

age of conan

"automatic kingdom" rules

Introduction

The purpose of these rules is to allow for one or more kingdoms in the game to be controlled as an "automatic kingdom" in games with fewer than four players. The examples of play provided assume that Turan is being used as an automatic kingdom but any kingdom could be used as such in an actual game. Using these rules it is possible to play the game "solo" if there is only one player, or even have the game "play itself" and watch what happens if all kingdoms in the game are used as automatic kingdoms.

When performing actions for the automatic kingdom, if more than one card, piece, army or province meets the criteria of the action, assign each a range between 1-6 and roll an ordinary 6-sided die (hereafter called a d6) to break ties.

Example: Turan is an automatic kingdom and has chosen a *Military* fate die in its turn. Two provinces are equally eligible to be attacked, so a d6 is rolled, assigning the range 1-3 to the first province, and the range 4-6 to the second province.

Whenever an automatic kingdom receives an *Adventure* token, roll a d6. If the result is 3 or less the automatic kingdom discards the token to take the *Gold* or *Sorcery* value of the token, otherwise the automatic kingdom takes the token face-down to its play area.

During a "Bid for Conan", randomly select a *Strategy* Card and *Bid* token for each automatic kingdom after all player kingdoms have revealed their bids.

In all cases, apply common sense and/or use random die rolls to ensure that the automatic kingdom performs its actions in the most optimum and unbiased way.

Automatic Kingdom Turn Sequence

1. If the automatic kingdom is currently the *Conan Player*, the automatic kingdom moves Conan towards the destination marker by the most direct route, following all normal rules for moving Conan, taking *Adventure* tokens, and completing *Conan Adventures*.
2. Reveal all *Strategy* and *Kingdom* cards in the automatic kingdom's hand.

Example: Turan is an automatic kingdom and it is the start of the Turan kingdom's turn, so all cards in the Turan kingdom's hand are revealed. They consist of two *Strategy* cards, and the following *Kingdom* cards:

Ghaznavi (*Play-on-the-Table*; Cost: 1 *Gold*)

Hyrkanian Mercenaries (*Event*; Cost: *Court* action)

Ambush! (*Instant*; Cost: nothing; play at any time during turn)

The Hand of Nergal (*Instant*; Cost: nothing; play before a military contest)

3. Play any *Play-on-the-Table* cards in the automatic kingdom's hand to the table, in order of highest to lowest cost in *Gold*, up to the limit of the automatic kingdom's current *Gold*.

Example: Continuing the above example, the Turan kingdom has 4 *Gold*, and so spends 1 *Gold* to play *Ghaznavi* to the table.

4. Refresh any *Play-on-the-Table* cards currently on the table and in need of refreshing, in order of highest to lowest cost in *Gold*, up to the limit of the automatic kingdom's current *Gold*.

Example: Continuing the above example, Turan now has 3 *Gold*, and the following *Play-on-the-Table* cards are on the table and in need of refreshing:

Hyrkanian Horse Archers (Cost: 3 *Gold*)

Turanian Immortals (Cost: 2 *Gold*)

Turan therefore spends its last 3 *Gold* to refresh *Hyrkanian Horse Archers*.

5. Play any *Instant* cards in the automatic kingdom's hand which are eligible to be played. If the card lists any conditions on when it should be played, such as "Play before a military contest", the card is not played immediately but is played later in the automatic kingdom's turn if the conditions are met.

Example: Continuing the example above, Turan could play *Ambush!* to eliminate one enemy army unit in a province adjacent to a province containing a Turan army. On this occasion there is no such unit to eliminate, so the card is not played. Turan also does not play *The Hand of Nergal* immediately but will play it later in the turn if a *Military* action is performed.

6. Play one *Event* card in the automatic kingdom's hand if any have been revealed and there is a *Court+Conan* fate die in the pool, or if not, a *Wild* fate die which could be used to perform a *Court* action. In all situations in which an *Event* card says "you may" perform some action, substitute "you must".

Example: Continuing the example above, the

Event card *Hyrkanian Mercenaries* was revealed this turn. If a *Court+Conan* or *Wild fate die* was in the fate die pool it would now be taken and *Hyrkanian Mercenaries* would be played using a *Court* action, resulting in Turan placing up to two new army units in friendly provinces and performing a compulsory *Military* action. On this occasion there is no such die available, so *Hyrkanian Mercenaries* is not played.

7. If no fate die has yet been taken, randomly determine the first, second and third choice of fate die "action" to choose for the automatic kingdom by rolling a d6, applying any relevant modifiers, and consulting the following table.

Fate Die Preference Table

1 or less:	Intrigue; Court; Military
2:	Intrigue; Military; Court
3:	Court; Intrigue; Military
4:	Court; Military; Intrigue
5:	Military; Intrigue; Court
6 or more:	Military; Court; Intrigue

Die Roll Modifiers

No Forts/Cities: +1

Fewer Forts/Cities than all other kingdoms: +1

No Towers: -1

Fewer Towers than all other kingdoms: -1

All Die Roll Modifiers are cumulative. Thus, if the automatic kingdom currently had no Towers and every other kingdom had at least one Tower, the modifier would be -2.

Using the fate die action order of precedence generated above, select an appropriate fate die for the automatic kingdom, obeying the normal rules for fate die selection (AoC Rules p.11).

Example: Continuing the example above, Turan has not yet chosen a fate die and there are three fate dice in the fate dice pool: *Military*, *Intrigue* and *Military/Intrigue*. Turan currently has no Towers, whilst all other kingdoms have at least one Tower. A d6 is rolled on the Fate Die Preference Table, and a -2 modifier is applied to the roll (-1 for having no Towers and -1 for having fewer Towers than all other kingdoms). A 4 is rolled, modified to 2, so Turan's preference for fate die actions this turn is *Intrigue*, then *Military*, then *Court*. Turan therefore selects the *Intrigue* die from the pool.

