

Jarl Bot Expansion for Pax Viking

Credits

The fan-made Jarl Bot Expansion was inspired by Mauro Gibertoni's [Brass Lancashire Automa](#). The symbols were taken from the *Pax Viking* Rosetta Stone. Special thanks go to VilainPersonnage for his great suggestions to further develop and improve this variant.

Objective

The fan-made Jarl Bot Expansion allows you to play *Pax Viking* solo like a multi-player game or to extend the player count for a multi-player game by adding one or more automated players. The goal of the game remains the same. A Jarl Bot also tries to prevail as the first monarch of Sweden by using a smart trade network and gathering powerful allies. Each Bot follows its own strategy and sets its own priorities governed by a modular Automa card deck to achieve one of the Victory Conditions. For the course of the game and the players' actions, the normal game rules still apply according to the Comprehensive Rulebook. The following explains the functions and actions of a Jarl Bot in play.

Components of the Expansion

6 Jarl Decks (4 double-sided cards per Bot)

5 Strategy Decks (4 double-sided cards per Standard Victory Condition)

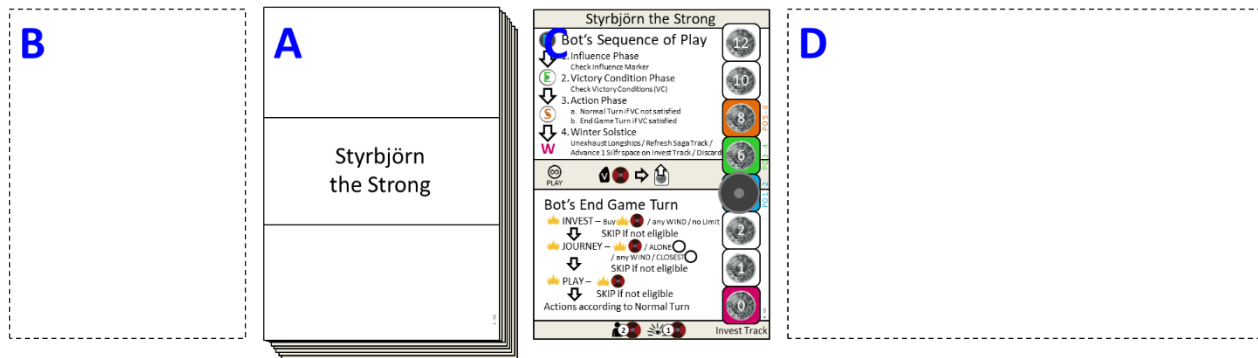
6 Operation Cards (1 per Bot)

Setup

- A. Select the number of Jarl Bots you want to add to your game. For solo play, it is recommended to use at least 2 Bots.
- B. Chose (or randomly assign) one Jarlboard for each player and for each Bot.
- C. Setup the Gameboard and Jarlboards according to the normal rules. Each Bot counts like a normal player in this regard and receives a Jarlboard with all Follower tokens, Longships, Action Markers and Home Markers.
- D. Select randomly 4 Standard Victory Conditions to play with the Jarl Bots.
- E. Take for each selected Victory Condition the corresponding Strategy deck[#]. Select randomly from each of these Strategy decks 2 / 3 / 4 cards for playing with 2 / 3 / 4 Bots and shuffle them into one pile. Remaining Strategy cards are removed from the game.
- F. For each Bot in play, take the Bot's Jarl deck consisting of 4 cards (card no. 1 - 4) with the name printed on the front side of card no. 1 that corresponds to the name on the assigned Bot's Jarlboard.
- G. Select the Bots' difficulty level:
 - a. **Novice:** Take for each Bot all available Jarl cards (card no. 1 - 4). You may also consider using Novice Victory Conditions for an easier game.
 - b. **Standard:** Take for each Bot only 3 Jarl cards with card no. 1 - 3.
 - c. **Advanced:** Take for each Bot only 2 Jarl cards with card no. 1 – 2 or card no. 1 & 3.
 - d. **Eklundian:** Take for each Bot only 2 Jarl cards with card no. 1 – 2 or card no. 1 & 3. Apply the handicap system by drawing up to 4 Advanced or Eklundian Victory Condition Cards in addition to the Standard Victory Condition Cards. These have to be satisfied by the players to achieve victory while the Bots follow the Standard Victory Conditions.
- H. Form for each Bot one Automa deck by adding 4 cards from the pile of the Strategy cards to the Bot's Jarl cards.

[#]Each Strategy deck consists of 4 cards each. You find the number along with the associated Victory Condition (VC) as initials in the bottom right corner: EVC = Empire VC, LVC = Longship VC, VC = Duchy VC, C VC = High Chancellor VC, FVC = Follower VC

I. For each Bot, shuffle the Automa deck and place them in one pile below the Jarlboard with the front side face-up and Jarl card no. 1 on top (A). Leave room to the left of the Automa deck for flipping cards on a discard pile (B), and to the right for the Bot's Operation Card (card no. 0) (C) and its Hand (D).



J. Select the Starting Player and the Player Order according to Grandmother Lill's technique including all Bots.

K. Each Bot does not receive any Starting Silfr. Instead, for each Bot place a Home Marker in its color on the color-coded Silf space of the Invest Track on the right side of the Bot's Operation card (C) that corresponds with the Bot's Player Order (PO).

Key Concepts

Terminology: The same words with special meanings as defined on the Rosetta Stone were also used for this expansion. The same applies to the defined symbols.

Skip Rule: Whenever a Bot cannot take an option or perform an entire action as assigned by an Automa card, the option / action is skipped and the Bot takes the next feasible option / action on the Automa card. SKIP is written in ALL CAPS in the following to highlight under which circumstances an option or action is skipped.

Order of Priority: What option a Bot priorities in a Standard or Influence action is depicted by a flowchart that determines the order of which option is taken first before others. When selecting the option the Bot would take for an action, the first option on the flowchart is checked whether it is applicable or fulfills the requirement. If so, the action is carried out using this option, if not this option is SKIPPED and the next option in line following the ➡ symbol is checked for applicability, and so on. If the last option in the line is not applicable the entire action is SKIPPED.

The Golden Priority: Whenever a Bot has to select between several options (Tile, REGION, Post, card location etc.) that is not further resolved by the Automa card or the rules here, take the option that requires the least amount of STEPS from the Bot's starting location (serving as default reference location if not stated otherwise) to the option's location on the Gameboard. If there are still several options left, choose the option with the shortest direct line between its location on the Gameboard and the Bot's starting location.

