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DEAD RECKONING

Card Crafting System

AEG

SOLO RULEBOOK

INTRODUCTION

In this solo variant for *Dead Reckoning™*, you will be playing a 2-player game against a non-human AI opponent called the *Wayward Covenant*, also commonly called just the *Covenant*. You will play your turns using the same rules as you would in a multiplayer game, however, your automated opponent resolves its turns using its own rules and simulates the type of actions a human player might take.

You may increase or decrease the difficulty of your game by using the hard or normal sides of some or all of the AI cards.

SETUP

Sleeve the 18 *Wayward Covenant* cards with the Normal difficulty (blue) side showing. Shuffle all of them and place them in one facedown deck. If you would like to play on more difficult levels, see the "Difficulty Scaling" section at the end of this book.

Set up the game for a 2-player game, except that the *Covenant* does not need a Ship board or Treasure chest. Its 🟡 total is public knowledge, including its starting 15 🟡.

> **TIP:** The *Wayward Covenant* cards show a grid which maps onto the board layout to indicate where the AI does certain actions. The grid on the cards is laid out with the Harbor board on the left, thus you should choose your seating so that the Harbor board is to the left.

GENERAL RULE

Any time the *Wayward Covenant* has multiple options and these rules do not specify which option it chooses, you choose for them.

GAME PLAY

The *Wayward Covenant* always takes the first turn of the game.

Player turn:
Your turns are played exactly the same as a normal game.
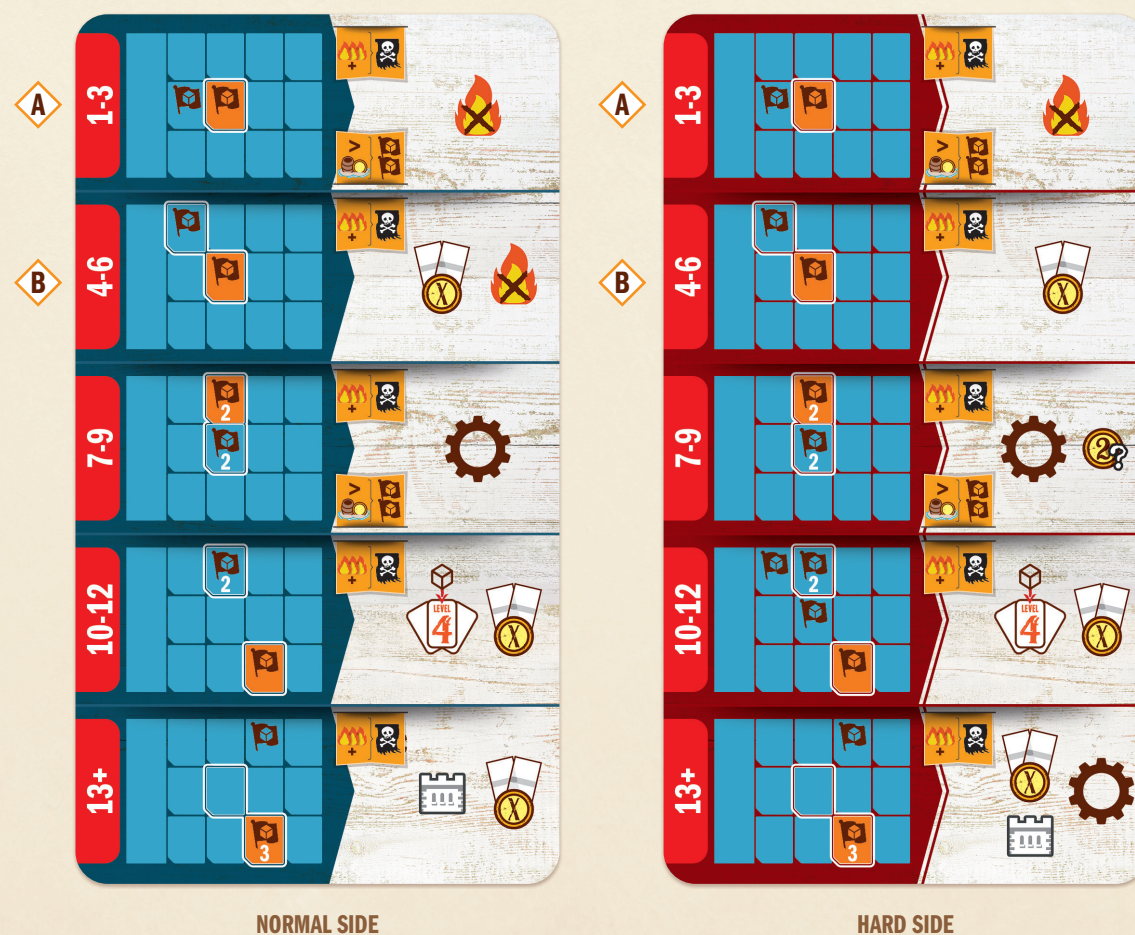
Wayward Covenant's turn:
On the *Covenant's* turn, reveal the top card of the *Wayward Covenant* card deck. Depending on what turn number you are on, the *Covenant* will execute the corresponding effect on the card. Turns 1, 2, and 3 ⬦A it will execute the top portion; turns 4, 5, and 6 ⬦B it will execute the second portion, etc. You can keep track of turns by simply counting how many *Wayward Covenant* cards have been revealed.