8. Perform the fate die action generated for the automatic kingdom, making best use of all *Strategy* cards, *Kingdom* cards and *Sorcery* tokens available to the kingdom this turn.

Conan action

If the automatic kingdom is currently the *Conan Player*, Conan is moved towards the destination

marker by the most direct route and one *Raider* token is placed in a randomly determined eligible province. If the automatic kingdom is not the *Conan Player*, the automatic kingdom takes the next available *Adventure* token.

Court action

As already described above, if the automatic kingdom's hand contains any unplayed *Play-on-the-Table* Kingdom cards, one is played to the table using this action. If not, then draw one *Strategy* card and one *Kingdom* card from the *Strategy* and *Kingdom* card decks and place them face-down in the automatic kingdom's hand.

Military action

Carry out the action using the following order of precedence:

- Attack one neighbouring neutral or enemy province for which more Contest dice could be rolled than the defender (taking into account a pre-attack redeployment of one army). This includes neighbouring neutral provinces containing a campaigning enemy army (in which case a *Battle* would be fought rather than a *Campaign*) and neighbouring neutral provinces where a *Campaign* is already in progress from a previous turn.
- Redeploy up to two armies so that one neighbouring neutral or enemy province could be attacked next time a *Military* action is performed and more Contest dice would be rolled in that contest than the defender.
- Place up to two new army units from the reserve inside friendly provinces (maximum of one unit per province).

Intrigue action

Carry out the action using the following order of precedence:

- If an Emissary could be moved to a neutral or enemy province and an *Intrigue* contest performed there in which more Contest dice would be rolled in the contest than the defender, perform this action.
- Move one Emissary to an enemy province and remove the Emissary from the board to *Collect Gold* in that province.
- Move up to two emissaries in such a way that an *Intrigue* action rolling more contest dice than the defender, or a *Collect Gold* action, could be performed next time an *Intrigue* action is performed.
- Place a new Emissary in one of the automatic kingdom's friendly provinces.

Finally, discard any revealed and unplayed *Strategy* and *Kingdom* cards in the automatic kingdom's hand, and replace them with fresh cards drawn face-down from the relevant deck. By the end of the automatic kingdom's turn, all cards in the automatic kingdom's hand will therefore be new and unknown face-down cards.

Example: Continuing the example above, Turan has chosen an *Intrigue* fate die and will therefore perform an *Intrigue* action this turn. Turan has an Emissary in Koth, an Emissary in Zamora, and two Emissaries in Turan, which it controls. Khauran is currently a neutral province, with a rating of 3. By moving an Emissary from Turan to Khauran, an *Intrigue* Contest could be performed in which Turan would roll 4 Contest dice (1, plus another 2 for the Emissaries in Koth and Zamora, plus 1 for Turan being an adjacent friendly province). As Khauran would only roll 3 Contest dice to defend (equal to its province rating), Turan moves an Emissary from Turan to Khauran and performs an *Intrigue* Contest there. During the Contest, Turan uses one of its revealed *Strategy* cards, leaving it with 1 unplayed *Strategy* card. It also has 3 unplayed *Kingdom* cards. Once the *Intrigue* Contest is over, the unused *Strategy* card is placed in the discard pile and a new *Strategy* card is dealt face-down to the Turan kingdom's hand, then the 3 unused *Kingdom* cards are placed in the discard pile and 3 new *Kingdom* cards are dealt face-down to the Turan kingdom's hand. This completes the Turan kingdom's turn.

The Age Change Phase

1. Resolve Raids

For each province friendly to the automatic kingdom where there is at least one army unit and also one or more *Raider* tokens, remove one army unit to remove all *Raider* tokens from the province. Any *Raider* tokens not removed will reduce the automatic kingdom's *Empire Points* as normal.

2. Receive Gold and Objective Prizes

Award *Empire Points* to the automatic kingdom for any *Objectives* it has completed.

3. Build Cities and Raise Troops

The automatic kingdom will first place an army unit from the reserve in each friendly province containing a City or Tower provided enough reserve army units are available. Any province containing a Fort will then be upgraded to a City using a Tower from the reserve if one is available, otherwise an army unit will be placed there from the reserve, if available.

4. Spend Gold

Roll a d6 to determine which unit, card, or cards the automatic kingdom purchases, subject to the limit of the available units in the reserve.

1-2: Army Unit

3-4: Emissary

5: 1 *Strategy* card plus 1 *Kingdom* card

6: 1 *Strategy* card

Keep rolling until a result cannot be fulfilled due to the automatic kingdom having insufficient *Gold* or insufficient pieces in its reserve. Purchased army units and Emissaries are placed in a random friendly province. Purchased *Strategy* and *Kingdom* cards are dealt face-down to the automatic kingdom's hand.

5. Assign Artifacts and the Conan Bonus Card

All player kingdom's first select the *Adventure* tokens they wish to bid. Next, for each automatic kingdom, reveal all of the kingdom's *Adventure* tokens and tally the total value of each *category* of *Adventure* token. The automatic kingdom then bids all tokens of the category which has the greatest total value.

Assign the Conan Bonus Card as normal to the kingdom with the fewest *Empire* points, or if tied, to the kingdom with the fewest *Adventure* tokens.

6. Create the Adventure Deck

Create the new Adventure Deck as normal.

7. Refresh Play-on-the-Table cards

As for player kingdoms, *Play-on-the-Table* cards of automatic kingdoms which need refreshing are now refreshed for no cost in *Gold*.

Crowning Conan

Automatic kingdoms never attempt to Crown Conan.