

# Rome: Total War – Solo & Additional Bot player Modes

## Background

This rulebook (hereafter referred to as the “Solo Rules” or “Solo Rulebook”) covers how to play Rome: Total War as an entirely solo game, and how to add one or more AI players or “bots” into a multiplayer game.

To play the game solo, it is important that you are fully familiar with the multiplayer (“normal”) rules before reading the Solo Rules. This rulebook only focuses on the differences from the normal rules and does not teach you how to play the multiplayer game.

Whenever there is a difference between the multiplayer game rules and the Solo Rules, the Solo Rules take precedent over the multiplayer rules.

The terms bot, AI and AI player are used interchangeably to refer to the non-human player(s). The term opponent is used to describe any other player in the game including both humans and AI players.

The solo rules for Rome: Total War don’t just provide you with one option for bots to play the game, instead you get two! The Super-bot and the Speed-bot. The **Super-bot** is intended to give you more of a feel of playing against a human opponent but does require more upkeep by the human player and therefore will extend the time taken to play the game. The **Speed-bot**, on the other hand, plays quicker due to lower upkeep. You can use either or both bots in a solo game, or to add AI opponents to a multiplayer game. We don’t necessarily recommend that you run both types of bots in a single game, just because you have to remember two different sets of options, but you can if you want.

## Components

In addition to the components used in the multiplayer game, you will need the following components:

- An AI Stance card for each faction that will be played by the bot.
- 2 six-sided dice 1 white and 1 Red

## Set up

1. Follow the set up for the normal multiplayer game, with the following changes.
2. Shuffle the AI's 4 starting General cards facedown and place one card, face down, into each of the 4 Army slots below the AI's Faction board.
3. Take all the AI faction's starting army cards and split them into three separate decks placing them to the right of the AI Faction board and shuffle each stack. The three decks are as follows:
  - a) Main Battle Infantry cards excluding Cavalry, Chariot and Elephant Cards This is called the "Main Deck".
  - b) Infantry Skirmishers. This is called the "Skirmisher Deck".
  - c) Cavalry, Chariot and Elephant Cards (including Skirmishing Cavalry) This is called the "Cavalry Deck".
4. Keep a space for a fourth Deck which will include Artillery Cards. This is called the "Artillery Deck." These four decks are collectively termed "The AI's Troops".
5. Take the AI's Reserves (not the upgrade cards or generals) and shuffle ALL cards together into a deck. These are collectively called the "AI Reserves":
6. Place all 5 of the AI's starting Navies in a single stack on the Navy "1" space to the left of the AI Faction's board.
7. Place the AI Stance card next to the AI's Faction board and take a cube from each other opponent in the game. The AI Stance card section of the Solo rules explain the options for setting up the AI Stance card at the start of the game.
8. Each Bot takes a "Status tracker" from each of the other opponents in the game and places it on the NEUTRAL space.
9. When placing AI Armies on the board, in the core game place an Army in each of the following regions.

<b>Starting Positions for Main AI Armies</b>				
<b>No.</b>	<b>Rome</b>	<b>Greek</b>	<b>Carthage</b>	<b>Barbarians</b>
1	Patavium	Epidamnos	Macodames	Bibracte
2	Cosentia	Pulpudeva	Kartuba	Uburzis
3	Medhlan	Pergamon	Qart Hadast	Casurgis
4	Rome	Athens	Carthage	Nemetocenna

## **Winning the Game**

The victory conditions are the same as the normal multiplayer game, with the objective to reach a certain number of Victory Points (VPs) and then playing until the end of the current Turn, at which point the player or bot with the most VPs is the winner. In the case of a tie, the bot or bots win, if only human players are tied follow the normal rules.

## **Game Overview**

The game follows the same phases as a normal multiplayer game:

- Initiative Phase
  - AI Stance changes
- Agent Phase
- Taxation Phase
- Campaign Phase
- Spending Phase

## GENERAL RULES

### The AI Stance card

The AI has a combination of nine different potential “Stances” that it can take with all other opponents in the game. Cubes called “Reaction markers” are placed into one or more of the boxes on the AI Stance card. There will be one Reaction Marker per opponent in the game.

There are several options for setting up each AI Stance card, here are three options you can use:

1. For your first game playing against the AI, we recommend all the Reaction Markers start on the central NEUTRAL (5) space.
2. If you wish to randomise the starting position of each opponent on the AI Stance card roll the Red and White d6. The White d6 determines the starting row (1-2 top row, 3-4 middle row or 5-6 bottom row) and the Red d6 the starting column (1-2 left column, 3-4 centre column or 5-6 right column) of an opponent’s cube. Repeat this for each opponent, therefore 3 cubes will be placed on each AI Stance card in a 4-player game.
3. Select the starting positions for the cubes on the AI Stance cards. You may want to make the AI more aggressive towards human players in which case place the cubes representing human players in the top right of the AI Stance card.

[INSERT AN EXAMPLE OF OPTION B]

The AI Stance table has a nine-box grid with adjectives used to describe the mentality of the AI in its current Stance and there is also an **AI Stance Score** (which is referred to later in the Solo rules) which ranges from 1 to 9, where one is generally the least likely opponent to be targeted by the AI with a negative effect and 9 is most likely. The AI’s Stance will dictate how It interacts with opponents.

## AI STANCE CARD

ROMAN					
1-6	5-6	DISTRUSTING	FEARFUL 4	PREPARED 7	WAR MONGER 9
	3-4	SUSPICIOUS	CAUTIOUS 2	NEUTRAL 5	HOSTILE 8
	1-2	TRUSTING	PEACE MAKER 1	COMPLIANT 3	THREATENING 6
			DEFENSIVE	RESPONSIVE	AGGRESSIVE
			1-2	3-4	5-6

## **INITIATIVE PHASE**

Take the Initiative cards 1-8 and deal one card to each player (AI and Human). Human players can then decide to add gold to the Initiative card that they have been dealt. Then reveal all cards, adding any gold. The highest total wins.