End of turn:
At the end of the *Covenant's* turn it always gains **ALL** 🟡 and 🛢 that are on islands it controls. 🟡/🛢 gained by the *Covenant* simply go directly to its Dock tile. Every 3 🛢 the *Covenant* accumulates on its Dock are immediately converted into 1 🟡.

Each turn the *Covenant's* Ship token is simply moved from its starting location to its end of turn location. All of the other actions on the solo cards simulate the *Covenant's* Ship moving around and taking actions a player might take on their turn, even though the Ship token itself does not carry out those moves.

COVENANT CARD

NORMAL SIDE   HARD SIDE

BASICS OF RESOLVING THE WAYWARD COVENANT'S TURN

Each *Wayward Covenant* card has a left section which indicates what the *Covenant* does on the board, and then a right section which has some number of other actions the *Covenant* might take.

The *Covenant* always resolves actions on the card from left to right, first completing everything on the left side of the card, then completing everything on the right side of the card going left to right and top to bottom.

Note: On occasion cards can cause the *Covenant* to trigger multiple battles in a turn. This does not change the order in which the card is resolved, but can modify the way each battle resolves. See "The Covenant Getting into Multiple Battles" (page 7).

LEFT SIDE EFFECTS

A grid is shown on the left side of the card and maps onto the board with the Harbor board to the left and the Ocean boards to the right.

Important: If any of the following effects interact with an unexplored Ocean board, then reveal that Ocean board as normal and place one of the *Covenant's* cubes on the *Explorer Achievement*. While you are not allowed to explore more than one unexplored space in a single turn, it is possible for the *Covenant* to do so.

Do the following in order:

1. Claim Advancements
2. Place Influence cubes
3. The Covenant end turn position
4. Conditional Effects

HARBOR	ROW 1	ROW 2	ROW 3	ROW 4
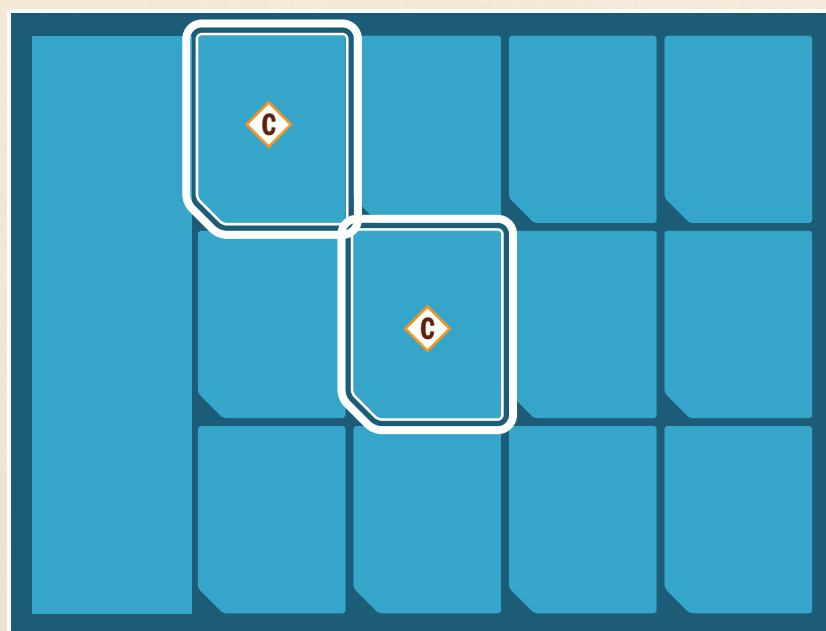
The Covenant claims the Advancements on the white-bordered spaces.

1 CLAIM ADVANCEMENTS

You will also see 0, 1, or 2 spaces with a white-border ⟨ᴄ⟩. The *Covenant* claims the Advancements on these spaces.

Claimed Advancements are kept in two piles near the *Covenant's* other components. Advancements which have at least 1 cannon (🔫) or at least 1 battle ability are placed in single pile, called the "Pirate pile". All other Advancements should be placed in a second pile called the "Mercantile pile". If the Advancement claimed is a Merchant ship, flip a coin and if tails the *Covenant* keeps the Advancement on the front side, if heads the *Covenant* places a cube on the *"Legendary" Achievement* and keeps the Advancement on the back side; it does not however get any 🪙 indicated in the "Win" condition on the Merchant Ship card.
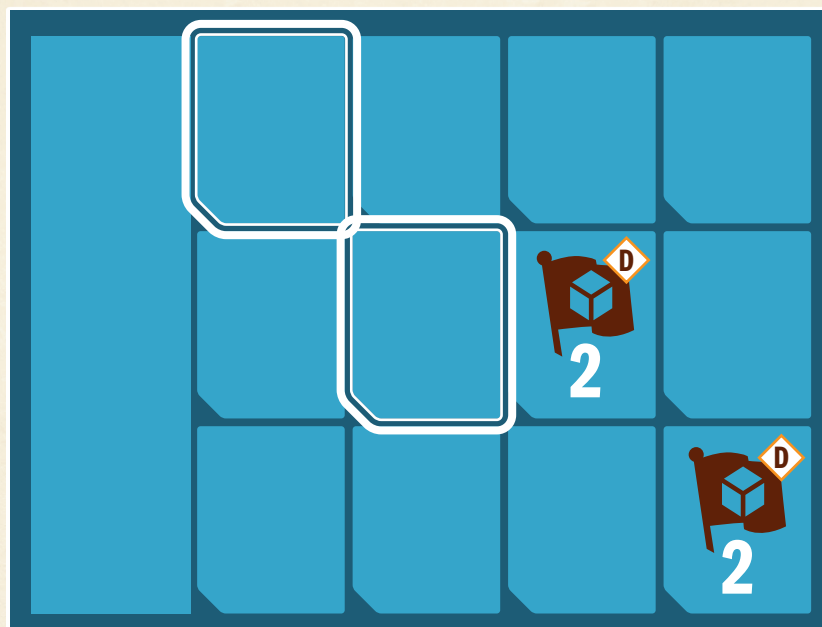
2 PLACE INFLUENCE CUBES

You will see any number of spaces with any number of Influence cube (⬛) icons indicated. The *Covenant* places the indicated number of cubes on the indicated spaces. As with normal rules, if the *Covenant* takes control of an island, remove any buildings and it gets a permanent cube on that island.