Automa Card Anatomy

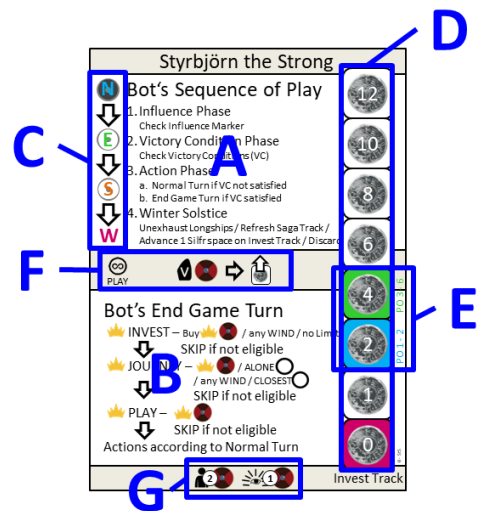
Each Automa card is double-sided with a front and back side. Each side has the same layout from top to bottom: first card action spot on the top, second card action spot in the middle, third card action spot on the bottom. Each Jarl card no. 1 has only the name written on the front side without any actions. The card number along with the Jarl's initials are shown in the bottom right corner on the front and back side of each card.

Operation Card Anatomy

Each Bot has one Operation card in addition to its Automa deck with the Jarl's name in the card's header and card no. 0 printed in the bottom right corner. This card summarizes the Bot's Sequence of Play on the top (A) and its actions for the End Game Turn on the bottom (B).

In the top left corner, the Jarl's individual Order of Priority for WINDS is shown (C) where N means NORTH, E means EAST, S means South and W means WEST. This is referred to whenever a WIND is used for action selection. The WINDS underlaid with a ● symbol are considered the Jarl's Home WINDS, and the ones underlaid with a ○ symbol the Jarl's Territory WINDS.

On the right side, the Bot's individual Invest Track is displayed (D) which runs from 0 to 12 Silfr. The Invest Track monitors how much Silfr the Bot can spend at maximum when using BUY for the INVEST action. How much it can actually spend during the game is indicated by the Silfr space marked with the Home Marker. The 0 Silfr space is color-coded in purple meaning that the Bot cannot afford a BUY-INVEST action when this space is marked by the Home Marker. Other Silfr spaces, color-coded in blue, green or yellow with the abbreviation "PO" and numbers on the right (E), highlight the starting position of the Home Marker at the beginning of the game which depends on the Bot's Player order (PO). Note that for every Silfr space from 4 to 12 Edla of Obotrites can BUY Tiles from the Saga Track listed with the maximum of 12 Silfr but spends only 3 Silfr instead.



The Jarl's special ability is adjusted for the Bot's use as shown in the card's center (F) only if it relates to Silfr. Other Jarl abilities remain as specified on their Jarlboards. For instance, Jarl Bots that GAIN Silfr for PLAYING a certain Tile (Styrbjörn, Gunhilde, Helga) or ESTABLISHING a certain number of Posts (Harald) simply advance 1 Silfr space instead of receiving the amount of Silfr, Bots that do not have to pay for a certain Tile can take such a tile for free from any spot of the Saga Track if applicable (Aud, Sigrid).

In the card's footer there are Limits shown for the both Advocate and God Tiles specified by overlaid numbers (G). These additional Bot Limits indicate how many Advocate or God Tiles the Bot can overall possess in its Hand and placed on its Jarlboard together.

Bot's Sequence of Play

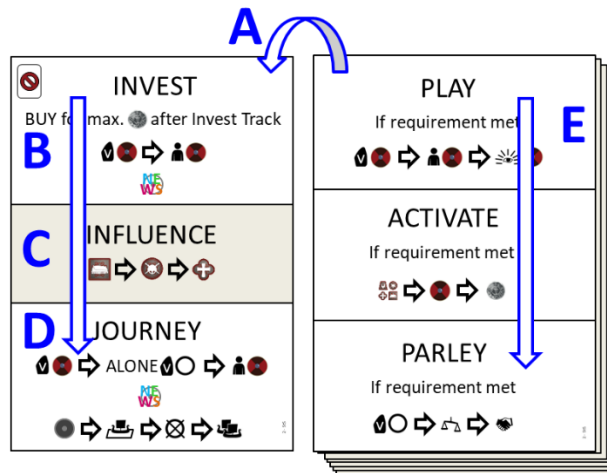
The Bot's turn follows the sequence of 4 phases: Influence Phase, Victory Condition Phase, Action Phase and Winter Solstice.

1. **Influence Phase:** Check whether the Bot has the majority of Established Followers for any of the 4 Follower types. If it does, replace the corresponding Influence Marker(s) by its Action Marker(s). If it lost the majority of a Follower type from a previous round, return the corresponding Influence Marker and take back its Action Marker.
2. **Victory Condition Phase:** Check whether the Bot satisfies one of the 4 Victory Conditions. If it does, you may place one Homer Marker in the Bot's color on the met Victory Condition as a reminder.
3. **Action Phase:** What actions are performed by the Bot depend on whether it satisfies one of the Victory Conditions. Hence, it is split into a Normal Turn and an Endgame Turn.
 - a. **Normal Turn:** If the Bot does not satisfy at least one Victory Condition, the actions of a Bot are governed by its Automa cards. These include Standard as well as Influence actions. All Effects of Advocates and/or God Tiles placed on the Bot's Jarlboard as well as the Jarl's Special Ability are used by the Bot.
 - b. **Endgame Turn:** If the Bot satisfies at least one Victory Conditions, the Endgame Actions (marked with 🏰) are triggered and performed. All Standard and Influence Actions of the Normal Turn are ignored unless stated otherwise.
4. **Winter Solstice:** All EXHAUSTED Longships of the Bot are returned to their UNEXHAUSTED state. The Saga Track is refilled. The Home Marker on the Bot's Invest Track is moved up 1 Silfr space. All Advocate and God tiles that exceed the Limits shown on the Bot's Operation card are discarded from the Bot's Hand. Apply the Golden Priority when there are several tiles eligible. Other than that, the Bot does not have a HAND-LIMIT.

Each Bot does not use Silfr and never pays any Silfr to the supply during or from an effect or action throughout the entire game (e.g. during the BUY action or PARLEY action for trade centers and powerful allies). All payments used for the BUY action are monitored by the Bot's Invest Track. If a player receives Silfr from a Bot, take the amount of Silfr from the supply instead. Vice versa, if a player has to give Silfr to a Bot, put it into the supply. Whenever a Bot GAINS Silfr (e.g. from a Player, an ACTIVATE action, ESTABLISHED Trade Post, Special Ability, etc.), advance the Marker on its Invest Track by 1 Silfr space.