If an AI player has the highest total or is passed the Initiative choice by a human player. It will always choose to go first, and play will continue:

- Clockwise if the AI's initiative card has an EVEN number.
- Anti-clockwise if the AI's initiative card has an ODD number.

## **AI Stance Changes**

In each Round, other than Round 1, determine the AI's Stance with each of its opponents by rolling the White and Red d6. Starting with the Opponent Reaction Marker in the lowest numbered space on the AI's Stance board.

### **RED DICE**

- 1-2 – move the cube one space to the left.
- 3-4 – leave the cube in its current column.
- 5-6 – move the cube one space to the right.

### **WHITE DICE**












- 1-2 – move the cube one space down.
- 3-4 – leave the cube in its current row.
- 5-6 – move the cube one space up.

If the Marker would ever be moved off the nine-grid space for whatever reason, simply ignore the movement implied by that die, but still apply any movement for the other die rolled, if able.

### Status Marker Examples

The Barbarian currently has opponent reaction markers on spaces 5 and 6 in a 3-player game. Starting with the opponent on the lowest numbered space; the player rolls for the red Reaction marker and rolls a 4 on the White die and a 1 on the Red die. So, the red cube stays on its current column, and moves one row to the left, to Space 2.

The player then rolls for the Blue Reaction Marker. Rolling a 5 on the white die and a 6 on the Red die. The blue cube moves up one column and moves one row to the right. The player therefore performs the part of the roll that can be executed, moving the cube one column upwards to space 8. However, the movement on the Red die would move the cube off the AI Stance card and therefore this move is ignored.

		BARBARIAN			
STANCE	5-6	DISTRUSTING	FEARFUL  4  7  9	PREPARED	WAR MONGER
	3-4	SUSPICIOUS	CAUTIOUS  2  5  5  8	NEUTRAL	HOSTILE
	1-2	TRUSTING	PEACE MAKER  1  3	COMPLIANT	THRASHING  6
		DEFENSIVE	RESPONSIVE	AGGRESSIVE	
		 1-2	3-4	5-6	
		POSTURE			

## **AGENT PHASE**

The AI is dealt Action cards each round based on the normal multiplayer rules.

When moving their Agents, the AI players are restricted to the movement rules set out in the normal rulebook. Agent miniatures belonging to AI players must be moved across the board by the shortest route to an eligible target. Certain actions have differing preferences for targets.

For example: The Assassination Action card opponent's Generals are preferred targets over opponent's Agents. Therefore, the AI Agent will only target an opponent's Agent if there are no Generals that meet the requirement in reach of the AI's Agents. If an AI's Agents cannot reach an eligible target ignore this action.

Many Agent actions require the player to identify an opponent first. Once the opponent has been selected you will then select one of that opponent's targets. The "Target" could be an opponent's Region, General, Agent or Building. If the AI's Agents cannot reach any of the opponent's targets, then cycle back to the start and identify a different opponent and then identify and select one of that opponent's targets that can be reached by the AI's Agents.

When an Agent is off the board because it is the first round of the game, or for any other reason, place the Agent miniature(s) on the AI Faction's capital region at the start of their Turn in the Agent Phase. This initial placement is not an Agent Action. Once an AI Agent has completed an Action place them lying down in the Region the action took place as a reminder that the AI cannot perform another Action with this Agent on this Turn; this Agent is considered unavailable. Once you resolve all the AI's Action cards stand up all the AI's Agents. This denotes that the Agents are Available to perform Actions at the start of the next Agent Phase.

The AI flips each Action card one at a time and tries to resolve the card following the rules below. Once the AI has performed an Action with each of its Agents then flip any remaining Action cards and the AI gains the gold shown on all cards which were not used for Agent Actions.

**THE GAIN GOLD RULE:** If the AI does not meet the requirements for an Agent Action, then it gains the gold shown on the Action card.

## **ASSASSINATION**

Choose opponent(s) that have an "ENEMY Status" with the AI, breaking ties randomly.

If no opponents have an "ENEMY Status", then review the AI's Stance card.

- If any opponents have an AI Stance score of 7 or higher. Selecting opponent(s) with higher Stance scores.
- If two or more opponents are tied for the highest Stance Score, select the opponent(s) with the lowest Status (ALLIED, FRIENDS or NEUTRAL) with the AI and
- break any remaining ties randomly.

Determine the opponent's targets that can be reached by the AI's Agents, this could be opponent's Agents and/or Generals. The AI will prefer to target opponent(s) Generals if able, break ties randomly.

If a valid opponent or a valid target cannot be identified, then the AI will perform THE GAIN GOLD RULE instead.

## **BRIBE**

The AI player will never attempt this Action and will perform THE GAIN GOLD RULE instead..

## **DOUBLE AGENT**

For Double Agent, the AI will select:

- the opponent(s) that have an ENEMY Status with the AI. Break ties randomly
- the opponent(s) where the Stance score is 7 or higher. Selecting opponent(s) with higher Stance scores and break remaining ties randomly.
- the opponent(s) that have a NEUTRAL Status with the AI. Break any remaining ties randomly.

The AI will target opponent(s) Agents in territories that the AI controls and territories with AI armies. The AI will select only those targets that one of the AI's Agents can reach.

