

EMBERHEART

SOLO MODE RULES

'Draco' Solo Mode by John Albertson



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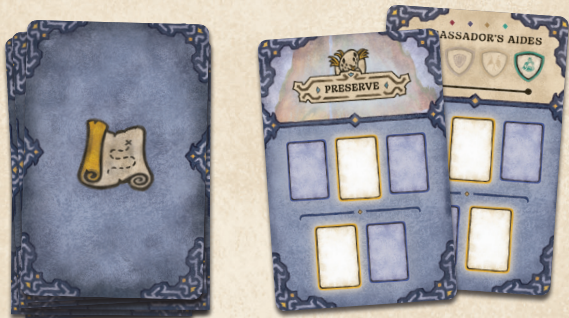
OVERVIEW

You will play a 2-player game against Draco, the automated solo opponent. For the 2-player variant, see page 21 in the core rulebook. In addition to the 2-player mode cards, you will also need the Solo Components.

SOLO COMPONENTS



5x Assignment cards



8x Decision Cards

SETUP

Set up a 2-player game with the following modifications to the setup steps:

2. Do not give Draco a player board. Instead, create a play area where Draco will collect Hero, Dragon, Preserve, and Garrison cards. Then shuffle the eight Decision cards and place them face-down in Draco's play area.
3. After choosing a color for yourself, choose a color for Draco and place all 5 Crests of the chosen color in Draco's play area (the rest of the Crests will be used to block out Location spaces as described in the 2-player mode rules). Then place all 5 Assignment cards face-up in Draco's play area.
4. Do not give Draco Attribute markers.
5. Do not give Draco Grunt tokens. Instead, give Draco 5 Warden tokens.
6. Do not give Draco Gear tokens.
8. Sort the Garrison cards into decks by their color and organize them in ascending order by their Glory value. Place the three decks face up (with cards of 3 Glory on top) next to the main board near the Garrison area. Then draw the top card of each deck, shuffle them, and fill up the location's card slots with them in a random order.
10. Place Draco's Flame token 4 spaces to the left of the starting space.
14. You are the First Player.



GAMEPLAY

You play each phase as normal.

Draco plays each phase as found below. Note that Draco never uses Special Locations and the position of Draco's Flame marker never changes.

I. ACTION PHASE

At the start of Draco's turn, reveal the top card of Draco's Decision deck if any of the following conditions are met:

Requirement clarifications

- At least 1 Aide token is available.
- Draco has at least 1 Assignment card face up.

If none of these conditions are met, Draco passes.

Decision Card: Common Location

If the revealed Decision card shows a Common Location, place one of Draco's Crests on the space in that Location (if available) with the number matching the highest-numbered face-up Assignment card. Then flip that Assignment card face down. If the Location space matching the highest-numbered face-up Assignment card is occupied, Draco places the token on the nearest available lower-numbered space for which it has a matching face-up Assignment card.

If no Location spaces are available on the revealed Location, repeat the procedure on the next Location

in clockwise order. This may result in Draco having two Crests on the same Location. When Draco places a Crest on the Mountain, place a number of Warden tokens from the general supply underneath that Crest equal to the number of the space it was placed on.

If all Assignment cards are face down, reveal the next Decision card.

Decision Card: Ambassador's Aide

If the revealed card shows an Ambassador's Aide, Draco takes the Aide token from the spot indicated on the card. If that Aide token is not available, Draco instead takes the first available Aide token in the indicated direction.

If there's no available Aide token left, reveal the next Decision card.

Aide tokens

Aide tokens function slightly differently when taken by Draco:



Leader - If Draco takes the Leader token, it becomes the First Player next round.



Defender - If Draco takes the Defender token, discard the Raid card on the same side as the Aide token indicated on the revealed Ambassador's Aide card.



Survivalist - If Draco takes the Survivalist token, it does not take a Gear token, but it still breaks ties when claiming a reward on the Mountain.



Healer - If Draco takes the Healer token, nothing happens (do not move its Flame marker).



