



## *Solo variant 1.0*

I really liked the solo system of Heroes of Land, Air & Sea when I first played the game. I found most of the ideas brilliant but also thought some parts were missing.

It took me several plays to come up with this variant but I think it improves the AI's behavior without distorting the main concept of the solo mode.

This variant makes the AI more challenging. It might happen you still lose even though you will have developed your faction well. I personally tend to win 20% of my plays but I'm definitely not an expert!

You can either use this variant as a whole or only select the rule changes you prefer. The variant perfectly works with a single AI but can easily be used against two (or three!) AIs

It is the first time I create a variant (in English moreover). I hope it is clear and you have fun.

Please feel free to give any feedback or ask any questions!

*Nils (Skinner)*

## *A - AI's movement*

### **Exploration move**

When instructed to make an Exploration move, the AI goes toward the closest Exploration token in order to pick it up.

The AI's army **must end its movement** on the token's region to claim it: passing through has no effect.

If several Exploration tokens are at the same range, the AI's army uses the compass to determine what direction it chooses.

When making an Exploration move, the AI **never** enters a region filled with enemies (even if the enemies' army has a lower strength value)! Only Attack actions make the AI attack.

The limitation of regions the AI's army can move remains the same.

### *1 General moves*

When the AI's action fails, the hero and its army will make an **Exploration move** instead of a random move.

### *2 AI's air vessel*

The AI's air vessel can move up to **3 sea or land regions**. It can move through the center sea with no additional cost.

The AI's air vessel can make an Exploration move as any AI's army.

*Remember the AI's air vessel collects only the Exploration tokens it stops on!*

### *3 AI's sea vessel*

The AI's sea vessel can move up to **2 sea regions**. It enters and leaves a shore **for no cost** and always ends its movement at a shore.

When entering the center sea, the AI's sea vessel **must stop** (and finish its movement at a shore) unless it started moving from a shore in the center sea.

The AI's sea vessel can make an Exploration move as any AI's army.

Before ending its movement at a shore, the AI's sea vessel collects the Exploration token(s) in the sea region it has stopped in.

When making an Exploration move, the AI's sea vessel selects its destination shore in this order of priority:

1. A land region with at least one Exploration token
2. A land region producing the type of resources the AI owns the least
3. Select randomly

## *B - AI's recruitment*

When instructed to Recruit a **warrior** as an action, the AI's army will **also** recruit a serf **if the army does not already contain one**. The AI must still spend 1 food for the recruited serf.

*Reason: Having serfs in its army helps the AI build towers.*

## *C - AI more aggressive*

When instructed to Attack, the AI's army will **automatically** selects the player's capital as a target **if the player's capital has a lower strength value** than the AI's army (the AI's army must be able to reach the capital).

If the player's capital strength value is higher, the AI's army will attack another player's army as usual.

*Reason: It will be dangerous for the player to leave their capital with no defense.*

## *D - AI's capital defense*

When the player attacks the AI's capital and there is no hero to defend it, the AI will **automatically** calls back its closest hero's army to defend it. **No Tactics, Abilities or Spells can prevent this!**

*Reason : Taking out the AI's capital remains possible but becomes more difficult.*

## *E - Building up AI's capital*

During a fight, if the AI plays the action **Build (Capital)** as a strength value, the AI will immediately try to build up its capital's level at the end of the fight by spending **2 more ores** than necessary. If the action fails, do not move any hero's army. This is an extra action: the AI will still draw a random action for its next hero's army.

When instructed to Build (Capital) as a normal action, the AI still pay **the normal cost of ores** to build up its capital's level.

*Reason: The AI keeps building up its capital even while fighting often.*

## *F - AI's spells*

After casting a spell from a Research action, if the AI owns at least 6 mana, it will **spend 3 more** in order to gain 1 additional victory point.

*Reason: The AI usually spends very few mana during the game.*

## *E - Additional rule changes for solo play*

### *Spells*

When casting **Cancel Spell**, put the spell card on the AI's spell you just cancelled. There is no effect the next time the AI is instructed to cast this spell: the AI spends no resources and gains no victory points. Then remove **Cancel Spell** from the AI's board and discard it. The AI will be able to cast the spell again.

*Reason: **Cancel Spell** is no longer an overpriced version of **Halt Spell** while playing solo.*

### *Player's heroes*

#### **Orcs**

The level 1 ability of the Berserker becomes: **"When the Berserker's army attacks, the AI gains no strength value from a Barricade card."**

#### **Lionkins**

The level 2 ability of the Gladiator becomes: **"When the Gladiator's army wins a fight, the AI must lose units for 1 more strength value".**