**The AI will attempt this Agent Action if an AI Agent can reach an opponent Agent. If either none of the opponents meet the requirements above, or if opponent Agents cannot be reached, then AI will perform THE GAIN GOLD RULE instead.**

## **PROTESTS AND RIOTS**

The AI targets the opponent(s) with the highest Stance score. If tied choose the opponent with which the AI has the lowest Status. Break remaining ties randomly.

Once the targeted opponent has been selected, select a Target Region preferring:

- Regions with the highest gold value
- An Opponent home Region
- The nearest opponent Region to the Agent

**An AI will always perform this Agent Action if able, even if it would mean placing a second cube on a Territory with 1 Gold value.**

## **REBEL UPRISING**

The AI targets the opponent(s) with the highest Stance score, if tied it will select the opponent which has the lowest Status with the AI, and if still tied break any remaining ties randomly.

When selecting a region to target for this Action, select the highest gold non-home region of the opponent targeted and if tied, select the region closest to the AI Agent's current Region.

## **RECRUIT MERCENARIES**

Move the AI Agent that is currently closest to a Mercenary Region into the Mercenary Region and add a Mercenary card from that Region to the "AI Troops" Stack of the respective type (Main, Cavalry, Skirmish or Artillery). If no Mercenary cards are available from the Region selected, choose the next closest Region, until the AI gains a card. If the AI Agents cannot reach any Mercenary Regions, then follow the gain gold rule above.

## **SABOTAGE**

The AI targets opponent(s) with the highest AI Stance score, excluding opponents which have a FRIENDS or ALLIED Status with the AI. If tied, then:



1. Select the opponent(s) with the lowest STATUS with the AI player. Remember that the AI will not select opponents which have a FRIENDS or ALLIED Status.
2. break any remaining ties randomly.

Select a Market or Barracks building which can be reached by an AI Agent. When deciding which of the selected opponent's buildings to target, select the building closest to an AI Agent's current region, breaking any remaining ties randomly.

### **SOW DISTRUST**

Select the opponent with the lowest Status with the AI (ENEMY, NEUTRAL, FRIENDS, ALLIED), if tied select the opponent with the highest AI Stance score.

An AI Agent must be able to reach the opponent's capital region to perform this Action, if one or more AI Agents could reach the opponent's capital region select the AI Agent closest to the targeted capital region.

When deciding which of the selected opponent's diplomatic statuses to reduce select a different opponent which has the highest Status (ALLIED, FRIENDS, NEUTRAL) with the first opponent selected. If tied break any ties randomly. In the unusual case that none of the diplomatic statuses are capable of being reduced, ignore this Action, do not select another opponent and perform THE GAIN GOLD RULE instead.

### **SPY**

AI Agents do not perform the SPY Agent Action and perform THE GAIN GOLD RULE instead.

### **TRADE**

Offering Trade: Trade can be offered by the AI to an opponent using the following rules.

Choose the opponent with the highest Status (ALLIED, FRIENDS or NEUTRAL) and offer trade. If tied select the opponent with the lowest AI Stance score.

Select a target region belonging to that opponent that is closest to an AI Agent and move an AI Agent to that region.

**The AI will not attempt this Agent Action if it has ENEMY Status with all opponents.**

Accepting a Trade Offer: The AI will consider trade offered by an opponent using the following rules.

The AI will only accept trade if it does not have an ENEMY Status with the opponent offering trade. Assuming it has a NEUTRAL, FRIENDS or ALLIED Status with the opponent, refer to the AI's Stance score with that opponent:

- 1-3 - Always accept.
- 4-6 – Roll Green die and accept on any roll EXCEPT "X" 66%
- 7-8 – Roll Yellow die and accept on any roll EXCEPT "X" 50%
- 9 - Always refuse.

### **TREASURY THEFT**

Choose the opponent that has the most gold coins breaking any remaining ties randomly. An AI Agent must be able to reach the opponent's capital region. Move the AI Agent closest to the capital region. If no AI Agents can reach the capital region, select a different opponent.

**The AI will not attempt this Agent Action if it would gain fewer coins than simply taking the gold shown on the card.**

## **TREATY**

Proposing a Treaty: The AI player will propose a treaty to an opponent in the following order of preference from highest to lowest:

1. The AI will propose a move from FRIENDS TO ALLIED to an opponent provided the AI Stance Score is between 1 and 6.
2. The AI will propose a move from NEUTRAL to FRIENDS to an opponent provided the AI Stance Score is between 1 and 6.
3. The AI will propose a move from ENEMY to NEUTRAL to an opponent provided the AI Stance Score is between 1 and 3.

In the case of a tie the treaty is posed to the opponent with the lowest AI Stance Score. Break any remaining ties randomly.

Accepting a Proposed Treaty: If an opponent offers a Treaty to an AI player the result depends on the AI's Stance score with that opponent:

- 1-3 - Always accept.
- 4-6 – Roll Green die and accept on any roll EXCEPT "X" 66%
- 7-8 – Roll Yellow die and accept on any roll EXCEPT "X" 50%
- 9 - Always refuse.

## TAXATION PHASE

### SUPER BOTS

When deciding the amount of gold received by an AI player use the normal multiplayer rules when playing with one or more **Super-bot players**.

### SPEED BOTS

If you are playing with one or more **Speed-bots** use the following rules.

All AI players receive a fixed amount of gold per turn calculated as follows:

- 15 gold per Turn regardless of the number of their own home regions, opponents' home regions and independent regions held.
- 3 gold per turn per Market building placed on the board. This is gained REGARDLESS of where the Market is located on the board.

The bot players will therefore gain a minimum of 15 gold per Turn and a maximum of 27 gold per Turn (if all 4 of its Markets are on the board).

