

Chancellorsville 1863 - Solitaire (BOT) SoP

Player Turn (Player Starts)

- Play Activation card from one of the three in your hand and gain momentum cubes for the card played (8.0, pg 4)
 - **Note:** If the Activation card played matches the same number of Momentum icons as the previous two consecutive Activation cards, the player receives +2 Momentum cubes this turn.
- Determine whether you are playing the major, minor, or the free action of build redoubt.
- Pay Activation cost by reducing cohesion for the activated Formation.
- If, as a result of movement, combat occurs, perform combat.
- After all actions have been performed, optionally purchase one Tactics card, and refresh the tableau with a new card. If this means discarding the last card, do so, then slide the rest of the cards down.
- Draw a new Activation Card.

BOT Turn

- Turn over the top card of the BOT activation draw deck, read it, and apply the directions working from the top to the bottom of the card.

Combat (13.7, pg 10)

- **Roll the Combat Dice**
 - Each activated attacking Formation rolls a different number of dice, shown at the bottom of its formation or the BOT activation card. This roll may be modified as given below. Combat results take effect on the attacking or defending formation.
- **Terrain:** Apply modifiers from double-headed Green arrows or single-headed Red arrows.
- **Redoubts:** Only consumed **after** red arrow modifiers.
- **Redoubts:** When the BOT attacks a player formation that has redoubts, it rolls one fewer die than detailed on the card for every redoubt that the player has. But the BOT will ALWAYS attack with at least 1 die.
- **Redoubts:** When the player attacks a BOT formation that has one or more redoubts, the face of a die is set to 1 for each redoubt. They are set for the duration of the attack. If using a Major Activation, and attacking a second time, start with new dice.
- Check Combat Results: Player or Combat Results: BOT depending on who is attacking.
- **Re-roll:** Player can choose to re-roll any or all dice by cashing in 3 Momentum cubes **OR** reducing the active formation's cohesion by 1.
- **Reminder:** BOT always attacks with a **minimum** of 1 die, regardless of modifiers or redoubts.

Special BOT Rules

- The BOT never pays an activation cost for its formations.
- The BOT never receives any momentum cubes.
- The BOT General(s) abilities never feature in the game.
- The tactics deck is never cycled through in the BOT's turn.