There is an exception to these placements when they interact with any island where you have a Garrison (📞) and/or Fort (🏰) or your Ship in Pirate mode. In these cases, if the influence amount to be placed is 1, ignore it. Otherwise, the *Covenant* Ship will battle you in an attempt to place influence cubes on the island. See "Clarifications" (page 7) for more details.

Frequently, the indicated space will be an open sea or an island the *Covenant* already controls with no more space for it to put cubes. In these instances, you got lucky; simply do not place the cubes that cannot be placed.
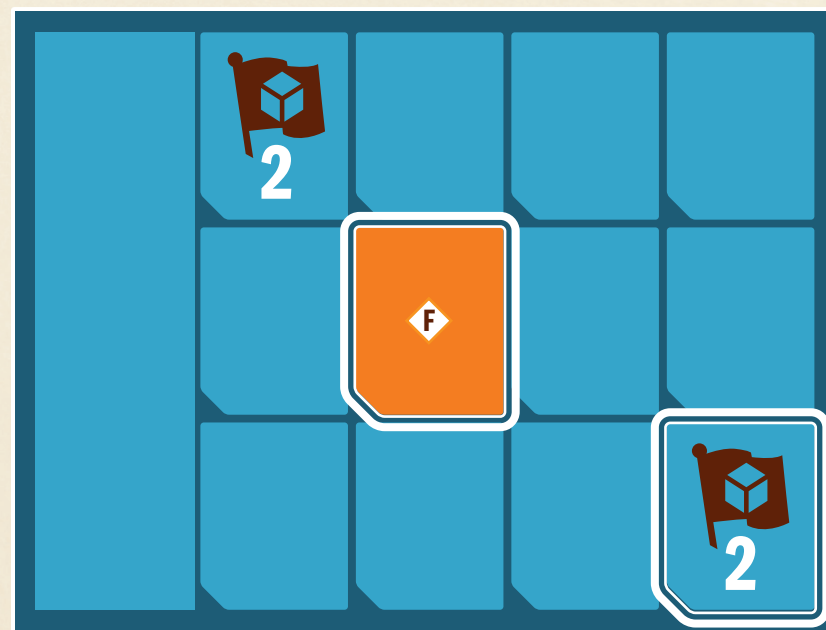
The *Covenant* places 2 Influence cubes on each of the indicated spaces ◇D◇.

3 THE COVENANT END TURN POSITION

On this grid one spot will be indicated in orange. The *Covenant's* Ship ends its turn on the orange, so simply place the *Covenant's* Ship on that space.
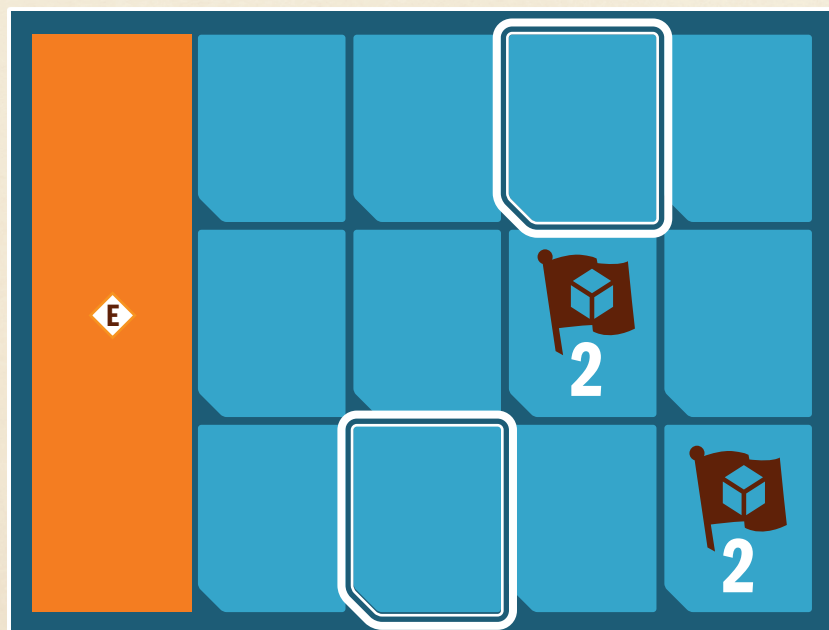
The *Covenant* ship ends its turn in the Harbor ◇E◇.

