





# Drums of War

ENCLAVE

## SOLO RULES

To play a solo battle, you will control one army following the standard game rules, while the other army is controlled by an Artificial Intelligence (hereinafter AI) with the additional rules described in this rulebook.

### Battle Setup

The AI selects a Hero at random from those available. If it must remove cards at the beginning, it always does so randomly, regardless of whether its Hero icon is an  or a .

The AI does not draw a hand of cards, instead they are placed face down on each of the front line slots of the AI's battlefield.

### Supply Deck

During the game, a new deck will be formed for the AI, which is called the Supply deck. This deck is placed under the AI Hero and will increase or decrease during the game.

During the Replenishment phase, the cards that cannot be placed on the AI front line become part of this deck (*this will be explained in detail later on*).

### Start of the Battle and Game Turn

Start the game by tossing the First Player token into the air, as usual.



# Deployment Phase

Follow the flowchart below to perform this phase with the AI:



To pay the cost of the revealed card follow these steps:

- ◆ If the revealed card is a **Unit card**:
  - Pay its cost with the remaining unrevealed cards on the front line, prioritizing the farthest ones first. If there are several options, choose which card to reveal.



- If there are not enough cards to pay that cost, use cards from the Supply deck to cover the remaining cost.

- If there are still not enough cards in the Supply deck to pay the cost, remove the necessary cards from the Army deck to the pile of removed cards. If you have to do the latter, remove an additional card as a penalty.

◆ If the revealed card is an **Equipment or Tactics card**:

- If it has a cost, pay that cost from the Army deck. That is, remove from the Army deck the number of cards indicated by its cost to the pile of removed cards. This is done regardless of the cost type of the Equipment or Tactics card.

- Next, draw a card from the Army deck:

- If it is an Equipment or Tactics card, discard it and draw an additional card until you draw a Unit.

- If you draw a Unit card, place it on top of the previously revealed Equipment or Tactics card and pay its cost following the previous step.



*Example:* you start a battle with Aiden in command of the Human army, to fight against Krangg, who will be controlled by the AI. You remove 3 random cards for the AI from its Army deck before the start of the game. After tossing the First Player token into the air, you start the battle. You deploy a Human Soldier on the 3rd slot of your front line. Following the flowchart for the AI, you reveal slot 3, an Orc Lancer (cost 2). You remove the farthest cards, corresponding to slots 1 and 5.

Next, you deploy a Human Knight on the 5th slot, removing the rest of the cards from your hand. You reveal the card closest to the Knight for the AI, the equipment card Clan Cry in slot 4. Since it has no cost, you don't remove cards from the Army deck. After this, you draw a card for the AI from its deck to place on the Equipment card, getting an Orc Rider (cost 2).





To pay its cost, you remove the card from slot 2 and a card from the Supply deck, since there are no more unrevealed cards in the AI front line.

#### DEPLOYMENT PHASE NOTES:

If a card is revealed and cannot be fully paid for with cards from any deck (Supply deck, Army deck or discard pile), remove it to the pile of removed cards and the AI ends this phase.

## Combat Phase

Follow these priority rules with the AI:

- ◆ **Engaged Units:** engaged Units must fight.
- ◆ **Non-engaged Units:** non-engaged Units follow this priority order:
  - **Support:** if its range allows it, the Unit supports a battle as long as it provides the necessary value to damage or destroy the player's Unit. If the engaged Unit can finish off the player's Unit by itself, or if both Units together cannot defeat the player's Unit, the AI does not support the combat and moves on to the next point.
  - **Attack by range:** if its range allows it, the Unit attacks an enemy Unit on the battlefield, but only if it can damage or destroy it. Otherwise, it passes to the next point.
  - **Attack the Hero:** the Unit will only attack the enemy Hero if it can inflict a Wound on them. Otherwise, it passes to the next point.
  - **Hold position:** if there is no other valid option, it holds the position.







*Following the example above: the player draws 5 cards from the AI deck. He uses 4 of them to fill the gaps in the front line of the battlefield. The remaining card is placed on the AI Supply deck.*

The game ends as usual. The AI loses the game if it runs out of cards in its Army deck and in its discard deck.

The Supply deck is not taken into account.



## Heroes

To pay the cost of an **AI-controlled Hero's** ability, use only the Supply deck. It can only be activated in the Deployment Phase, and it cannot be activated if the full cost cannot be paid.