Bot's Normal Turn

At the beginning of the Bot's Action Phase, take the top card from the Bot's Automa deck and place its front side face-down on the discard pile to the left (A). Now follow the instruction of the first action spot on the left card and carry out the Bot's first action (B). Proceed with an Influence action if printed on the card (C), then with the next action in the second action spot (D). If all the actions on the left card were dealt with by either being performed or SKIPPED, follow the instruction in the same manner on the right card on top of the Automa deck (E). When all the actions on the right card were dealt with by being either performed or SKIPPED, restart the process with the action in the first action spot on the left card (B). This is done until overall 4 actions (including Influence actions) were successfully performed by the Bot. Place an Action Marker in the Bot's color onto each performed action for keeping track.



In the case that no more actions could be carried out on neither the left nor the right card and one or more actions are still left, the Bot carries out an INVEST action for each remaining action by DRAWING a Tile to its Hand for no cost, discarding the 1 cost tile and REFRESHING the Saga Track.

When there is only one card left in the Automa deck at the beginning of the Bot's Normal Turn, remove each card with a  symbol in the top left corner of its back side from the discard pile, shuffle the discard pile and place it underneath the remaining card. Then proceed as outlined above.

Bot's Standard Actions

INVEST Action

The Bot BUYS a Tile as clarified on the Automa card in the line below the INVEST word. It takes the least expansive Tile starting from the bottom of the Saga Track till the cost space as indicated by the Silfr space on its Invest Track marked by the Home Marker. After using a BUY action the Home Marker is shifted down the Invest Track equal to the costs of the taken Tile. When the Home Marker would come between two Silfr spaces, the Home Marker is placed on the lower one.

Which Tile is considered eligible to BUY is decided by two Order of Priorities. The first determines what Tile to select, the second from which WIND the Tile must be. Apply the Golden Priority for both when there are several possibilities for one option. The options for the first Order of Priority are:



Take one Venture Tile from the Saga Track.

SKIP if all Posts in the REGION are already full with Ventures or there is no such Tile available.



Take one Advocate Tile from the Saga Track.

SKIP if the Bot's Advocate Limit printed in the footer of the Operation card is reached / exceeded or there is no such Tile available.



Take one God Tile from the Saga Track.

SKIP if the Bot's God Limit printed in the footer of the Operation card is reached / exceeded or there is no such Tile available.



Take one Event Tile from the Saga Track.
SKIP if there is no such Tile available.



Take one Venture Tile from the Saga Track in whose REGION the bot has not yet 1 ESTABLISHED post.
SKIP if all Posts in the REGION are already full with Ventures or there is no such Tile available.



Take the first Venture, Advocate or God Tile from the Saga Track that shares the same Follower type as the majority of ESTABLISHED Followers on the Bot's Jarlboard.
SKIP if the Bot's Limits printed in the footer of the Operation card is reached / exceeded, all Posts in the REGION are already full with Ventures or or there is no such Tile available.



Take one Venture Tile from the Saga Track in whose REGION one Post is empty and the other Post full with another Venture Post.
SKIP if all Posts in the REGION are already full with Ventures or there is no such Tile available.

SKIP the entire action if no single option is applicable.

The options for the second Order of Priority refer to the Bot's individual Order of Priority for WINDS printed on its Operation card as follows. Apply the Golden Priority when there are several possibilities for one option.



Select the Tile following the Bot's individual Order of Priority for WINDS including the Bot's Home WINDS only.
SKIP if there is no Tile from the Bot's Home WINDS.



Select the Tile following the Bot's individual Order of Priority for WINDS including the Bot's Home and Territory WINDS.
SKIP if there is no Tile from the Bot's Home or Territory WINDS.



Select the Tile following the complete Bot's individual Order of Priority for WINDS.
SKIP if there is no Tile in any WIND.

SKIP the entire action if no single option in the second Order of Priority is applicable.

JOURNEY Action

The Bot moves UNEXHAUSTED Longships to destined Posts like a normal player. The Bot's selection for a new destination is decided by a sequence of three Orders of Priorities: the first Order of Priority determines the new destination, the second in which WIND this destination must be located, and the third from where the Longship is taken. The Bot never TRADES with other Bots or players during a JOURNEY action.

Once a new destination is selected according to the first two Orders of Priority, a number of Home Markers is stacked on the destined Post equal to the amount of Longships the Bot requires to have +1 Longship over any RIVAL present including all abilities. The Bot then moves 1 UNEXHAUSTED Longship selected by the third Order of Priority with maximum 3 STEPS (plus any STEPS from abilities) to that Post and EXHAUSTES it. When the Longship arrives at the destined Post, one Home Marker is removed from the stack. If there are Home Markers left on the Post, this Post is considered as locked destination. In this case, any further JOURNEY action is used by the Bot to move one UNEXHAUSTED Longship to this Post, ignoring the first two Orders of Priority for this JOURNEY action written on the card, until all Home Markers are removed, and the destination therefore unlocked. The Bot only selects a new destination when either no locked destinations exist, or the same number of Longships were moved and EXHAUSTED in the same turn equal to the amount of Home Markers on each locked destination. When several locked destinations exist at the beginning of the Bot's turn, apply the Golden Priority to decide which is addressed first by the next JOURNEY action.

The options for the first Order of Priority determining a new destination are as follows. Apply the Golden Priority when there are several possibilities for one option.



Move the Longship to an empty Post within the location listed on a Venture Tile in the Bot's Hand where no other Longship is present.
SKIP if there is already a Bot and/or RIVAL Longship in the eligible locations or there is no Venture Tile in the Bot's Hand.



Move the Longship to an empty Post in a REGION with 2 Venture Post within the location listed on a Venture Tile in the Bot's Hand where no other Longship is present.

SKIP if there is already a Bot and/or RIVAL Longship in the eligible locations or there is no eligible Venture Tile in the Bot's Hand.



Move the Longship to an empty Post in whose REGION the Bot has not yet 1 ESTABLISHED Post within the location listed on a Venture Tile in the Bot's Hand where no other Longship is present.

SKIP if there is already a Bot and/or RIVAL Longship in the eligible locations or there is no eligible Venture Tile in the Bot's Hand.



Move the Longship to a Post within the location listed on an Advocate Tile in the Bot's Hand where no other Longship is present.

