

# THIRD CRUSADE – Solo game

v 0.9

In the solo gameplay you play using 1 or 2 Armies of an Alliance against 1 or 2 Bot Armies in the opposing Alliance. Just as in the standard game the Armies' actions and resources are kept separate if you are playing with 2 Armies on either side. The goal is the same as in the standard game; the first Alliance to reach 10 Glory wins. Set up the game as normal with the adjustments under Setup below.

## General rules

*This section explains any changes in setup and any general changes of the rules.*

### Setup

Set up the game as usual, giving the Bot(s) their corresponding player boards and Units, with the following changes:

- Each Bot gets a dice of their color.
- Sort each Bot Army's Orders into 3 groups:
  - All basic Reaction Orders and blank Orders in a group called **Reaction**.
  - The remaining basic Orders in a group called **Prepared**.
  - All Advanced Orders in a group called **Advanced**.
  - Add the Advanced March Order costing 1 command point to the Prepared group.

Shuffle each group and place them still separated next to their player board, with their backs facing you, so that you cannot see them.

- Each Bot gets 3 Objective Cards. If the game progresses to the end game scoring after the fourth round, the Bot will receive Glory for the card with the highest score for a Region they Control.
- The Bots do not use command points or supply count, only crowns and gold track markers.
- A Bot is always first on the initiative track in the first round.
- The Faith track is always used even if there is just 1 Army in an Alliance. The Faith tracker starts at 0. The Mercantile marker is not used.

### General changes

- No Final Winner is awarded within an Alliance, neither with 2 Bots nor 2 player Armies.
- The Faith track is used as a Battle modifier. The Army with the higher Faith will receive a bonus in Battle. If an Army is alone in an Alliance, their Faith marker can only be moved down to 0 on the Faith track. If there are 2 Armies in an Alliance, their Faith marker is moved back and forth as usual. If the marker is higher for one Army, their Alliance Partner counts as having 0.
- At the end of these solo rules there is a Bot Table that the Bot follows when they make decisions. These involve:
  - Picking Cards
  - Placing and executing Orders
  - Handling unexecuted Orders
  - Diplomacy bidding
  - Gaining Advanced Orders.

Whenever [**Phase**]: **BOT ROLL** is written in the rules, read the Bot Table and follow the instructions there in addition to what is written in the rules.

- You do not use blank Orders, and the Bot only uses them to randomize Reaction Orders.
- A lot of the choices of the Bot is based on the Battle Strength of all Units/Leaders in a specific Region. This is referred to as **weaker** or **stronger** Regions.

If 2 Regions have equal Strength but one has a Leader without any Unit(s), that Region will count as stronger.

- Whenever the term **Proximity** is mentioned, it means that the Bot acts/moves to the place closest to the **player side** of the board, and if the options are more or less equally close, the closest to the Glory track.

[EXAMPLE]

## Sequence of play

*This section explains the steps for each round, with any changes to player actions and how the Bot behave in the different steps.*

### Strategy Phase

Draw 4 Event Cards from the correct Event Cards deck and place them by the bidding board. This is done randomly without looking at the cards, for **every Bot Army and player Army** in the game. Use the initiative track to decide the order.

The player now choose 2 cards and take the corresponding command points for them as usual, but they also have to give the Bot Army the card in the corresponding slot. In a 4-player game, the top 2 Armies on each side relate to each other, and the bottom 2 relate to each other. In a 3-player game all 3 Armies get cards from the same slot.

[EXAMPLE]

**Strategy: BOT ROLL** Roll the Bot Army dice, both if you are playing against 2 Bots, and place it in the matching column header in the Bot Table. This Army will follow that column during this whole round. **Alternative rule:** If you want a bit more chaos and potentially a harder game, reroll the Bot's dice(s) at the start of each Phase.

### Planning Phase

Begin by placing all Bot Orders, randomly selected from the Bot's Prepared group without looking at them, following **Planning: BOT ROLL**. If you are playing against 2 Bots, begin by placing all Orders from the Bot that is first on the initiative track, and then all Orders for the second Bot.

