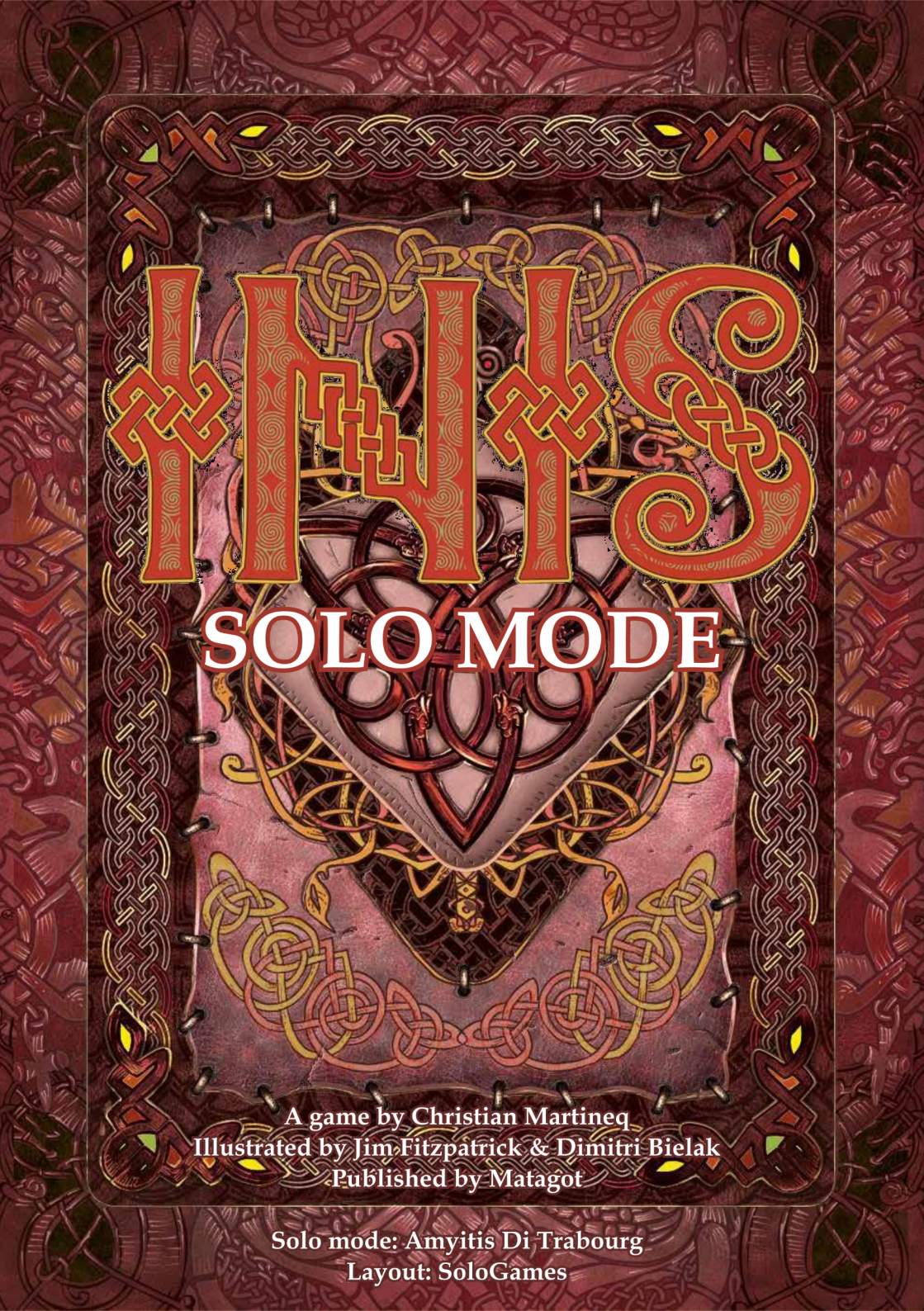




HMS

SOLO MODE

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Solo mode: Amytis Di Trabourg
Layout: SoloGames

SETUP

The setup generally follows the normal rules for two players with some small adaptations:

EWEN (this is the name of the bot) is the Brenn at the beginning of the game.