SKIP if there is already a Bot and/or RIVAL Longship in the eligible locations or there is no Advocate Tile in the Bot's Hand.



Move the Longship to a Post within the location listed on a God Tile in the Bot's Hand where no other Longship is present.

SKIP if there is already a Bot and/or RIVAL Longship in the eligible locations or there is no God Tile in the Bot's Hand.



Move the Longship to a Post within the location listed on an Event Tile in the Bot's Hand where no other Longship is present.

SKIP if there is already a Bot and/or RIVAL Longship in the eligible locations or there is no Event Tile in the Bot's Hand.



Move the Longship to a Post that shares the same Follower type as the majority of ESTABLISHED Followers on the Bot's Jarlboard within the location listed on a Venture, Advocate or God Tile in the Bot's Hand where no other Longship is present. In case of a Venture Tile, the eligible Post must be empty.

SKIP if there is already a Bot and/or RIVAL Longship in the eligible locations or there is no Venture, Advocate or God Tile in the Bot's Hand.



Move the Longship to a Post not yet ESTABLISHED by the Bot where no other Longship is present.

SKIP if all eligible Posts are already ESTABLISHED by the Bot or occupied by Bot and/or RIVAL Longships.



Move the Longship to a Venture Post not yet ESTABLISHED by the Bot where no other Longship is present.

SKIP if all eligible Venture Posts are already ESTABLISHED by the Bot or occupied by Bot and/or RIVAL Longships.



Move the Longship to a Post not yet ESTABLISHED by the Bot that shares the same Follower type as the majority of ESTABLISHED Followers on the Bot's Jarlboard and where no other Longship is present.

SKIP if all eligible Posts are already ESTABLISHED by the Bot or occupied by Bot and/or RIVAL Longships.



Move the Longship to a Venture Post ESTABLISHED by a RIVAL.

SKIP if there is no Venture Post ESTABLISHED by a RIVAL or the Bot has on all eligible Venture Posts +1 Longship over any RIVAL present including all abilities.



Move the Longship to a Post ESTABLISHED by a RIVAL that shares the same Follower type as the majority of ESTABLISHED Followers on the Bot's Jarlboard.

SKIP if there is no eligible Venture Post ESTABLISHED by a RIVAL or the Bot has on all eligible Venture Posts +1 Longship over any RIVAL present including all abilities.



Move the Longship to a Post in whose REGION the Bot has not yet 1 ESTABLISHED Post.

SKIP if all eligible Posts are already ESTABLISHED by the Bot or the Bot has on all eligible

Posts +1 Longship over any RIVAL present including all abilities.



Move the Longship to a Venture Post in a REGION with 2 Venture Posts.

SKIP if all eligible Venture Posts are already ESTABLISHED by the Bot or the Bot has on all eligible Venture Posts +1 Longship over any RIVAL present including all abilities.



Move the Longship to a Trade Center or Powerful Ally Post not yet ESTABLISHED by the Bot with the fewest Silfr cost.

SKIP if all Trade Center or Powerful Allies with the fewest Silfr cost are ESTABLISHED by the Bot or the Bot has on all eligible Posts +1 Longship over any RIVAL present including all abilities.



Move the Longship to a Trade Center or Powerful Ally Post not yet ESTABLISHED by the Bot with the highest Silfr cost.

SKIP if all Trade Center or Powerful Allies with the highest Silfr cost are ESTABLISHED by the Bot or the Bot has on all eligible Posts +1 Longship over any RIVAL present including all abilities.

SKIP the entire action if no single option in the first Order of Priority is applicable.

The options for the second Order of Priority determine in which WIND the destination has to be located. The corresponding WIND is selected referring to the Bot's individual Order of Priority for WINDS printed on its Operation card as follows. Apply the Golden Priority for both when there are several possibilities for one option.



Select the destination following the Bot's individual Order of Priority for WINDS including the Bot's Home WINDS only.

SKIP if there is no destination from the Bot's Home WINDS.



Select the destination following the Bot's individual Order of Priority for WINDS including the Bot's Home and Territory WINDS.

SKIP if there is no destination from the Bot's Home or Territory WINDS.



Select the destination following the complete Bot's individual Order of Priority for WINDS.

SKIP if there is no destination in any WIND.

SKIP the entire action if no single option in the second Order of Priority is applicable.

The options for the third Order of Priority determine from where the Longship is moved which are as follows. Apply the Golden Priority when there are several possibilities for one option, but instead of the starting location, use the selected destination as reference location.



Move 1 Longship from the Bot's Home location(s) (Jarlboard).

SKIP if there are no Longships available on the Bot's Jarlboard.



Move 1 UNEXHAUSTED Longship from a REGION.

SKIP if there are no UNEXHAUSTED Bot Longships in a REGION.



Move 1 UNEXHAUSTED Longship from an empty Post.

SKIP if there are no UNEXHAUSTED Bot Longships in an empty post.



Move 1 UNEXHAUSTED Longship from a Post where the Bot has at least 2 Bot Longships present and at least +2 Longships over any RIVAL present including all abilities.

SKIP if there are no UNEXHAUSTED Bot Longship in a Post with at least 2 Bot Longships present and at least +2 Longships over any RIVAL present including all abilities.



Move 1 UNEXHAUSTED Longship in the Bot's color from a Post where the Bot has equal or less Longships including all abilities than a RIVAL present.

SKIP if there are no UNEXHAUSTED Longships in the Bot's color in a Post where the Bot has equal or less Longships including all abilities than a RIVAL present.



Move 1 UNEXHAUSTED Longship from a Post already ESTABLISHED by the Bot.

SKIP if there are no UNEXHAUSTED Bot Longships on Posts already ESTABLISHED by the Bot

SKIP the entire action if no single option in the third Order of Priority is applicable.

PLAY Action

(RE)PLACE a Tile on the Gameboard or the Bot's Jarlboard where the placement requirement is met. Follow the printed Order of Priority to decide which option the Bot takes. Apply the Golden Priority when there are several possibilities for one option. The options are:



PLACE a Venture Tile from the Bot's Hand onto the Gameboard.

SKIP if the requirement for placement is not met or there is no available.



PLACE a Advocate Tile from the Bot's Hand onto its Jarlboard.

SKIP if the requirement for placement is not met or there is no available.



PLACE a God Tile from the Bot's Hand onto its Jarlboard.

SKIP if the requirement for placement is not met or there is no available.



PLAY an Event Tile from the Bot's Hand.

SKIP if the requirement for PLAY is not met or there is no available.

SKIP the entire action if the Bot has no Tiles in Hand or no single option is applicable.