First place **1 Order** in the Bot Region with the **strongest** Battle Strength, except for Jerusalem. Then place **all the rest** of the Bot Orders in Regions from the weakest to the strongest, taking into account the different Strength of Units in specific Regions. Begin by placing as many as possible in the first category, then move on to the second. Place Bot Orders in:

1. All Regions with Bot Control.
2. All Regions with Bot Alliance Presence.
3. All empty Regions Adjacent to a Bot Controlled Region.
4. Player Controlled Regions, from weakest to strongest.

Any multiple choices follow the **Proximity** tiebreaker. If a Bot does not have as many Orders in their Prepared group as stated in the Bot Table, just place as many as are possible.

[EXAMPLE]

After placing all Bot Orders you proceed to your own Order placement.

## Command Phase

As in the standard game, the Command Phase is played in initiative order. A Bot always starts by choosing to try and execute an Order. Check **Command: BOT ROLL** for the specific set of instructions.

The AI will execute Orders and Event Cards with the following priorities:

- Jerusalem if possible, until the Battle Strength there is equal to or higher than the value stated in the Bot Table.
- The weakest Region where they have Control
- A Region where they have Presence and their Alliance Partner is in Control.

### *Orders*

When a Bot executes an Order they ignore both command point cost and Region type, except for the Sea Move that still has to be made from a Port Region. Presence is needed in the same way as shown on the Order. They cannot execute Orders without Presence, but Presence may be gained during play. Ties are broken by Proximity. If a Region has an Order that cannot be executed at all because of the requirements, follow the **Order Fail**-instructions in the Bot Table.

### *Event Cards*

If the Bot has 2 Event Cards, shuffle them and select one randomly. Region requirements apply to cards. A Bot always tries to execute the crown event, buying temporary crowns if necessary. (Note that some Bot columns let them execute the crown event for free.) The Bot only does this if the crown event is at least partly useful to them. [EXAMPLE]

### *Any Adding/Removing during the Phase*

**Break any ties using Proximity.**

- *Adding Units:* Follow the priority for Event Cards and Orders. The Bot **never** covers any resource icons. If a Region cannot hold any more of a Unit type, add the excess Unit(s) to the weakest Adjacent Region. If none apply, first choose an Adjacent Region with Neutral Unit(s) and then an empty Adjacent Region. If non are available, that part of an Event Card is not played, and if it is an order the Bot follow the **Order Fail**-instructions.

If the Bot plays a card adding Units to a Region without their Alliance's Presence, they will choose an empty Region Adjacent to their weakest Region, with Neutral Units if possible.

- *Removing Units:* The Bot chooses the Region with the fewest of your Units. They never remove Neutral Units, either with player Units or alone. If The Bot is removing a Leader they choose Cavalry over Infantry.
- *Sabotage:* The Bot only Sabotage a Region where you have Presence, prioritizing first Glory, followed by command point, crown, supply and last gold. With multiple options they choose the Unit slot that holds the stronger Unit for that Region type. When the Bot removes Sabotage chits they follow the priority order, but skipping command point chits, in the stronger Region with multiple options.
- *Bandits:* The Bot ignores placing Bandits. A Bot will only remove a Bandit if you Control Jerusalem and a Bandit blocks a Road with direct access to Jerusalem. Bots still need to lose Units in order to pass by a Bandit.

- *Destroyed Port*: When adding a Destroyed Port the Bot chooses the Region where you have the highest Battle Strength. When removing a chit they choose the Region where they have the highest Battle Strength.
- *Resource chits*: The Bot only places Glory, crowns, gold and supply chits. Command points are ignored. The Bot places a resource in their strongest Region.
- *Diplomacy*: If the Bot gets to move on the diplomacy board, they follow the priority order in the Diplomacy Phase.