The *Covenant* ship ends its turn in the middle space of Row 2 ◇F◇.

LEFT SIDE EFFECTS CONT.

4 CONDITIONAL EFFECTS

There are 2 types of conditional effects which are present on some of the *Wayward Covenant* cards. Conditional effects only happen given specific circumstances. These happen after the left side effects are complete, but before the right side effects resolve.

On some cards this icon is marked on the top of the centerline G.

If you have 3 or more 🔥 on your Ship and the revealed *Wayward Covenant* card has this icon, then the *Covenant's* Ship attacks you, even if you are in Harbor. If you have less than 3 🔥 on your Ship this icon does nothing. See the "Battle" rules (page 6) for resolving the *Covenant* attacking your Ship.
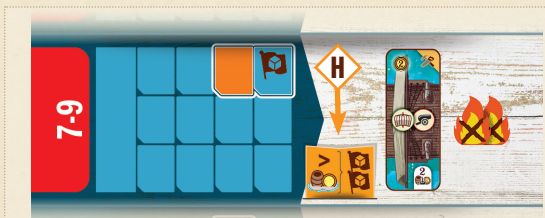
On some cards this icon is marked on the bottom of the center line H.

If there are any 🛢 or 🪙 on one or more islands that the *Covenant* does not control and that does **NOT** have a player Ship in Pirate mode, the *Covenant* will place 2 Influence cubes on the island with the most 🪙 (if tied count 🛢+🪙). If the target island with 🪙/🛢 on it has a Fort/Garrison, then the *Covenant* will battle you to try and place Influence cubes there. See "Battles" rules (page 6) and the "Clarifications" (page 7). If you are in Pirate mode at an island, the *Covenant* will ignore that island for the purposes of this conditional placement.

RIGHT SIDE EFFECTS

On the right side you will see a number of different types of icons, each indicating an action the *Covenant* will take.

A coin amount means the *Covenant* simply gains that many 🪙 from the supply.

An icon showing 2 Advancements and a 🪙 with an **X** means the *Covenant* will gain 1 🪙 for every 2 Advancements (rounded down) in its Mercantile pile.

A Ship Upgrade means the *Covenant* gains the indicated Ship Upgrade tile. Ship Upgrade tiles gained by the *Covenant* are just kept near its other components. Any Cannon (🔫) on the Ship Upgrade tile will help the *Covenant* in battles, and once the *Covenant* has 4 total Upgrades it will gain the *Elite Vessel Achievement*. Note, if the specific Upgrade tile shown is not available, then just give the *Covenant* any Ship Upgrade tile of the same level.

A damage repair icon means the *Covenant* simply repairs the amount of damage (🔥) indicated, or as much as possible.

A Building icon means, you place the indicated Building on an island the *Covenant* controls if possible. If the *Covenant* controls multiple islands, place the Building on the highest value island (based on first place 🪙) where there is not already a Building of that type. If there are multiple islands that meet this condition, then place it on the island with the highest combined 🪙 and 🛢 production power. Any further ties, you decide which tied island to place the Building on.

If you see a Production icon, the *Covenant* produces on the highest production island it controls (including any bonuses from an Outpost or open seas) and immediately gains those 🪙 and/or 🛢. Break any tie between islands based on which produces the most cargo. If the *Wayward Covenant* card indicates it resolves 2 production icons, then the *Covenant's* best 2 🪙 production islands both produce once. These 🪙/🛢 go straight to the *Covenant's* supply.