ACTIVATE Action

ACTIVATE one Venture Post which the Bot has already ESTABLISHED and has one UNEXHAUSTED Longship placed on. Follow the printed Order of Priority to decide what Venture Post with the corresponding effect is ACTIVATED. Carry out all effects on the selected Venture Post according to the instructions listed here as far as possible, then EXHAUST the Longship. Apply the Golden Priority when there are several possibilities for selection within one effect (e.g. move RIVAL Longships). The options are:



ACTIVATE one Venture Post where the Bot GAINS Silfr. Ignore the actual amount of Silfr listed on the activated Venture Post and advance 1 Silfr space on the Bot's Invest Track instead.

SKIP if the requirement for ACTIVATE is not met.



ACTIVATE one Venture Post where the Bot can use one Influence action. Perform the Influence action written on the activated Venture Post according to the Bot's Influence Actions below.

SKIP if the requirement for ACTIVATE is not met.



ACTIVATE one Venture Post where the Bot GAINS one or more Tiles. Take the Tiles according to the instructions on the activated Venture Post.

SKIP if the requirement for ACTIVATE is not met.



ACTIVATE one Venture Post where the Bot can perform a JOURNEY action. Move one Bot Longship according to the JOURNEY action of the current pair of cards.

SKIP if the requirement for ACTIVATE is not met.



ACTIVATE one Venture Post where the Bot can move one or more RIVAL Longships. Move RIVAL Longships from Posts with Bot's Longships present prior to other RIVAL Longships.

SKIP if the requirement for ACTIVATE is not met.

SKIP the entire action if no single option is applicable.

PARLEY Action

The Bot applies PARLEY as soon as there is one or more Longships of the Bot's color on a not ESTABLISHED or RIVAL Venture Post, Trade Center or Powerful Ally. The PARLEY actions is then performed by either ESTABLISHING where the Bot is ALONE in the Post or by CHALLENGING a present RIVAL if the Bot has +1 Longship over any RIVAL present in one Post including all abilities. If the Bot is ALONE after a successful CHALLENGE, the Post is ESTABLISHED by the Bot.

Follow the printed Order of Priority to decide in which Post the Bot takes the PARLEY action. Apply the Golden Priority when there are several possibilities for one option.



Perform the PARLEY action on a Venture Post.
SKIP if the requirement for PARLEY is not met.



Perform the PARLEY action on a Trade Center ignoring the costs.
SKIP if the requirement for PARLEY is not met.



Perform the PARLEY action on a Powerful Ally ignoring the costs.
SKIP if the requirement for PARLEY is not met.

SKIP the entire action if the requirement for PARLEY is not met at all or no single option is applicable.

Bot's Influence Actions

Like a normal player, the Bot can perform an Influence action only once during its turn if it has the corresponding Influence Marker. Follow the printed Order of Priority to decide which Influence action is performed by the Bot and how. Apply the Golden Priority when there are several locations possible to perform an Influence action.

For the JARLDOM Influence action, the Bot moves 1 Longship onto the targeted Post and if present one RIVAL Longship is RETURNED. The Longship must be in range, i.e. being already on or maximum 1 STEP close to the targeted Post. If ALONE, the Bot ESTABLISHES the Post ignoring all costs. The options to select the targeted Post are:



Perform the JARLDOM Influence action on an ESTABLISHED RIVAL Venture Post.
SKIP if there is no ESTABLISHED RIVAL Venture Post with 1 Bot Longship in range.



Perform the JARLDOM Influence action on an ESTABLISHED RIVAL Post in whose REGION the Bot has not yet 1 ESTABLISHED Post.
SKIP if there is no ESTABLISHED RIVAL Post in whose REGION the Bot has not yet 1 ESTABLISHED Post with 1 Bot Longship in range.



Perform the JARLDOM Influence action on an ESTABLISHED RIVAL Trade Center or Powerful Ally ignoring the costs.
SKIP if there is no ESTABLISHED RIVAL Trade Center or Powerful Ally with 1 Bot Longship in range.



Perform the JARLDOM Influence action on an ESTABLISHED RIVAL Post that shares the same Follower type as the majority of ESTABLISHED Followers on the Bot's Jarlboard.
SKIP if there is no ESTABLISHED RIVAL Post sharing the same Follower type as the Bot's majority of ESTABLISHED Followers with 1 Bot Longship in range.



Perform the JARLDOM Influence action on an ESTABLISHED RIVAL Venture Post in a REGION with 2 Venture Posts.
SKIP if there is ESTABLISHED RIVAL Venture Post in a REGION with 2 Venture Posts with 1 Bot Longship in range.

For the the THEOCRACY Influence action, the Bot ESTABLISHES eligible Posts with the Theocracy Follower type by (re)placing with its own Theocracy Follower(s) as follows:



Perform the THEOCRACY Influence action on a Venture Post.
SKIP if all THEOCRACY Venture Posts are ESTABLISHED by the Bot.



Perform the THEOCRACY Influence action on a Powerful Ally ignoring the costs.
SKIP if all THEOCRACY Powerful Allies are ESTABLISHED by the Bot.



Perform the THEOCRACY Influence action on a Venture Post or Powerful Ally if the Theocracy Follower type has the majority of ESTABLISHED Followers on the Bot's Jarlboard.
SKIP if all THEOCRACY Venture Posts or Powerful Allies are ESTABLISHED by the Bot.



Perform the THEOCRACY Influence action on a Venture Post in a REGION with 2 Venture Posts.
SKIP if all THEOCRACY Venture Posts are ESTABLISHED by the Bot.

The SWEDEN Influence action is performed by the Bot as follows:



Perform the SWEDEN Influence action like a normal player.
SKIP if there are no Tiles to DRAW.

The RUS Influence action is performed by the Bot as follows:



Perform the RUS Influence action like a normal player.
SKIP if there is no eligible Advocate placed on a RIVAL's Jarlboard.



Perform the RUS Influence action only for Advocates that share the same Follower type as the majority of ESTABLISHED Followers on the Bot's Jarlboard.
SKIP if there is no eligible Advocate placed on a RIVAL's Jarlboard.

SKIP the Influence action if the Bot has no Influence Marker or has at least one Influence Marker, but the requirement is not met to perform the action.

Althering

For resolving ALTHERING, the Bot votes "No" if it loses any requirement needed to fulfill a victory condition or if any player obtains any requirement to fulfill a victory condition. Otherwise the Bot remains silent and does not count in the voting.

