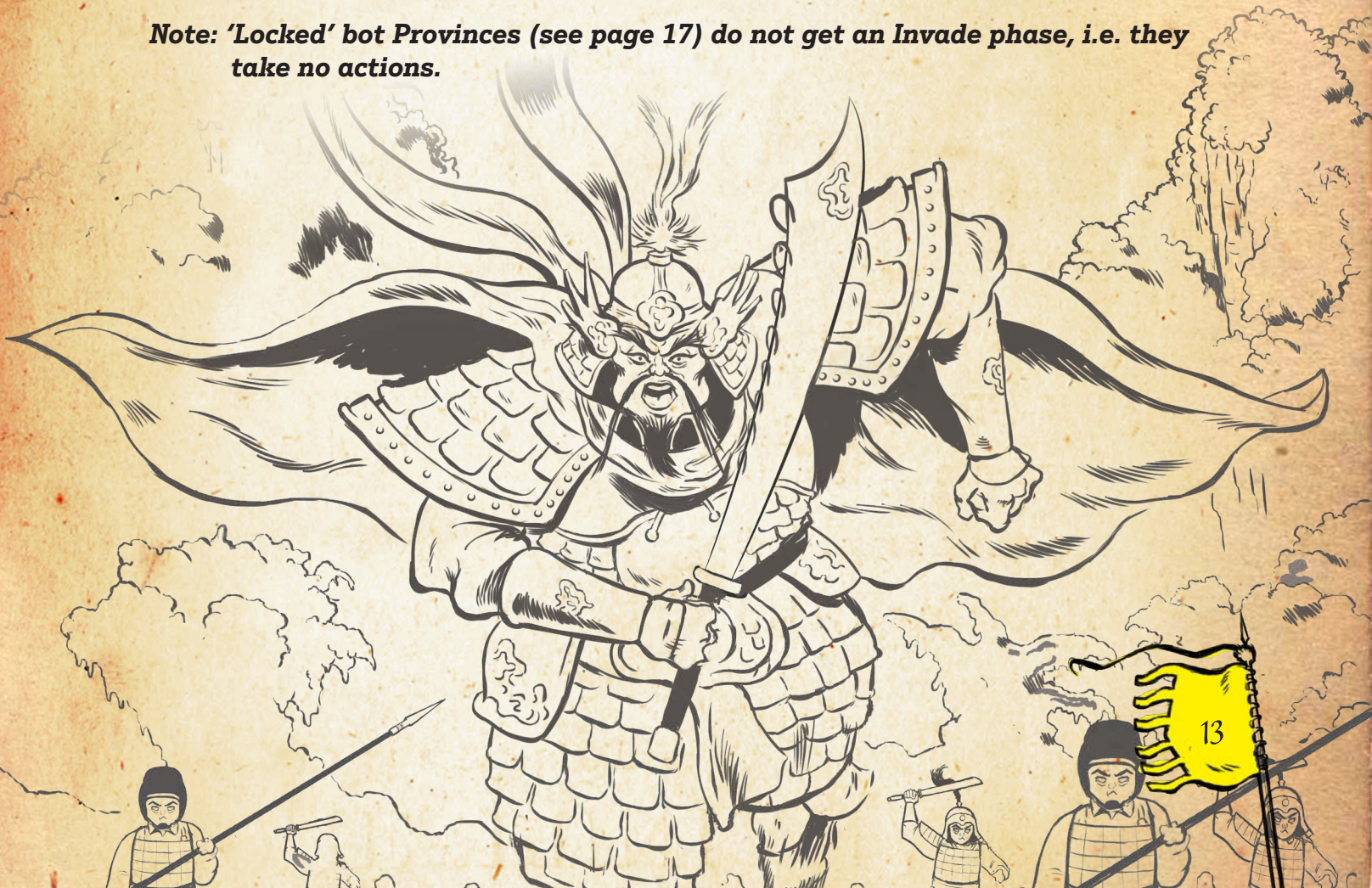
Bot Invasion Rules:

These rules govern bot behavior for Invade actions.