If you would like to increase the difficulty of the game increase the amount of gold per Turn from 15 to 20 or even 25 before adding on gold gained from Market buildings.

## CAMPAIGN PHASE

### Undeclared and Declared AI Armies

Armies are not created by AI players at the start of the game. Each of the four starting Generals for the AI player's Faction are randomly allocated, face down into one of the four army spaces below the AI's Faction board. The AI's armies at the beginning of the game are termed "Undeclared."

AI armies have two potential states they are either "Declared" or "Undeclared".

### Declaring AI Armies

There are three situations during the game when an AI's army will change its state from Undeclared to Declared:

- When an opposing player's Agent successfully plays a Spy Agent Action against that army.
- When an opposing player decides to attack an AI's army, and
- When the AI's army attacks a human opponent
- When the player decides to Declare AI Armies before resolving an attack between two AI players.

When any of the above situations occur refer to the table below and count the cards in each of the 4 decks that comprise the AI troops. Depending on the number of troops in a deck, roll the d6 and decide the number of each type of card in the army.

If the table shows 2 options e.g., 1-2 roll a d6 and a result of 1-3 take the lower value, in this case 1, and on a roll of 4-6 take the higher value, in this case 2. Similarly, if the table shows three options e.g., 0-2 then the d6 roll of 1-2 corresponds to 0, 3-4 corresponds to 1, and 5-6 corresponds to 2. Finally, if there is only one option then this is the number to be included.

For example:

- the AI has 9 Skirmisher cards in its Skirmisher deck, so no die roll is required, and the AI adds two Skirmisher to its Army face down.
- The Cavalry deck which has 13 cards, and the die rolled is a "4", so the top 3 cards of the Cavalry deck are added to the Army.
- The Main Battle deck, remember that an Army can only have 6 Main Battle cards, and this includes the Cavalry. The Main Battle deck contains 7 cards, and the die roll is a "6" so 4 Main Battle cards would be added, however, the Army can have a maximum of 3 as there are already 3 Cavalry cards and so the top 3 Main Battle cards are added to the Army.
- Finally, the AI has 1 Artillery card and rolls a "6" so the one artillery card is included in the Army.

No. cards	Skirmisher	Cavalry	Main Battle	Artillery
1-4	0-2	0-2	2-3	0-2
5-8	1-2	2-3	2-4	1-2
9-12	2	2-3	3-4	2
13+	2	2-4	3-4	2

If the AI has fewer cards in one or more of the 4 stacks than the number rolled simply draw all remaining troop cards of that type. Once all cards have been drawn from the available "AI Troops" place them underneath the corresponding General card below the AI Faction board. From now on, until this army is removed from the board, it is considered a "Declared" AI army and the cards that

make up that army will remain on the relevant space below the AI's Faction board. This army is now identical in all respects to an army controlled by a human player.

### **Defeating Declared Armies**

If the AI army is ever reduced to fewer than 2 main battle cards, the army is defeated just as it would be in the normal rules. However, rather than return any remaining cards to the Reserves, instead place all remaining Skirmisher, Artillery, Cavalry, and the remaining Main Battle card back into their relevant AI Troop Decks. The AI Army Miniature is removed from the board and is now considered to be an "Undeclared" army. The General card for the defeated army is returned to the available General cards.

### **Moving the AI Armies and identifying Targets**

Depending on whether you use the Super-bot or the Speed-bot there are a set of rules to determine whether the AI will attack an opponent, and which target it will choose to attack.

#### **SUPER BOT ATTACKING RULES**

The Detailed Target Priority Order rules are used with the Super-bot. Take each AI Army in turn, starting with Army "I" and then attempt to resolve each option in order from 1.1 downwards. If the AI army cannot resolve an option, then ignore that option and move onto the next option. Some options are triggered on Opponent's status e.g., ENEMY.

The Detailed Target Priority Order rules are included in the table in Appendix 1.

#### **SPEED BOT ATTACKING RULES**

The Speed-bot uses a summarised set of orders entitled The Summary Target Priority Order rules. Take each AI Army in turn, starting with Army "I" and then attempt to resolve each option in order from number 1 downwards. If the AI army cannot resolve an option, then ignore that option and move onto the next option. Some options are triggered on Opponent's status e.g., ENEMY.

Both the Detailed Target Priority Order and the Summary Target Priority Order use the PRIORITY ORDER TABLE which is shown below.

<b>PRIORITY ORDER TABLE</b>	
This table determines whether the AI selected the option for the target or not: YES indicates that this option is taken without the need for a die roll NO indicates this option is ignored and so you move onto another potential target for this option, or if there are no other targets move onto the next option on the relevant Targeting Priority Order Table	
"YELLOW" OR "RED" indicates a die roll is required. If the result of the die roll is a SKULL then take the option and target selected, otherwise ignore this target and move on to the next target, or if there are no further targets for this option then attempt to resolve the next option on the relevant Targeting Priority Order Table.	

<b>STATUS</b>	<b>AI STANCE SCORE WITH OPPONENT</b>		
	<b>6 or less</b>	<b>7 to 8</b>	<b>9</b>
ENEMY	YES	YES	YES
NEUTRAL	NO	YELLOW	RED
FRIEND	NO	NO	RED
ALLY	NO	NO	NO

### AI Conquering Regions

The player rolls the dice to defend an independent or garrisoned region and applies the result as per the normal game. If a Skull or 2 wounds are rolled the AI loses a main battle card, if an S is rolled the AI loses a Skirmisher.