Bot's Endgame Turn

When the Bot satisfies at least one of the Standard Victory Conditions the Endgame Turn is triggered where the Bot carries out special actions to play out one Event Tile to achieve victory. Hence, it tries to perform these 3 actions in the following order: 🏰 INVEST, 🏰 JOURNEY and 🏰 PLAY.



INVEST

BUY one Event Tile from the Saga Track from any WIND within the maximum Silfr costs as indicated by its Invest Track.

SKIP if there is no such Tile available, the Bot has not enough Silfr indicated by the Invest Track, or this INVEST action negates the Bot's achieved Victory Conditions.



JOURNEY

Move 1 Longship to a Post within the location listed on an Event Tile in the Bot's Hand where no other Longship is present (ALONE ○). The Longship is taken from the closest Post in any WIND (CLOSEST ○).

SKIP if there is already a Bot and/or RIVAL Longship in the eligible locations, there is no Event Tile in the Bot's Hand, or this JOURNEY action negates the Bot's achieved Victory Conditions.



PLAY

Play an Event Tile from the Bot's Hand.

SKIP if the requirement for placement is not met, there is no Event Tile in the Bot's Hand, or this PLAY action negates the Bot's achieved Victory Conditions.

If all 3 actions are SKIPPED and the Bot cannot play an Event Tile, the Bot proceeds with the Normal Turn using the Automa cards.

Game End

The game ends according to the normal rules depending on the Victory Conditions or if the Saga Track runs out. Use the current status of the Bot's Invest Track, in case that the amount of Silfr is used as Tie-Breaker.

Styrbjörn the Strong Bot's Sequence of Play 1. Influence Phase Check Influence Marker 2. Victory Condition Phase Check Victory Conditions (VC) 3. Action Phase a. Normal Turn if VC not satisfied b. End Game Turn if VC satisfied 4. Winter Solstice Unexhaust Longships / Refresh Saga Track / Advance 1 Silfr space on Invest Track / Discard PLAY    Bot's End Game Turn INVEST – Buy   / any WIND / no Limit ↓ SKIP if not eligible JOURNEY –   / ALONE  ↓ / any WIND / CLOSEST  ↓ SKIP if not eligible PLAY –   ↓ SKIP if not eligible Actions according to Normal Turn    Invest Track	Gunhilde Bot's Sequence of Play 1. Influence Phase Check Influence Marker 2. Victory Condition Phase Check Victory Conditions (VC) 3. Action Phase a. Normal Turn if VC not satisfied b. End Game Turn if VC satisfied 4. Winter Solstice Unexhaust Longships / Refresh Saga Track / Advance 1 Silfr space on Invest Track / Discard PLAY    Bot's End Game Turn INVEST – Buy   / any WIND / no Limit ↓ SKIP if not eligible JOURNEY –   / ALONE  ↓ / any WIND / CLOSEST  ↓ SKIP if not eligible PLAY –   ↓ SKIP if not eligible Actions according to Normal Turn    Invest Track	Edla of Obotrites Bot's Sequence of Play 1. Influence Phase Check Influence Marker 2. Victory Condition Phase Check Victory Conditions (VC) 3. Action Phase a. Normal Turn if VC not satisfied b. End Game Turn if VC satisfied 4. Winter Solstice Unexhaust Longships / Refresh Saga Track / Advance 1 Silfr space on Invest Track / Discard PLAY    Bot's End Game Turn INVEST – Buy   / any WIND / no Limit ↓ SKIP if not eligible JOURNEY –   / ALONE  ↓ / any WIND / CLOSEST  ↓ SKIP if not eligible PLAY –   ↓ SKIP if not eligible Actions according to Normal Turn    Invest Track
Eric the Victorious Bot's Sequence of Play 1. Influence Phase Check Influence Marker 2. Victory Condition Phase Check Victory Conditions (VC) 3. Action Phase a. Normal Turn if VC not satisfied b. End Game Turn if VC satisfied 4. Winter Solstice Unexhaust Longships / Refresh Saga Track / Advance 1 Silfr space on Invest Track / Discard PLAY    Bot's End Game Turn INVEST – Buy   / any WIND / no Limit ↓ SKIP if not eligible JOURNEY –   / ALONE  ↓ / any WIND / CLOSEST  ↓ SKIP if not eligible PLAY –   ↓ SKIP if not eligible Actions according to Normal Turn    Invest Track	Harald Greycloak Bot's Sequence of Play 1. Influence Phase Check Influence Marker 2. Victory Condition Phase Check Victory Conditions (VC) 3. Action Phase a. Normal Turn if VC not satisfied b. End Game Turn if VC satisfied 4. Winter Solstice Unexhaust Longships / Refresh Saga Track / Advance 1 Silfr space on Invest Track / Discard PLAY    Bot's End Game Turn INVEST – Buy   / any WIND / no Limit ↓ SKIP if not eligible JOURNEY –   / ALONE  ↓ / any WIND / CLOSEST  ↓ SKIP if not eligible PLAY –   ↓ SKIP if not eligible Actions according to Normal Turn    Invest Track	Helga of Kiev Bot's Sequence of Play 1. Influence Phase Check Influence Marker 2. Victory Condition Phase Check Victory Conditions (VC) 3. Action Phase a. Normal Turn if VC not satisfied b. End Game Turn if VC satisfied 4. Winter Solstice Unexhaust Longships / Refresh Saga Track / Advance 1 Silfr space on Invest Track / Discard PLAY    Bot's End Game Turn INVEST – Buy   / any WIND / no Limit ↓ SKIP if not eligible JOURNEY –   / ALONE  ↓ / any WIND / CLOSEST  ↓ SKIP if not eligible PLAY –   ↓ SKIP if not eligible Actions according to Normal Turn    Invest Track

