

# WAR CHEST™



## SOLO

### Set-Up

- 1. Assemble AI Bag** - Shuffle the cards in the **AI Deck List** together and select four at random. Place these cards on the left side of the board face-up. Place **2** coins for those cards in the AI Bag, and set the remaining coins to the left side of the board to form the AI's **supply**.
- 2. Draft** - Take the unused cards from the AI Deck and shuffle them with the remaining cards. Draw 6, and select 4 to be your cards. Set up your bag like a traditional 2-player game of *War Chest*.
- 3. Place Control Markers** - Take 6 control markers each for you and the AI. Place 2 control markers for each side on the board like a traditional 2-player game of *War Chest*. Now, you're ready to play. The AI goes first.

### AI Deck List

*Calvary*  
*Crossbowmen*  
*Knight*  
*Light Calvary*  
*Pikeman*  
*Scout*  
*Swordsman*

### The AI's Turn

- 1. Reload** - If the bag is empty, place all coins from the AI's discard pile back into the bag and add a *Royal Coin* to the bag.
- 2. Draw** - Reveal a coin, and use it according to the "**On Coin Reveal**" flowchart
- 3. Discard** - If the revealed coin was not **Deployed**, place the coin into the AI's discard face-up.

### Definitions

**"Order of Priorities"** - A numerical list of criteria. If the first criterion applies to *one and only one* location/hex/enemy unit, then use that criterion to select your target. Otherwise, move to the second criterion, using only those locations/hexes/enemies that applied to the first, and so on down the list.

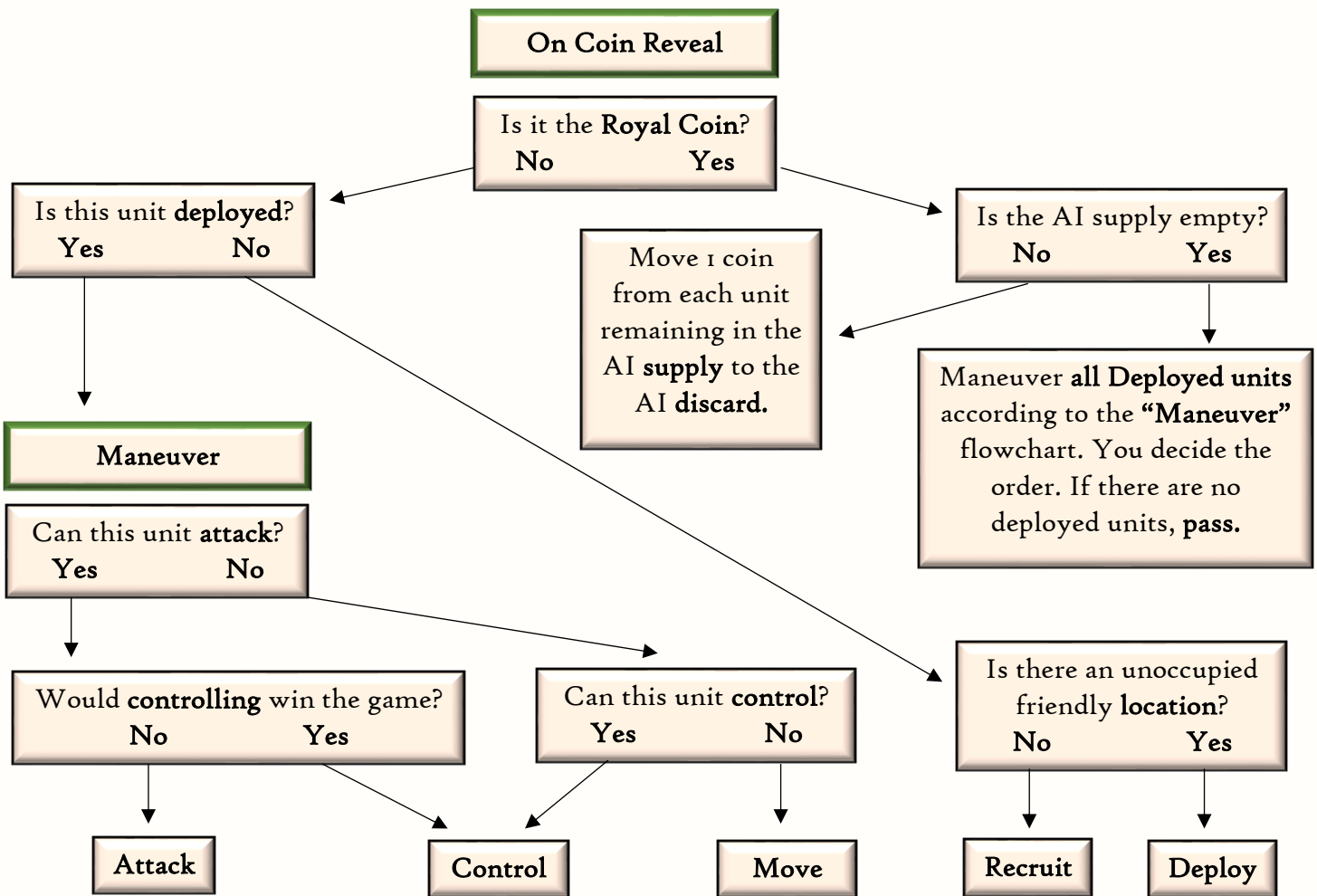
**"Closeness"** - This refers to the hex/location/enemy unit that is the least number of hexes away, counting around any occupied spaces.