Due to the high number and diversity of abilities that exist among Heroes, a general order of priority has been established to select the target of the ability when activated:

- ◆ **HEROES:** the ability targets the Hero themselves.
  - If the ability grants the Hero a benefit, it is used on themselves.
  - If the ability has several cumulative options and the Hero can benefit from them, it also activates them (*like Borrunm, for instance*).
  - If the ability is targeted at both the Hero and the Units, it only applies if it makes a beneficial difference on the battlefield. That is, the positive effects outweigh any negative effects for the Hero themselves (*e.g., Jayme*).



◆ **UNITS:** the ability targets the Units.

- It is targeted at the Unit that can use it to damage or destroy an enemy target.
- It is targeted at the Unit that can use it to protect itself from an enemy Hit.
- It is targeted at the most powerful Unit, *i.e. the Unit with the highest deployment cost.*
- If there are several Units with the same deployment cost, it is directed at the Unit with the highest Attack value on its card. Failing that, the Unit with the highest Defense. If the tie persists, you decide.

◆ **REST OF CARDS:** the ability is targets Equipment or Tactics cards.

- It is applied on the card with the highest deployment cost.
- In case there are several options, you decide.

## **Behavior of some cards in solo mode**

The following procedure describes how several cards behave when they are controlled by the AI:

◆ **Catapult:** when distributing its attack by targeting several enemy Units, it first targets the player's most powerful Unit to damage or destroy it, *i.e. the opposing Unit with the highest deployment cost.*



◆ **Griffin:** always attacks the Hero if it can land a Hit, otherwise it follows the standard AI combat priority.

◆ **March Order:** if the Unit is not engaged, it moves to another slot in the front line to engage a player Unit that it can damage or destroy. If it is engaged or the above conditions are not met, it does not move.



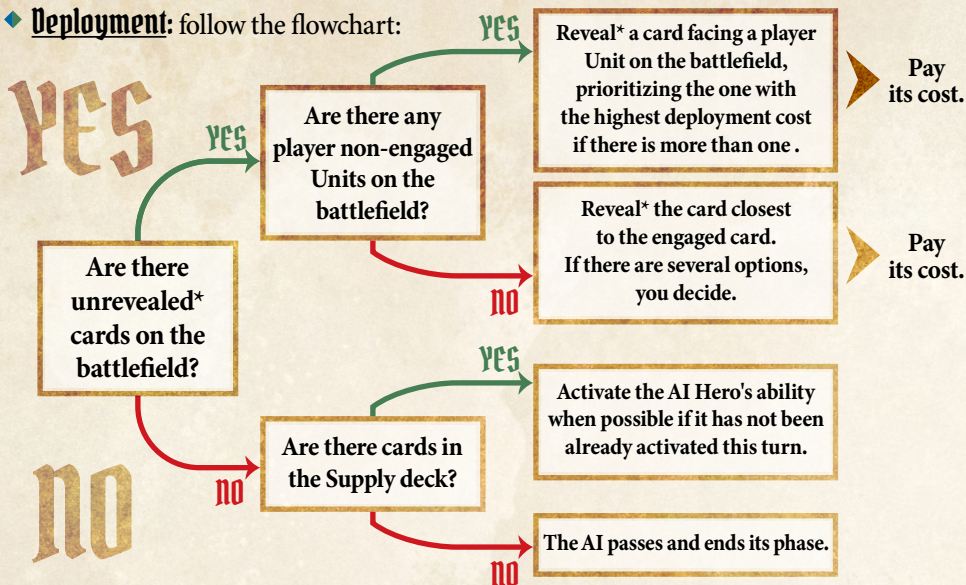
◆ **Onslaught:** directly attacks the player Hero if it can land a Hit, otherwise it follows the standard AI combat priority.



# Summary and Charts

◆ **Setup:** select the Hero at random. If applicable, always remove cards randomly from the starting deck and place 5 cards on the AI front line.

◆ **Deployment:** follow the flowchart:



To pay its cost	<b>Units</b>	Front line cards	Cards from the Supply.	Cards from the Army deck to the pile of removed cards; in this case, remove 1 additional card as a penalty.
	<b>Equipment or Tactics</b>	Pay its cost from the Army deck	Draw another card from the Deck.	If it is an Equipment or Tactics, remove it. If it is a Unit, see Units.

◆ **Combat:** follow the priority order:

Priority Order	<b>Engaged</b>	<b>Battle</b>			
	<b>Non-engaged</b>	Support	Attack by Range	Attack the Hero	Hold Position

◆ **Replenishment:** place up to 5 cards back on the AI front line of the battlefield filling the gaps. Any cards left are placed on the Supply deck.