Ingvar Röriksson		Aud Haakonsdottir of Lade		Sigrid the Haughty	
Bot's Sequence of Play 1. Influence Phase Check Influence Marker 2. Victory Condition Phase Check Victory Conditions (VC) 3. Action Phase a. Normal Turn if VC not satisfied b. End Game Turn if VC satisfied 4. Winter Solstice Unexhaust Longships / Refresh Saga Track / Advance 1 Silfr space on Invest Track / Discard		Bot's Sequence of Play 1. Influence Phase Check Influence Marker 2. Victory Condition Phase Check Victory Conditions (VC) 3. Action Phase a. Normal Turn if VC not satisfied b. End Game Turn if VC satisfied 4. Winter Solstice Unexhaust Longships / Refresh Saga Track / Advance 1 Silfr space on Invest Track / Discard		Bot's Sequence of Play 1. Influence Phase Check Influence Marker 2. Victory Condition Phase Check Victory Conditions (VC) 3. Action Phase a. Normal Turn if VC not satisfied b. End Game Turn if VC satisfied 4. Winter Solstice Unexhaust Longships / Refresh Saga Track / Advance 1 Silfr space on Invest Track / Discard	
Bot's End Game Turn INVEST – Buy / any WIND / no Limit SKIP if not eligible JOURNEY – / ALONE / any WIND / CLOSEST SKIP if not eligible PLAY – SKIP if not eligible Actions according to Normal Turn		Bot's End Game Turn INVEST – Buy / any WIND / no Limit SKIP if not eligible JOURNEY – / ALONE / any WIND / CLOSEST SKIP if not eligible PLAY – SKIP if not eligible Actions according to Normal Turn		Bot's End Game Turn INVEST – Buy / any WIND / no Limit SKIP if not eligible JOURNEY – / ALONE / any WIND / CLOSEST SKIP if not eligible PLAY – SKIP if not eligible Actions according to Normal Turn	
Invest Track		Invest Track		Invest Track	

Empire	Empire	Follower	Follower	Back Side
INVEST BUY for max.  after Invest Track    	INVEST BUY for max.  after Invest Track    	INVEST BUY for max.  after Invest Track   	INVEST BUY for max.  after Invest Track   	
INFLUENCE      	INFLUENCE      	INFLUENCE        	INFLUENCE        	
JOURNEY                 1-ENC	JOURNEY                 2-ENC	JOURNEY    ALONE    RIVAL             1-ENC	JOURNEY    ALONE    RIVAL             2-ENC	
INVEST BUY for max.  after Invest Track    	INVEST BUY for max.  after Invest Track    	INVEST BUY for max.  after Invest Track   	INVEST BUY for max.  after Invest Track   	
INFLUENCE      	INFLUENCE      	INFLUENCE        	INFLUENCE        	
JOURNEY                 3-ENC	JOURNEY                 4-ENC	JOURNEY    ALONE    RIVAL             3-ENC	JOURNEY    ALONE    RIVAL             4-ENC	

Follower

Follower

Empire

Empire

Front Side

PLAY

If requirement met



PLAY

If requirement met



ACTIVATE

If requirement met



ACTIVATE

If requirement met



PLAY

If requirement met



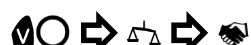
PLAY

If requirement met



PARLEY

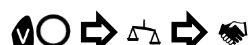
If requirement met



2 - INC

PARLEY

If requirement met



2 - INC

PARLEY

If requirement met



2 - INC

PARLEY

If requirement met



1 - INC

PLAY

If requirement met



PLAY

If requirement met



PLAY

If requirement met



PLAY

If requirement met



ACTIVATE

If requirement met



ACTIVATE

If requirement met



ACTIVATE

If requirement met



ACTIVATE

If requirement met



PARLEY

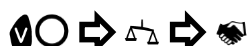
If requirement met



4 - INC

PARLEY

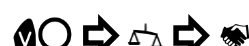
If requirement met



3 - INC

PARLEY

If requirement met



4 - INC

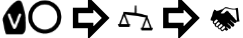
PARLEY

If requirement met



3 - INC

Chancellor	Chancellor	Duchy	Duchy	Back Side
JOURNEY fewest	JOURNEY fewest	INVEST BUY for max. after Invest Track	INVEST BUY for max. after Invest Track	
INFLUENCE	INFLUENCE	INFLUENCE	INFLUENCE	
PARLEY If requirement met 1-0VC	PARLEY If requirement met 2-0VC	JOURNEY 1-0VC	JOURNEY 2-0VC	
JOURNEY fewest	JOURNEY highest	INVEST BUY for max. after Invest Track	INVEST BUY for max. after Invest Track	
INFLUENCE	INFLUENCE	INFLUENCE	INFLUENCE	
JOURNEY fewest 3-0VC	PARLEY If requirement met 4-0VC	JOURNEY 3-0VC	JOURNEY 4-0VC	

Duchy	Duchy	Chancellor	Chancellor	Front Side
ACTIVATE If requirement met 	ACTIVATE If requirement met 	PARLEY If requirement met 	PARLEY If requirement met 	
PLAY If requirement met 	PLAY If requirement met 	ACTIVATE If requirement met 	ACTIVATE If requirement met 	
PARLEY If requirement met  2-0VC	PARLEY If requirement met  3-0VC	PLAY If requirement met  2-0VC	PLAY If requirement met  1-0VC	
ACTIVATE If requirement met 	ACTIVATE If requirement met 	PARLEY If requirement met 	PARLEY If requirement met 	
PARLEY If requirement met 	PARLEY If requirement met 			
PLAY If requirement met  4-0VC	PLAY If requirement met  3-0VC	ACTIVATE If requirement met  4-0VC	ACTIVATE If requirement met  3-0VC	

INVEST

BUY for max.  after Invest Track

INVEST

BUY for max.  after Invest Track

INFLUENCE



INFLUENCE



JOURNEY

NE
WS

1-1UC

JOURNEY

NE
WS

2-1UC

1-1UC

INVEST

BUY for max.  after Invest Track

INVEST

BUY for max.  after Invest Track

INFLUENCE



INFLUENCE



JOURNEY

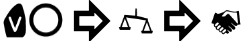
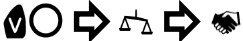
NE
WS

3-1UC

JOURNEY

NE
WS

4-1UC

		Longship	Longship	Front Side
		PLAY If requirement met 	PLAY If requirement met 	
		ACTIVATE If requirement met 	ACTIVATE If requirement met 	
		PARLEY If requirement met 	PARLEY If requirement met 	
		ACTIVATE If requirement met 	ACTIVATE If requirement met 	
		PARLEY If requirement met 	PARLEY If requirement met 	
		PLAY If requirement met 	PLAY If requirement met 	