If the *Covenant* has not claimed the *Expert Sailors Achievement*, this icon means the *Covenant* places a cube on the *Expert Sailors Achievement*. Otherwise ignore this icon.

An Attack Flag icon means the *Covenant's* Ship attacks you. For more on battling the *Covenant* see the "Battle" section (page 6) and "Clarifications" (page 7). Often this icon will be associated with the phrase "**+ X** 🔫 this battle", which means the *Covenant* gets that many additional Battle cubes to drop during the battle. Sometimes it will say "If not in Harbor" in which case, if you are in Harbor, the attack does not happen.

> If there is a Merchant Ship on an Ocean board, AI defeats it (you choose if multiple).

This means that if there is at least 1 Merchant ship anywhere on the board, the *Covenant* defeats it (your choice which Merchant ship if there are multiple). If a Merchant ship is defeated the *Covenant* gains the Advancement on the back of the card as normal, and if the *Covenant* does not already have the *Legendary Achievement*, then the *Covenant* gains a cube on the *Legendary Achievement*. The *Covenant* does not gain the coins from the "Win" condition on the defeated Merchant ship.

> After end of turn, place 4 on the highest value island the AI controls.

Text like this means the indicated amount of 🪙 or 🛢 should be placed on an island the *Covenant* controls, from the supply, but only after the *Covenant* has completed its turn. This means the 🪙/🛢 will stay on that island, and the *Covenant* will gain it at the end of its next turn. This gives you a 1 turn opportunity to try and take control of the island away from the *Covenant* and snatch the 🪙/🛢.

> If AI would drop at least 7 cubes in a battle...

In some cases a condition will be spelled out. In this example, if the *Covenant's* cannon total is 7 or greater during a battle, then the *Covenant* will attack you. If it does not have at least 7 Cannons, instead it resolves the "otherwise..." effect. See the "Battles" (page 6) for how the *Covenant* determines its total Cannons.

BATTLES VS THE WAYWARD COVENANT

Battling the Wayward Covenant's Ship: When you battle the *Covenant's* Ship you will determine your Cannons and use your Battle abilities the same way as usual. The *Covenant* has Cannons (and thus drops that many Battle cubes) as follows:

* 1 base Cannon.
* 1 cannon for each cannon on Ship Upgrade tiles it has acquired.
* If defending, 4 Cannons in Harbor, as normal.
* 1 Cannon for each building it controls on the space, if any, as normal.
* 1 cannon for every 2 Cannons and/or battle abilities on Advancements in its Pirate pile.

Resolve the battle as normal. The *Covenant* is considered to have no Battle abilities. Any ◯/🍺 the *Covenant* gains as plunder go straight to its Dock tile. Remember, the *Covenant's* 🛢 immediately converts 3-to-1 into ◯.

Important: The *Covenant* always wins ties in Ship vs Ship battles regardless of whose turn it is (note, normal tie rules still apply to building battles). Also, the *Covenant* has unlimited cubes, so if it does not have enough cubes to drop for a battle, supplement with neutral cubes or those of a color not in use.

Attacking the Wayward Covenant's Buildings: This works exactly the same as regular Building battles.

Wayward Covenant attacking your Buildings: The *Covenant* determines its cubes the same way as described above, and you determine yours the same as a regular game.

ACHIEVEMENTS

The *Covenant* will gain Achievements in the same way as a regular multiplayer opponent in most cases. Note, the *Covenant's* cubes are unlimited, so when using them to mark for Achievements, if it is out of its cubes, supplement it with neutral cubes or those from a color not in use.

* **Legendary:** Each time the *Covenant* defeats your Ship in a battle or a Merchant ship, place one of its cubes here. Once it gets a fourth cube here it claims the Achievement.

* **Terror of the Sea:** If the *Covenant* ever sinks you, it claims this Achievement.