Bold: changes to the classic rules for 2 players.

1. Place 2 Territory tiles to form the starting board.
2. **Place the Capital randomly: assign each Territory to a side of the "Flock of Crows" token, flip the token, and place the Capital according to the result obtained.**
3. Place the clans of each player, one at a time, starting with the Brenn (EWEN) as in the two-player game. **Proceed as for the Capital, using the "Flock of Crows" token to determine placement.**
4. Your 2 clans and 2 EWEN clans are now in place.
5. Do not forget to remove at the beginning of the game cards marked with a 4 (from the 4-player game).

ASSEMBLY PHASE

1. Determine the Brenn normally based on the majority in the Capital.
2. Check if a contender has won the game.
3. Redistribute Advantage cards by majorities in the Territories.
4. Discard a random action card from the 13 available.
5. Be careful, EWEN will necessarily play Epic Story Cards (if any) during this phase.

DRAFT PHASE

Be careful, this phase may seem long and tedious reading, but I assure you that playing it is very simple and fast!

1. **Discard 2 cards randomly, face down to one side, taken from the 12 remaining action cards** (remember that the 13th card was removed at the beginning, as for the normal rules).
2. **Place the remaining 10 cards on the table, face down, split up into two rows of 5 cards, separated as follows:**
 - **3 cards - 2 cards (row A)** - they represent 5 cards of EWEN.
 - **3 cards - 2 cards (row B)** - they represent 5 of your cards.

Flip the left-hand 3 cards of row A and choose 1 card to keep for yourself. Put the cards you do not choose back in place

Flip the right-hand 2 cards from row A and choose 1 card to keep for yourself. Put the card you do not choose back in place

Flip the left-hand 3 cards in row B and choose 1 card to keep for yourself. Put the cards you do not choose back in place

Flip the right-hand 2 cards from row B and choose 1 card to keep for yourself. Put the card you do not choose back in place

3. You now have 4 cards in hand while his stay on the table:
 - 2 cards (A) - 1 card (C).
 - 2 cards (B) - 1 card (D).
4. Choose 1 card from the remaining 4 left-hand cards (A + B) and 1 card from the remaining 2 right-hand cards (C + D).
5. You now have 6 cards. Add the two previously discarded cards to the 4 cards remaining on the table. These are EWEN's cards.

SEASON PHASE

The idea here is to create a list of priorities according to the pictograms on the cards for the actions of EWEN

Again, it may seem complicated and tedious but we will quickly memorise the order priority, and I have tried to make it as logical as possible. You can of course change this order if you wish to change EWEN's personality.

You will therefore start by arranging all the EWEN cards (including the Territory and Epic Story cards) in a row facing EWEN (see the examples below), ordered left to right:

1. Triskel.
2. Triskel / Season (**these double-acting cards must be used first and foremost for their Triskel effect**, then, if necessary, for their seasonal effect).
3. Construction.
4. Recruitment.
5. Movement alone.
6. Movement / Combat.
7. Nothing.
8. Druid * (EWEN, and he alone, has the right to play his Druid even if it is his last card).
9. Combat alone.

- If EWEN has several cards of the same group (e.g. Recruitment), when it plays its actions, we will shuffle the possible cards (all those with Recruitment in the example) and we will choose one at random to play. On the next turn, you will need to choose a card from the next group.

- If it turns out that one EWEN card CAN NOT be played, you can select another from the same group or go to the next group if it was the last one in that group. If there are no more, then he passes his turn.

* Druid: EWEN randomly draws a card from his discard pile until he can play the card drawn

Example 1

EWEN has the following 6 cards "in hand":

Druid, Geis, Migration, Sanctuary, New Clans, Craftsmen & peasants.