INVEST

BUY for max. after Invest Track

NE
WS

INVEST

BUY for max. after Invest Track

NE
WS

INVEST

BUY for max. after Invest Track

NE
WS

INVEST

BUY for max. after Invest Track

NE
WS

INFLUENCE



INFLUENCE



JOURNEY

NE
WS

1-3S

JOURNEY

NE
WS

2-3S

JOURNEY

NE
WS

1-6

JOURNEY

NE
WS

2-16



INVEST

BUY for max. after Invest Track

NE
WS

INVEST

BUY for max. after Invest Track

NE
WS

INVEST

BUY for max. after Invest Track

NE
WS

INVEST

BUY for max. after Invest Track

NE
WS

INFLUENCE



INFLUENCE



JOURNEY

NE
WS

3-3S

JOURNEY

NE
WS

4-3S

JOURNEY

NE
WS

1-6

JOURNEY

NE
WS

4-6

PLAY

If requirement met



PLAY

If requirement met



ACTIVATE

If requirement met



Gunhilde

ACTIVATE

If requirement met

Styrbjörn
the Strong

PARLEY

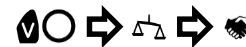
If requirement met



2-5

PARLEY

If requirement met



2-5

1-5

PLAY

If requirement met



PLAY

If requirement met



PLAY

If requirement met



PLAY

If requirement met



PARLEY

If requirement met



ACTIVATE

If requirement met



PARLEY

If requirement met



ACTIVATE

If requirement met



ACTIVATE

If requirement met



4-6

PARLEY

If requirement met



3-6

ACTIVATE

If requirement met



4-5

PARLEY

If requirement met



3-5

INVEST BUY for max. after Invest Track NEWS	INVEST BUY for max. after Invest Track NEWS	INVEST BUY for max. after Invest Track NEWS	INVEST BUY for max. after Invest Track NEWS
	INFLUENCE		INFLUENCE
JOURNEY ALONE NEWS 1-500	JOURNEY NEWS 2-500	JOURNEY ALONE NEWS 1-500	JOURNEY RIVAL NEWS 2-500
INVEST BUY for max. after Invest Track NEWS	INVEST BUY for max. after Invest Track NEWS	INVEST BUY for max. after Invest Track NEWS	INVEST BUY for max. after Invest Track NEWS
INFLUENCE		INFLUENCE	
JOURNEY NEWS 3-500	JOURNEY NEWS 4-500	JOURNEY RIVAL NEWS 3-500	JOURNEY NEWS 4-500

Eric the Victorious		Edla of Obotrites		Front Side
PARLEY If requirement met		PLAY If requirement met		
ACTIVATE If requirement met		Eric the Victorious		Edla of Obotrites
PLAY If requirement met		PARLEY If requirement met		
PLAY If requirement met		PARLEY If requirement met		
PARLEY If requirement met		ACTIVATE If requirement met		ACTIVATE If requirement met
ACTIVATE If requirement met		PLAY If requirement met		PARLEY If requirement met

INVEST BUY for max.  after Invest Track      NE WS	INVEST BUY for max.  after Invest Track      NE WS	INVEST BUY for max.  after Invest Track         NE WS	INVEST BUY for max.  after Invest Track            NE WS
	INFLUENCE     		INFLUENCE       
JOURNEY        fewest  NE WS  1 - 100%	JOURNEY        highest  NE WS          2 - 100%	JOURNEY       ALONE  NE WS  1 - 100%	JOURNEY            NE WS          2 - 100%
INVEST BUY for max.  after Invest Track      NE WS	INVEST BUY for max.  after Invest Track         NE WS	INVEST BUY for max.  after Invest Track         NE WS	INVEST BUY for max.  after Invest Track         NE WS
INFLUENCE     		INFLUENCE       	
JOURNEY        fewest  NE WS          3 - 100%	JOURNEY         NE WS          4 - 100%	JOURNEY         NE WS          3 - 100%	JOURNEY         NE WS          4 - 100%

PLAY

If requirement met



PARLEY

If requirement met



ACTIVATE

If requirement met



PLAY

If requirement met

Harald
Greycloak

PARLEY

If requirement met



2 - HOK

ACTIVATE

If requirement met



2 - HOG

1 - HOG

PLAY

If requirement met



PLAY

If requirement met



PLAY

If requirement met



PARLEY

If requirement met



PARLEY

If requirement met



ACTIVATE

If requirement met



PARLEY

If requirement met



PLAY

If requirement met



ACTIVATE

If requirement met



4 - HOK

PARLEY

If requirement met



3 - HOG

ACTIVATE

If requirement met



4 - HOG

ACTIVATE

If requirement met



3 - HOG



INVEST

BUY for max. after Invest Track

NE
WS

INVEST

BUY for max. after Invest Track

NE
WS

INVEST

BUY for max. after Invest Track

NE
WS

INVEST

BUY for max. after Invest Track

NE
WS

INFLUENCE



INFLUENCE



JOURNEY

NE
WS

1-8

JOURNEY

NE
WS

2-8

JOURNEY

NE
WS

1-8

JOURNEY

NE
WS

2-8



INVEST

BUY for max. after Invest Track

NE
WS

INVEST

BUY for max. after Invest Track

NE
WS

INVEST

BUY for max. after Invest Track

NE
WS

INVEST

BUY for max. after Invest Track

NE
WS

INFLUENCE



INFLUENCE



JOURNEY

NE
WS

2-8

JOURNEY

NE
WS

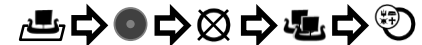
4-8

JOURNEY

NE
WS

3-8

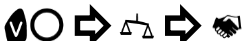
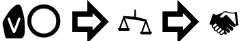
JOURNEY

NE
WS

4-8

Aud Haakonsdottir of Lade		Ingvar Röriksson		Front Side
PLAY If requirement met		PLAY If requirement met		
ACTIVATE If requirement met		Aud Haakonsdottir of Lade		Ingvar Röriksson
PARLEY If requirement met		PARLEY If requirement met		
PLAY If requirement met		PLAY If requirement met		PARLEY If requirement met
PARLEY If requirement met		ACTIVATE If requirement met		PLAY If requirement met
ACTIVATE If requirement met		PARLEY If requirement met		ACTIVATE If requirement met

 INVEST BUY for max.  after Invest Track  	 INVEST BUY for max.  after Invest Track  		
	INFLUENCE 		
JOURNEY  ALONE   1-304	JOURNEY  ALONE   2-304		
 INVEST BUY for max.  after Invest Track  	INVEST BUY for max.  after Invest Track  		
INFLUENCE 			
JOURNEY   3-304	JOURNEY   4-304		

		Sigrid the Haughty	Sigrid the Haughty	Front Side
		PLAY If requirement met 		
		ACTIVATE If requirement met 	Sigrid the Haughty	
		PARLEY If requirement met 		
		PLAY If requirement met 	PLAY If requirement met 	
		PARLEY If requirement met 	ACTIVATE If requirement met 	
		ACTIVATE If requirement met 	PARLEY If requirement met 	