### Notes

**Turns** - There is no initiative. Instead, take turns with the AI. When you have no coins, draw back up to three and play a coin all in one turn.

**Bolster** - The AI will never bolster its own unit. *Exception: See Knight Note in the AI Attack maneuver.*

This is an unofficial solo variant.



### AI Deployment

**Deploy** – Place the revealed coin onto an unoccupied friendly location, determined by order of priorities:

1. Closest to a neutral/enemy location.
2. Closest to an enemy location.
3. Closest to an enemy-occupied location.
4. Closest to the center hex.

*Scout Note:* The *Scout* should **Deploy** based on the above criteria, but considering all hexes adjacent to friendly units to be an “unoccupied friendly location.”

### AI Recruitment

**Recruit** – Move a coin from the AI’s **supply** to its **discard**, according to order of priorities:

1. The unit with the most remaining coins left in the supply.
2. The unit with the most coins removed from play.
3. The unit that was most recently maneuvered.

If there are no coins left to recruit, the AI **passes**.

### AI Movement

1. **Target** – Select a target enemy/neutral location, determined by the following order of priorities:

1. Closest location.
2. Enemy location.
3. Enemy-occupied location.
4. Location closest to the center hex.

Targeting should always occur before each movement.

2. **Move** – Move one hex closer to the target. If two or more hexes fit this criterion, priority is determined in the following order:

1. Hex closest to another enemy location.
2. Hex closest to another neutral location.
3. Hex closest to an enemy unit.
4. Hex closest to the center hex.

*Light Calvary Note:* After the *Light Calvary* moves, it should move again toward the same target according to the **2. Move** step. If further movement toward the target is obstructed, skip this.

*Calvary Note:* After the *Calvary* moves, if it can attack, it should attack according to the **Attack** maneuver.

### AI Attack

**Attack** – Attack an enemy unit, determined by order of priorities:

1. Adjacent unit. (*Crossbowmen*)
2. Unit on a friendly location.
3. Unit on an enemy location.
4. Unit on a neutral location.
5. Unit closest to the center hex.

Enemy unit targeting should always occur before each attack.

*Knight Note:* If an AI's **unbolstered** unit would attack your *Knight*, it **bolsters** that unit instead.

*Swordsman Note:* After the *Swordsman* attacks, it should move according to the **AI Movement** maneuver unless it is already on a neutral or enemy controlled location.

*Crossbowmen Note:* All *Crossbowmen* should be considered “able to attack” if an enemy unit is in range of its tactic.

### Difficulty Levels

**Beginner** – Play as described.

**Intermediate** – Start with a *Royal Coin* already in the AI bag.

**Advanced** – Start with 2 *Royal Coins* already in the AI bag.

For extra *Royal Coins*, feel free to use any unused coins.

### Credits

Solo variant rules designed by **Seth McBride**.  
Board Game Geek user **Dreadpirate404**. Credit to Omar Dabard (BGG Jephque) for AI recruitment mechanics.

All credit and inspiration goes to the fantastic game designers **Trevor Benjamin** and **David Thompson** for making such an incredible game!