## **Battle**

Battles are resolved in the same way as in the standard game. The following factors are different:

- In any Battle, if an Army has higher Faith than the opposing Army, they get +1 in Battle Strength. If there are 2 Armies in an Alliance, only the Faith of the 2 opposing Armies in charge of the attack and defence will count. (This is just a bonus, not a Unit, and can not be used to account for Battle losses.) [EXAMPLE]
- *Reaction Orders*: At any time during a Battle, if the Bot has the lowest Battle Strength, a random Order is drawn from the Reaction group (if there are any Orders left there). If a blank Order is drawn, there is no Reaction. If a Reaction Order is drawn it is placed according to the rules below, replacing any non executed Order in the Region in question. Any Orders drawn from the Reaction Group are put to the side and added again during the Upkeep phase.
  - If the Bot is the defender the Reaction Order is placed in the Region they are defending.
  - If the Bot is the attacker the Reaction Order is placed in the Region they attacked from.
  - If the Reaction Order is the Reinforce Order, it is always placed in the strongest Adjacent Region available from the Battle Region. (This can be the Region the Bot attacked from.) If no Adjacent Region with Presence is available the Reaction Order is not used.

[EXAMPLES of the 3 above]

- *Losses*:
  - The Bot will always remove the 1 Neutral Unit allowed first.
  - If the Bot is in a Desert, they will prioritize losing Siege Engines, then Infantry and last Cavalry.
  - If the Bot is in a City, they will prioritize losing Infantry, then Cavalry and last Siege Engines.
  - The Bot will avoid losing any Leaders if possible.
  - If the Reinforce Order is used, the Bot will remove losses from the stronger Region. Ties are broken by Proximity.
- *Retreat*: The Bot follows the general retreat rules. They will first choose the weakest Region where they have Units, if there's multiple options, the one closest to Jerusalem. Any tie is broken by Proximity.

## **Marching**

With execution of both Orders and Event Cards, the Bot will try to March into an Adjacent Region where a player Army has Presence, but **only** if the Bot has enough Battle Strength to win a Battle. In case of multiple options, the Bot choose the player's strongest Region that they can win against. In case the Bot cannot reach a Region where they can win, they will first choose an empty Region, with one of their non executed Orders if possible, and second a Region where they or their Alliance Partner has Presence. Ties are broken by Proximity.

When a Bot March:

- They will always bring all Leaders.

- They will never March out of Jerusalem.
- To a Battle, they will bring the Units that are strongest in the Region they attack and leave one of their weakest Units behind. They will **always** leave 1 Unit. [EXAMPLE: Will not March to a Battle because they cannot win unless they fully leave a Region]
- To an empty Region, they will bring half their number of Units/Leaders, with uneven numbers rounded up. [EXAMPLE: 4 Units - bring 2, 5 Units - bring 3]
- To a Region where they or their Alliance Partner has Presence they will March to make both Regions have an equal amount of Units/Leaders, with the new Region having more if uneven.
- A Disperse March splits the number of Units/Leaders in 3, rounding down. The 2 new Regions always get an equal amount, and the origin Region is never left alone. If that is not possible, follow the Order Fail-instructions. [EXAMPLE: 4 Units: leave 2, place 1 in each new Region. 5 Units: leave 1, place 2 in each new Region.]
- The Bot will always prioritize placing Units/Leaders in a Region that makes them the strongest, using Proximity to break ties.

## Diplomacy Phase

You place your bid(s) first (for both Armies if you play as an Alliance). Then the Bot does their bidding, **Diplomacy: BOT ROLL**. Roll the Bot's dice and place it in the diplomacy cell in the Bot Table to remember your Bot column for the Upkeep Phase. The Bot never loses their gold from the bidding.

The Bot will prioritize:

- Diplomacy card:
  1. Glory
  2. Move on the diplomacy board
  3. Advanced Order
  4. Remove Sabotage
  5. Faith
  6. Gold
- Diplomacy board:
  1. Glory
  2. Hexagon Leader
  3. Square Leader
  4. Crown
  5. Faith
  6. Command point - remove chits, gain 3 gold
  7. Neutral Unit(s) - the strongest option fitting the Region they are placed
  8. Gold
  9. Supply

The Bot will add Units/chits according to the general placement rules.