Province Invasions: Once Invasion Order is established, roll a D4 for each bot Province that meets the bot Invasion requirements below:

-There is at least one adjacent Neutral or Player Province that can be Invaded.

-The Invading bot Province must hold at least twice the number of units, plus one, than the potential Province(s) to be Invaded.

For example: If a bot Province with 10 units has two available Invasion targets, one with 5 units and another with 4 units, the bot Province can only Invade the Province with 4 units, since the bot Province must leave one unit behind in the Invading Province.

-If these conditions are met, then the D4 roll determines the attack direction as noted below, in order from left to right:

1: Invade North, East, South, West
2: Invade East, South, West, North
3: Invade South, West, North, East
4: Invade West, North, East, South

For example: If a bot Province has two available Invasion targets, one to the East and one North, then on a roll of 3, the bot Province would Invade the Province to the North.

-In the rare case that there is more than one Province in a rolled attack direction (i.e. two Provinces can be considered North of the Invading bot Province), then a player's Province is Invaded before a neutral Province, and if both are the same, the players choose the Province that is invaded.

-Bots continue an Invasion until they either win the Province or their attacking force is reduced to equal or less than the number of defenders.

For example: A neutral Province has 4 infantry units, and an attacking bot Province has 8 infantry units available to attack (i.e. not counting the unit left behind to hold the Province). The bot Province loses 5 units in the first two Combat Engagements and the neutral Province loses 1, leaving 3 units in the neutral Province and 3 units available to attack in the bot Province. At this point the attacking and defending unit numbers are equal, and the Invasion would end.

Bot Repositioning:

These rules govern bot behavior during the Repositioning Phase after all Invade actions are resolved:

-Bot Infantry units are Repositioned evenly across their Provinces, with 'leftovers' being placed by a D6 roll: if even, the leftovers are distributed 'top down', and if odd, the leftovers are distributed 'bottom up' (i.e., 'top down' means starting with the Northernmost Province, and 'bottom up' starting with the Southernmost Province).

-Bot Rulers and Generals do not Reposition unless they end up in a 'locked' Province after the Invasion phase.

-A locked Province is one that has no possible Invasion targets, i.e. is surrounded by either its own, controlled Provinces, and/or Provinces controlled by another bot.

-If a Province is at its unit cap it cannot receive any Repositioned units from a locked Province. If there are no available Provinces for a locked Provinces' units to be Repositioned to, then the units stay in the locked Province until space opens up for their Repositioning.

If a bot Province is locked:

-All except one of that Province's units are redistributed to all other Provinces belonging to that bot at the end of the bot's turn (i.e. the Province will be left with only one unit in it to 'hold' the Province).

   -Infantry units are redistributed evenly according to a D6 roll, with an even roll resulting in a 'top down' priority and an odd roll resulting in a 'bottom up' priority.

      For example: if a bot is redistributing 11 units over 5 Provinces and rolls an even number for priority, then the units would be distributed with 2 units going to each Province, and the leftover unit going to the Northernmost Province.

   -If the bot's Ruler or any Generals are in this Province, they are also distributed with a D6 'top down'/'bottom up' priority roll, with the Ruler and General(s) being placed in separate Provinces to spread their strength out as much as possible, if possible.

   -Units can no longer be deployed or distributed in this Province unless Invasion options become available.

-If a Province is at its unit cap it cannot receive any Repositioned units from a locked Province.

Victory Condition: Annihilation

As loyal subjects of the Han, there is only one path to victory against the Yellow Scarves: to wipe them out and crush their uprising before it takes hold in the populace and grows out of control.

To this end, players must capture all bot controlled Provinces and destroy all bot units by the end of Round 6 to be victorious.

Notes:

19

Hidden Tower™
MEDIA