If the AI army is undeclared:

- take the cards of the top of the appropriate “Main Battle” or “Skirmisher” Deck.
- If the AI does not have any cards in its “Main Battle” deck, then remove the top card from its “Cavalry” deck.
- Return any cards removed to the reserves, as you would in the normal rules.
- If you remove a 3-gold value army card, then add 2 gold to the AI’s available funds.

If the AI is unable to lose a card, as it has none of that type, simply ignore this loss, just as a human player would.

If the AI army is declared,

- take the AI army and flip cards face up one at a time until the appropriate card (main battle or Skirmisher) is revealed and return the card to the AI Reserves Deck then shuffle the AI Reserves Deck
- If you remove a 3-gold value army card, then add 2 gold to the AI’s available funds.

If the AI is reduced to fewer than 2 main battle cards, follow the rules for Defeating Declared Armies above.

### Conquering an Independent or Garrisoned Region

Follow the normal multiplayer rules and if the AI must lose troops follow the steps above.

### Besieging a Garrisoned Region

The AI does not besiege Garrisoned Regions, if the AI is directed to attack a Garrisoned Region always follow the Garrisoned Region attack rules above.

### **Attacking a human opponent's army**

If the AI attacks a human opponent's army or is attacked by a human opponent, then, if the AI Army is undeclared, immediately follow the rules for Declaring AI Armies above.

Once you have a declared AI Army follow these steps

1. Take the AI Skirmisher cards and without looking at them, shuffle them and count cards into a stack equal to the number of terrain symbols in the region.
  - a. If the AI has more Skirmisher cards, then place these to one side for now.
  - b. If the AI has fewer Skirmishers than there are terrain symbols, look through the main battle cards, or have another player look through for you if possible, and select the card(s) that show the best dice in terrain. Red > Yellow > Green > White > Black. For example, select a main battle card with a Green die before one with two white dice. This is the TERRAIN DECK.
2. Next take the AI's Cavalry card and without looking at them place these cards to the right of the Terrain deck. This is the FLANKS DECK
3. Next take the remaining Main Battle cards together including any Skirmisher cards placed to one side in step 1a above and shuffle these cards together and place these to the right of the FLANKS deck. This is the CENTRE DECK.
4. Finally separate any Artillery cards into a separate deck. This is the ARTILLERY DECK

You should now have 4 decks of cards from left to right TERRAIN (Step 1 above), FLANKS (Step 2), CENTRE (Step 3) and ARTILLERY (Step 4).

Now compare the Generals fighting the battle, if the human player has a General with a higher star rating, then they may choose to have the AI reveal its card first during any phase in the battle, just as in the normal game. If, however, the AI General has a higher star, then take one GREEN dice for each star rating difference (these are termed "Tactic dice") and place these dice beside the Army created in steps 1 to 4 above.

### **Using Tactics Dice**

If the AI has one or more Tactic dice available, then, after the human player has revealed the card to be played in phases 2,3 or 4 of a battle (see below, Tactics dice are not used in Terrain).

If the AI rolls a blank during phases 2,3 or 4, then it will roll a Tactics die and take the result of the Tactics die instead. It is possible to finish a battle with Tactics dice still unused. In this case any unused Tactics dice are lost and returned to the supply. Each Tactics dice can only be used once per battle.

If you would like to increase the difficulty, you can roll a Tactics dice whenever an "S" result is obtained which would have no effect, in addition to rolling it when a blank result is obtained.

To further increase the difficulty, you can roll a Tactics dice whenever you roll a result other than a SKULL on a dice roll. Then apply the result of BOTH dice rolls.

### **Human versus AI Battle**

The battle now takes place as set out in the normal rules, following the four phases:

1. Fight for the Terrain
2. Fight for the Flanks
3. Fight for the Centre
4. Envelopment

### **Fight for the Terrain Phase**

This will proceed as per the normal rules, with the AI revealing a single card in each round.

### **Fight for the Flanks Phase**

This will proceed as per the normal rules, with the AI revealing a single card in each round until either it has no Cavalry cards left, or the human player has no Cavalry cards left. Continue to draw cards, if the AI cannot draw a Cavalry card, then the human player has the choice of how to use their remaining cavalry as per the normal rules. If the AI draws a Cavalry card and the player has no Cavalry left, then place all the remaining unused AI Cavalry card face down to one side and move on to the Fight for the Centre below.

The AI player will use the additional Cavalry cards as described in “Playing Additional AI Cavalry cards” below.

### **Fight for the Centre Phase**

This will proceed as per the normal rules, with the AI revealing a single card. However, if the AI reveals a Skirmisher card, it will also reveal its next card and play both cards this round. If the next card is also a Skirmisher, then place this second Skirmisher card to one side and continue to draw until a Main Battle card is drawn. Play then proceeds as per the normal rules.

When a Skirmisher card has been placed to one side as described above, this will be played in the next round along with the next Main Battle card drawn.

If the AI has artillery roll a GREEN dice after the human player has revealed his card.

- If the result is an “S” or “X” or SKULL, then the AI will play the top card of its Artillery Deck this round.
- If the human player has the same number or fewer main battle cards than the AI Artillery deck, do not roll a GREEN dice and simply play the top card of the Artillery deck in each of the remaining rounds.

Remember: Consider the use of GREEN Tactics dice if the AI has any in the fight for the flanks or the fight for the Centre.

### **Playing Additional AI Cavalry cards**

If the human player has any remaining Main Battle cards and the AI has none left then the AI will play any remaining Cavalry cards, to prevent enemy troops gaining an unopposed attack against its remaining troop cards. In the normal rules, the player must declare whether they intend to use Cavalry in the Fight for the Centre or in the Envelopment Phase. The AI does not have to declare, but a human player must follow the normal rules.