Last to move:







- When the Bot moves your marker, they choose in reverse priority order.
- When you move the Bots marker, you have to move them to a space with Units/chits that are of use to them (no command points). If that is the only option available, move their marker to that space, remove the chits and give them 3 gold.







## Upkeep Phase

Perform the Upkeep phase as in the standard game modified by the Bot Table, **Upkeep: BOT ROLL**, and the following changes:

- The Bot does not lose any Glory for non executed Orders, **but you do.**
- When adding Units from the Genoa ships, the Bot will prioritize placing Units/Leaders in their weakest Region, with ties broken by Proximity. If a Region is full, they will place the remaining Units/Leaders in the Region that now has the lowest Battle Strength.
- Take all of the Bot's executed Orders and newly acquired Advanced Orders and sort them in the Prepared group and Reaction group, and shuffle them.

# Bot Table

Phase						
<b>Planning</b> Place Orders from the Prepared group. 1 in the Region strongest in Battle Strength, then weakest to strongest.	<b>Place:</b> 4 Orders	<b>Place:</b> 5 Orders	<b>Place:</b> 6 Orders	<b>Place:</b> 6 Orders	<b>Place:</b> 7 Orders	<b>Place:</b> 8 Orders
<b>Command</b> The Jerusalem count is for Battle Strength, from both Armies if 2 Bots are in play.  Executing a Bot Order can be a Card Trigger: <b>Randomly play one of the Event Cards NEXT TURN.</b> Place the executed Order on top of the cards as a reminder.  Any remaining Cards are played after all Orders have been executed.  <b>At the end of the Command Phase the Bonus takes effect.</b>	<b>Jerusalem:</b> 12  <b>Card Trigger:</b> Adding 1 or more new Units  <b>Event Cards:</b> Crown effects for free  <b>Bonus:</b> +1 Neutral Infantry to all Regions with a Leader	<b>Jerusalem:</b> 11  <b>Card Trigger:</b> Any March (including Sea Move and Disperse)  <b>Event Cards:</b> Execute main effects regardless of Region  <b>Bonus:</b> +1 Glory	<b>Jerusalem:</b> 10  <b>Card Trigger:</b> Adding 2 or more new Units  <b>Event Cards:</b> Execute main effects regardless of Presence  <b>Bonus:</b> Muslim: Place 1 Destroy Port chit Crusader: Remove 1 Destroy Port chit	<b>Jerusalem:</b> 9  <b>Card Trigger:</b> Muslim: Adding any new Unit to a Desert Crusader: Adding any new Unit to a City  <b>Event Cards:</b> If the main effect adds Units, +1 Cavalry  <b>Bonus:</b> Place 1 Sabotage chit	<b>Jerusalem:</b> 8  <b>Card Trigger:</b> Muslim: Adding any new Unit to a City Crusader: Adding any new Unit to a Desert  <b>Event Cards:</b> If the main effect include March, +1 Infantry  <b>Bonus:</b> +1 Gold chit	<b>Jerusalem:</b> 7  <b>Card Trigger:</b> Executing a Reaction Order.  <b>Event Cards:</b> If the main effect adds Units, +1 Infantry  <b>Bonus:</b> +2 gold
<b>Diplomacy</b> Reroll the D6 but keep the column (alternative rule - change column).	<b>Bidding roll:</b> D6 + gold amount	<b>Bidding roll:</b> D6 + gold amount	<b>Bidding roll:</b> D6 + half gold amount rounded up	<b>Bidding roll:</b> D6 + half gold amount rounded up	<b>Bidding roll:</b> D6	<b>Bidding roll:</b> D6
<b>Upkeep</b> Move Order selected randomly from Advanced to Prepared.	Select 2 and keep them	Select 1 and keep it	Select 1, keep if it's NOT a Reaction Order	Select 1, only keep if it's a March	Select 1, only keep if it's a Reaction Order	Gain no Advanced Order.

Order Fail						
Roll the D6 for an action the Bot can execute. Replace the dice in the table.	+1 Infantry	+2 Infantry	March	+1 Cavalry	Forced March	Desert +1 Cavalry/ City +1 Siege Engine