Example: Playing as purple, Draco's next Decision card is revealed to be the Heroes' Guild. Draco always tries to occupy the highest location space. (1.) First, Draco checks number 5, which is available, but Draco doesn't have a matching Assignment card, so it can't go there. (2.) Draco has an Assignment card with number 4, but the matching location space is already occupied, so it can't go there either. (3.) Location space number 3 is available, and Draco has a matching Assignment card, too, so Draco places one of its Crests there.

II. REWARD PHASE

At the beginning of each Reward phase, shuffle Draco's Decision cards and place the deck face-down in its play area. Then resolve each Common Location as usual, using the 2-player mode rules, with the following modifications:

When Draco is about to claim a card from a Common Location, its action depends on how many cards are available:

1. If there is only one card available, Draco takes it
2. If two cards are available, reveal the top card of the Decision deck; Draco claims the card indicated in the bottom row of that card.
3. If three cards are available, reveal the top card of the Decision deck; Draco claims the card indicated in the top row of that card.



After claiming a card, Draco proceeds according to the Location:

◆ Heroes' Guild



Draco places the claimed Hero card in its play area. Draco never attaches Dragons to Heroes.

◆ Tavern



Draco discards the card without gaining Hirelings or moving its Flame marker.

◆ Poacher's Camp



Draco places the claimed Dragon card in its play area. Draco never attaches Dragons to Heroes or Preserves.

◆ Mountain

I. Bottom Level



Draco places the claimed Dragon card in its play area. Draco never attaches Dragons to Heroes or Preserves. If the claimed Dragon requires Draco to discard a Warden, Draco returns it to its play area instead.

If Draco has any Wardens left, move them onto the vertically aligned Warden spaces as usual. If Draco has no Wardens left, it does not proceed to the Middle Level.

II. Middle Level

Draco returns one Warden to its play area, plus any additional Wardens shown on the claimed Dragon card. If Draco has the Survivalist Aide token, Draco wins any ties.

III. Top Level

If Draco cannot meet the Warden requirement, it does not claim the Dragon card and forfeits the remainder of resolving the Mountain.

◆ Preserve



Draco discards the claimed card. Draco never attaches Dragons to Preserves.

◆ Garrison



Draco places the claimed Garrison card in its play area.

III. RAID PHASE

Draco skips the Raid phase.

IV. RESET PHASE

The Reset Phase is resolved as in the core rules, with the following modification to Step 3: draw the top card of each Garrison deck, shuffle them together, and refill the Garrison card slots in a random order.

Then shuffle Draco's Decision cards and place the deck face-down in its play area.

END GAME SCORING

YOUR FINAL GLORY

Calculate your Final Glory as usual with the exception of Hero cards that scores Glory in comparison of other players:

- If no other player has more Dragons - you must have at least 6 of the required Dragon type to score that Hero's Glory.
- If no other player has more Hirelings - you must have at least 8 of that Hireling type to score that Hero's Glory.
- If no other player has more Garrison/ Preserve/Hero - you must have at least 6 of that type to score that Hero's Glory.
- If no other player has more Gear - you must have at least 8 Gear to score that Hero's Glory.
- If no other player has an Attribute marker in a higher position - your marker must be at least in the penultimate position on an Attribute track to score that Hero's Glory.

DRACO'S FINAL GLORY

Calculate Draco's Final Glory based on the following:

- The Glory value of each Dragon card in Draco's play area.
- The Glory value of each Hero card in Draco's play area.
- The Glory value of each Garrison card in Draco's play area.
- The final position of the Flame markers.

DIFFICULTY MODIFIERS

For a greater challenge, Draco always claims the card with the highest Glory value during the Reward phase. If there is a tie or the cards do not have any Glory value, Draco proceeds as normal.

For an even greater challenge, Draco advances on its Attribute tracks and scores Glory for them.

Setup changes: Give Draco the player board of its chosen color and place an Attribute marker on the first space of each Attribute track.

Reward Phase: Draco advances on the corresponding Attribute track after claiming a Preserve or Garrison card. If Draco takes a Dragon card from the top of the Mountain, it advances its highest Attribute marker. Whenever Draco would advance on a track it has already maxed out, it instead advances on its second-highest track.

End Game Scoring: Draco also scores Glory for its Attribute advancements.