### **Envelopment Phase**

The AI rolls for any remaining Cavalry not used in Phases 2 or 3 above. The AI does not have to reroll all dice but can choose which dice to reroll. The AI will:



- always keep “X” and “SKULL” results and
- always reroll “Blank” Results.
- choose to reroll “S” results only if these results would have no effect.

The outcome of battles is resolved as per the normal rules, with VPs being scored normally and the AI will retreat if defeated. If both sides suffer equal casualties, then roll a Red die on a SKULL result the AI Army retreats to an adjacent region controlled by the AI, if able. If multiple options for retreat are available to the AI army, break any ties randomly.

### **An AI player attacking an AI opponent’s army**

It is possible that either, or both AI Armies could be undeclared.

### **SUPER BOT**

If you are using the Super-bot follow the rules above for declaring AI Armies and declare both AI Armies if required. Then, if you want, you can carry out the rules for “Attacking a human opponent’s army” set out above. However, our recommendation is to follow the rules for gathering dice when attacking a Garrisoned Region and gather these dice for BOTH the attacking AI Army AND the defending AI Army.

Roll the dice for the attacker first, and then the defender. The winner is the player with the higher result just as in the normal rules, and the defender wins ties. Then both AI players lose Main Battle cards and Skirmisher cards as shown on their opponent’s dice rolls.

When determining the casualties, remove one card from the top of the “Main Battle” Deck for each skull, and remove one card from the top of the “Skirmisher” Deck for each S result. Return any cards removed to the AI Reserves and shuffle the AI Reserves deck.

The winning AI then scores VPs. 2 VPs if it managed to destroy 3 or more of the opponent’s cards, and 1 VP if it destroyed 2 or fewer cards.

### **SPEED BOT**

If you are using the speed-bot, or if you would prefer a faster resolution,

If either or both AI Armies are declared, then simply gather the dice that would be used when attacking a Garrisoned Region as described under the Super-bot rules above.

If either, or both AI armies are undeclared, calculate the number of “Main Battle” cards that would be included in the army using the table in Declaring AI Armies section above. Flip the General cards for the undeclared army or armies and gather the dice, exactly as you would for attacking a Garrisoned Region.

Roll the dice for the attacker first, and then the defender. The winner is the player with the higher result just as in the normal rules, and the defender wins ties. Then undeclared AI Armies will lose Main Battle cards and Skirmisher cards from their “AI Troops” Decks returning them to the AI Reserves and shuffling the AI Reserves Deck. In this way the undeclared armies remain undeclared, and this should speed up battle resolution.

The winning AI then scores VPs. 2 VPs if it managed to destroy 3 or more of the opponent’s cards, and 1 VP if it destroyed 2 or fewer cards.

### **Splitting AI Armies**

The AI will never split a declared army. Undeclared armies cannot be split.

### **AI Armies returning to “Undeclared” Condition**

If at any point during a Turn an AI declared army is reduced to fewer than 5 cards, even if the army has 2 or more Main Battle cards, then during the Campaign phase this Army will move towards the closest Home Region. Once it reaches a Home Region remove the corresponding AI Army miniature from the board and place it beside the AI’s Faction board and return the army’s cards to the “AI Troops” in their respective decks.

This AI army can be returned to the board as per the normal rules during the current Turn if it has not yet moved, or if it has already been activated this turn, it can be returned to the board in a future turn.

### **AI Navies**

AI Navies are only placed on the board if required to move one of the AI player’s Armies. The AI only ever has one stack of Navy cards beside its AI Faction board, it will not create a second Navy. However, the AI may have more than one Navy miniature on the board at any given time. Each Navy is identical and is made up of all the Navy cards beside the AI faction board.

AI Navies are always moved after AI Armies have been moved unless they are being used to transport an AI Army. See “Transporting AI Armies” rule below.

AI players never attack other AI players navies. AI players navies can ALWAYS peacefully coexist in a single sea space regardless of their STATUS towards each other. This reflects the seas being large areas and to simplify the interaction between AI players.

### **Transporting AI Armies**

The AI will not move onto ships in a Sea Region if there are insufficient ships to accommodate the army to be moved. If the army is undeclared, then it is always considered to have sufficient ships to accommodate the army being moved.

AI Armies will only board ships to attack a Region if:

- There are sufficient ships to hold a declared army; and
- The region can be reached and attacked this round.

AI Armies do not remain on ships at the end of the AI player’s campaign phase. AI navies can be intercepted by human players following the normal rules.

AI Navies will intercept human player’s navies [based on the CURRENT PRIORITY ORDER TABLE??].

Remember: Both AI Navies are identical and are represented by the cards in the Navy 1 slot beside the AI player’s faction board.

### **AI Conquering Mercenary Regions**

If an AI player conquers a Mercenary region, take the associated Mercenary cards and shuffle them together to create a stack. Place this stack with the other AI Reserves. Keep each Mercenary stack separate from other Mercenary stacks if the AI controls multiple Mercenary Regions. Follow the normal rules.

## SPENDING PHASE

Each AI will use the following rules when deciding how to spend its available gold. It will continue down the list until each reaches the bottom, or until it has insufficient gold to buy the identified item in the next step.