He places them (and will play them) as follows from left to right (5 groups in all):

*(Geis *) (Sanctuary) (New Clans + Artisans & Peasants) (Migration) (Druid)*

* NB. For the Geis, which is a Triskel card, he will play it when it triggers (so during your very first action), so his real first action will be Sanctuary.

Example 2

EWEN has the following 6 cards "in hand":

Exploration, New Alliance, Festivities, Bard, Conquest, Warchief.

He places (and plays) as follows from left to right (4 groups in all):

(Bard) (War Chief) (Exploration / New Alliance / Festivities) (Conquest)



Here are the priorities according to the different actions.

When he must:

He tries, in priority, to:

Add clans: • New alliance • Festivities	1. To equal an opposite majority, if he can. 2. Have a majority in the Capital. 3. Place them where he has the fewest clans. 4. Reinforce a tile he has the Advantage card for. 5. Spread out as much as possible.
Moving clans: • Conquest • Migration	1. Go first to an empty tile, but: • He never completely abandons a territory. • He always tries to keep his majorities (if it is not possible, he will not play this card this turn, and move on to the next one instead) 2. He always tries to have a majority ** 3. Move to an empty tile, the Capital, a tile with a Sanctuary, or a tile he has the Advantage card for. ** while retaining his majority, he will use his surplus units to attack you, but only if he can match your own units at the beginning of the fight
Explorer: - Exploration	If EWEN is the Brenn, choose an adjacent location to the Capital starting at 12 o'clock and moving clockwise. If there is no space around the capital, chose closest to his nearest units (always clockwise from the Capital starting at 12 o'clock).
Draw Epic Story Card: - Bard	Place it in the right place in the EWEN card row according to its pictograms as at the beginning of the Season.
Choose a Target Territory (Conflict):	All these points are cumulative: 1. Where there are the least opposing clans. 2. Where there are fewer Citadels. 3. Where there are more Sanctuaries. 4. EWEN may exceptionally leave the territory of departure if he is in the majority for the conflict. NB: He avoids the Mountain as long as it is possible.
Choose a territory to build: • Citadel • Warlord • Artisans & Peasants • New Clans • Sanctuary	1. Where he is the majority. 2. Territory of which he has the Advantage card. 3. Capital (only if his units are present). NB: He tries to distribute the units he adds as evenly as possible
Play Geis:	Invalidates your first action (which action is up to you!).
Replace an opposing clan:	See "Adding Clans".

CONFLICT

The conflict normally takes place here ...

1. If EWEN is the Invader:

- Before the start of the fight, and with each of his attack maneuvers, **flip the "Flock of Crows" token** to check for a truce:
Green : he asks for the truce (you may or may not accept).
Red : he attacks normally.
- He attacks: I normally lose a clan or an Action card (choice).
- I must attack automatically (result of my attacks follows below).

2. If you are the Invader:

(Remember to check the bonuses of his Triskel cards!)

At the beginning of the fight, EWEN always tries to hide in a citadel (as much as possible according to the normal rules, you do as you do want).

- I can ask for the truce when I want, and EWEN responds by **flipping the "Flock of Crows" token**:

Green : he accepts (the fight is stopped)

Red : he refuses (the fight continues)

- I attack: **To determine the result, flip the "Flock of Crows" token:**

Green: EWEN loses an Action card (The leftmost green card in the row).

Red: EWEN loses a clan.

(If he has no more Action cards, he loses a clan and vice versa).

- EWEN must attack automatically (he does not withdraw from the fight and he does not ask for the truce).



ORDER OF EWEN CARDS

1. Triskel.
2. Triskel / Season (used **primarily** for its Triskel effect).
3. Construction.
4. Recruitment.
5. Movement alone.
6. Movement / Combat.
7. Nothing.
8. Druid * (EWEN, and he alone, has the right to play his Druid even if it is his last card).
9. Combat alone.

GOLDEN RULES

If EWEN has several possibilities, you must choose the most advantageous for him.

EWEN must retrieve a tile claiming victory, just as with a normal player.