SPENDING PRIORITY ORDER		AI STANCE TABLE				STATUS
		A	B	C	D	E
OPTION		ALL OPPONENTS	ANY OPPONENT IN	ANY OPPONENT IN	ANY OPPONENT IN	ENEMY/ AT WAR
		1/2/3	4/5/6	7/8	9	
<b>Mix of Spending</b>						
1	Replace lost Generals	ALL	ALL	ALL	ALL	ALL
2	Remove Black cubes from all Regions	ALL	ALL	ALL	ALL	ALL
3	Purchase/Repurchase any Agents up to the maximum	ALL	ALL	ALL	ALL	ALL
4	Spend gold/money on Troops	4	6	7	8	9
5	Purchase Development on Faction Tree	6	4	3	2	1
6A	Walls	YES	YES	YES	YES	YES
6B	Market	YES	YES	YES	NO	NO
6C	Barracks	YES	YES	YES	YES	YES
6D	Roads	YES	YES	YES	NO	NO
6E	Ancient Wonder	YES	YES	NO	NO	NO

First decide which column to use A-E in the table above. This depends on the position of cubes on the AI's Stance card. Find the column which applies and then work your way down the column from Step 1 Replace Lost Generals to 6E Ancient Wonder.

- If a step has the word ALL, then complete this step as completely as possible using available gold.
- If a step has a value, then spend up to this value, and no more on the indicated resource.
- If a step has either YES or No, then this is used in step 6 (A to E) and shows the type of buildings that the AI will consider building. See rules below to decide which buildings the AI will decide to build.

### 1. REPLACE LOST GENERALS

If the AI has fewer than four generals available, then it will buy generals until it has four.

### 2. REMOVE BLACK CUBES

The AI will pay to remove as many black cubes from its Regions as possible, preferring regions with higher gold production and regions closer to its capital region, but break any remaining ties randomly.

### 3. PURCHASE AGENTS

The AI will pay to have all replace and/or increase it's available Agents up to the maximum of 3.

### 4. GOLD ON TROOPS

Purchase troops from the AI's Reserve pile and place the troops bought into their relevant decks Skirmish, Main Battle, Artillery and Cavalry. Purchase troops to the value shown in the relevant column of the table above. If a card drawn has a cost which would cause the AI to exceed the "Spend gold on troops" value shown in the table, do not buy the card. Place it back in the AI Reserves and Shuffle the AI Reserves, and then move onto the next step.

Once all purchases have been made, shuffle the decks.

## **5. DEVELOPMENT ON FACTION TREE**

Starting from the top left on the AI faction's development board begin buying developments, moving down and across the faction board. The AI will buy all the left most developments on the board, before moving onto the second column of developments. Once you reach a development with a cost that exceeds that shown in the column of the table that you are resolving, do not buy this development and instead move on to Step 6 below, Buildings.

## **6. BUILDINGS**

The AI will always attempt to perform the Universal Selections below in order starting with option 1 first. If it is unable to perform a Universal Selection, then refer to the section A to E in the table below and build one building placing it on the location indicated. If the step states "Randomise selection" then look at the available options and roll a d6 to select which option to build.

<b>ORDER OF CHOICE AND PLACEMENT</b>	
<b>UNIVERSAL SELECTION (DO THIS FIRST)</b>	
1	Build Ancient Wonder if YES
2	Connect Markets with Roads (except Barbarian tribes)
3	Build a Barracks in a Mercenary Region
<b>A - IF ALL OPPONENTS' AI STANCE SCORE ARE BETWEEN 1 and 3</b>	
1.1	Walls and Barracks placed on capital city
2.1	If Market place at highest value port
2.2	Otherwise place Market adjacent to another market
3.1	Randomise selection
<b>B - IF ANY OPPONENT'S AI STANCE SCORE IS IN THE RANGE 4-6</b>	
1.1	If Market place at highest value port
1.2	Otherwise place Market adjacent to another market
2.1	Walls and Barracks placed on capital city
2.2	If Barracks or Wall place on most valuable conquered or Home region NEAREST to an opponent in STANCE 4-6
2.3	Placed on highest value AI HELD Region
3.1	Randomise selection
<b>C - IF ANY OPPONENT'S AI STANCE SCORE IS IN THE RANGE 7-8</b>	
2.1	Barracks or Walls in AI HELD Region that is NEAREST to OPPONENT Region in STANCE 7 or 8
3.1	If Market place at highest value port
3.2	Otherwise place Market adjacent to another market
3.1	Randomise selection
<b>D - IF ANY OPPONENT'S AI STANCE SCORE IS 9</b>	
1.1	Barracks or Walls in AI HELD Region that is NEAREST to OPPONENT Region in STANCE 9
<b>E - IF ANY OPPONENT HAS ENEMY STATUS WITH AI</b>	
1.1	Barracks or Walls in Region NEAREST to ENEMY armies

## **OTHER RULES**

If the rules state to “break any remaining ties randomly” then simply take initiative cards equal to the potential number of available options, shuffle and reveal a card, selecting the option based on the card revealed. Alternatively use a d6.

## **THE GOLDEN RULE**

If you have one or more options for the AI which are not specifically covered in these rules then, if possible, take the option that is most beneficial to the AI. If there are multiple options, or if more than one human or AI player is impacted by an option then break any ties randomly.

## Appendix 1 – Detailed Target Priority Order for Super-bot AI.

GOLDEN RULES		
<b>A</b>	All Aggressive actions cease if 6 or fewer Main Battle cards in its AI Troop decks	
<b>B</b>	Each AI Army can only conquer ONE Opponent Home Region during each Campaign Phase	
<b>C</b>	Whenever you have more than one target in a selected option below prefer targets based on the AI Stance Score, and if still tied randomise with d6	
TARGETING PRIORITY	STATUS	STANCE
<b>1 If ENEMY army in home region or any home region lost to another faction</b>		
1.1 Retake a conquered Home Region that is not occupied by an OPPONENT Army	NOT ALLIED	ANY
1.2 Attack an ENEMY Army in a conquered Home Region	ENEMY	ANY
1.3 Attack an ENEMY Army that is beseiging a Home Region	ENEMY	ANY
1.4 Attack the nearest ENEMY army in a Home Region	ENEMY	ANY
<b>2 Attack an ENEMY</b>		
2.1 Attack an ENEMY Army adjacent to a Home Region	ENEMY	ANY
2.2 Attack an ENEMY Army which is within MOVEMENT RANGE of the AI's Army.	ENEMY	ANY
2.3 Attack an ENEMY held Region preferring an ENEMY'S Home Region	ENEMY	ANY
2.4 Attack an OPPONENT Army within MOVEMENT RANGE of the AI ARMY	N/A	CONSULT THE PRIORITY ORDER TABLE
<b>3 Take NON-HELD REGIONS (Expansion) - A NON HELD REGION is any region that is not currently held by an opponent</b>		
3.1 Take any NON HELD Mercenary Region adjacent to an army	N/A	N/A
3.2 Take an adjacent NON HELD Region (with Greece and pre Reform Romans preferring regions with least terrain markers as tie breaker)	N/A	N/A
3.3 Take nearest NON HELD Mercenary Region	N/A	N/A
3.4 Take the nearest NON HELD Region	N/A	N/A
3.5 Take nearest NON HELD Mercenary Region accessible by sea	N/A	N/A
3.6 Take the nearest NON HELD Region accessible by sea	N/A	N/A
<b>4 Remove Unrest Markers from AI HELD Regions</b>		
4.1 Move to nearest unrest marker on AI HELD REGION that is within MOVEMENT RANGE and remove unrest markers following normal rules	N/A	N/A
<b>5 Take OPPONENT Faction's Conquered or Home Regions</b>		
5.1 Take an adjacent non-garrisoned OPPONENT region not occupied by an opponent army	N/A	CONSULT THE PRIORITY ORDER TABLE
5.2 Take an adjacent garrisoned OPPONENT region without an opponent army	N/A	CONSULT THE PRIORITY ORDER TABLE
5.3 Take nearest non-garrisoned OPPONENT region not occupied by an opponent army	N/A	CONSULT THE PRIORITY ORDER TABLE
5.4 Take nearest garrisoned OPPONENT region without an opponent army	N/A	CONSULT THE PRIORITY ORDER TABLE
5.5 Attack nearest OPPONENT army in garrisoned region	N/A	CONSULT THE PRIORITY ORDER TABLE
5.6 Attack nearest OPPONENT army in non-garrisoned region	N/A	CONSULT THE PRIORITY ORDER TABLE
5.7 Redo steps 3 to 7 adding "accessible by sea" to the end of each option	N/A	CONSULT THE PRIORITY ORDER TABLE
<b>6 Improve Location, non Aggressive Action and therefore can be completed with fewer than 6 Main Battle Cards</b>		
6.1 If AT WAR, move army towards nearest ENEMY REGION	ENEMY	ANY
6.2 Move to nearest garrisoned AI HELD Region with line of supply	N/A	N/A
6.3 Retire towards nearest HOME Region	N/A	N/A
6.4 Move to nearest AI HELD garrisoned Region without line of supply	N/A	N/A
6.5 Retire towards AI HELD Region without Line of Supply nearest to an OPPONENT HELD REGION	N/A	N/A
6.6 If you cannot do any of the above, simply leave the AI Army and resolve movement for the next AI Army	N/A	N/A

## Appendix 2 – Summarised Target Priority Order for Speed-bot AI

GOLDEN RULES	
A All Aggressive actions cease if 6 or fewer Main Battle cards in its AI Troop decks	
B Each AI Army can only conquer ONE Opponent Home Region during each Campaign Phase	
C Whenever you have more than one target in a selected option below prefer targets based on the AI Stance Score, and if still tied	
TARGETING PRIORITY	EXPLANATION
1 Regain control of the NEAREST Home Region	This would apply regardless of the STATUS or STANCE of the OPPONENT.
2 Attack the NEAREST ENEMY Target	Targets would include ENEMY Army, ENEMY Home Region or ENEMY Conquered Region
3 Take a NON HELD Region preferring Mercenary Region then NEAREST Region	A non-held region is any region on the board that is not a home region and not currently controlled by an opponent
4 Remove Unrest Markers from the NEAREST AI HELD Region	Move to an AI Held region with Unrest Markers and spend movement to remove those markers as per normal rules
5 Attack the NEAREST OPPONENT Target	ROLL ON THE PRIORITY ORDER TABLE preferring targets with the highest AI Stance Score.
6 Move to an AI Home Region.	board or the AI already has one or more armies in a Home Region
7 Move to an AI HELD Region NEAREST to an OPPONENT Region	Prefer Regions adjacent to ENEMY held regions, otherwise select a region where the AI Stance Score is highest.
<b>Tie Breaker when required is the NEAREST target to the AI Army. i.e. fewest movement points required to reach the target region</b> <b>Break any remaining ties randomly</b>	



## Appendix 3 – Increasing the Difficulty level of the AI

## Remaining Questions that need to be answered

- Whether and where to place roads?
- Deciding whether to besiege rather than attack? AS ABOVE
- How does the AI use/build Wonders? NO
- Do we add difficulty levels to the AI? If so, how? Or do we increase the difficulty of the AI as the game progresses? E.g., The AI is more likely to attack NEUTRAL or FRIENDS targets from round 3 onwards. Or perhaps both.
  - Difficulty options
    - Increase taxation income.
    - Increase VPs earned.
    - Make winning the Initiative easier.
    - Different/more difficult AI cards? This would add to the cost though.
    - Specific AI Missions to gain VPs? VPs for controlling specific regions for example.