* **Expert Sailors:** If the *Covenant* ever places a third cube here it claims this Achievement.

* **Elite Vessel:** If the *Covenant* ever gains a fourth Ship Upgrade it claims this Achievement.

* **Explorer:** Each time the *Covenant* explores an Ocean board, place one of its cubes here. If it ever has cubes here it claims this Achievement (5 in a solo game and 3 in 2 vs 2 mode).

* **Builder:** If the *Covenant* ever controls 5 or more Buildings at one time it claims this Achievement.

* **Settler:** If the *Covenant* ever has a total of 6 or more permanent cubes on all islands, it claims this Achievement.

* **Capitalist:** If the *Covenant* ever has 30 or more ◯ in its supply it claims this Achievement.

* **Master Merchant:** The *Covenant* cannot claim this Achievement.

If the *Covenant* claims a fourth Achievement first it has triggered the end of the game. You get one more turn and normal last turn rules apply.

If you claim a fourth Achievement first, the *Covenant* takes one additional turn, and as normal, last turn rules apply, meaning you get +2 cubes in any battles and the *Covenant* converts only 1 of your Influence cubes at a given island for every 2 that it normally would.

CLARIFICATIONS

WHEN DO BATTLES OCCUR?

On your turn:

✹ You may attack the *Covenant's* Ship as in a normal 2–player game by being in the same space as the *Covenant* and using an Attack Flag to initiate an attack.

✹ You may attack the *Covenant's* Forts and Garrisons as normal.

On the Covenant's turn:

✹ The *Covenant* will attack your Ship if the *Wayward Covenant* card has an Attack Flag, or if a conditional attack is triggered.

✹ The *Covenant* will battle your Ship if you are in Pirate mode on a space where it is designated to place at least 2 influence cubes or end its turn; this does not include conditional Influence cube placements which are ignored on spaces where you are in Pirate mode. If it is just picking up the Advancement on the space it will not trigger a battle. And remember, if it were to place just 1 Influence on a space where you are in Pirate mode, it simply doesn't place the cube.

✹ The *Covenant* will battle your Fort and/or Garrison if they are on an island where it is designated to place at least 2 Influence cubes.

✹ **Garrison damage:** The *Covenant* takes 1 damage from Garrisons only if it ends its turn on that island or gets into a battle with the Garrison. It does not take 🔥 if it is just picking up the Advancement there. The *Covenant* will never take a 5th 🔥 this way, so ignore this auto damage if it would be the 5th.

SINKING THE WAYWARD COVENANT'S SHIP

If you sink the *Covenant's* Ship, simply take 5 of its 🪙 from its Dock and put them in your Treasure chest, then put the *Covenant's* Ship in Harbor. If this happens on the *Covenant's* turn, the *Covenant's* Ship is placed in Harbor regardless of where the card says the *Covenant* ends its turn.

THE COVENANT GETTING INTO MULTIPLE BATTLES

✹ The *Covenant* will never battle a Fort or Garrison the same turn it attacks you, thus ignore any influence cube placements on the left side of the card that would cause a battle if the right side of the card has an Attack Flag or there is a conditional attack that will trigger.

✹ If you are in Pirate mode and the *Covenant* would trigger a battle with you during its left side resolution **AND** it intends to attack you with an Attack Flag during its right side resolution, only resolve the Attack Flag battle on the right side (note that this may result in the Covenant not placing influence on an island where you have your Ship in Pirate Mode).

✹ If you are in Pirate mode on an island the *Covenant* targets for placing 2 or more Cubes, and you have a Fort/Garrison the *Covenant* is also targeted to battle (on that island or another island), the *Covenant* first battles your Ship but with only half of its normal Cannons amount (rounded up). If the *Covenant* wins, it then battles your Fort/Garrison with the other half (also rounded up). If it loses either battle, it skips all future battles that turn and does not place the cubes.

✹ If the *Covenant's* Influence cube placements mean it would fight more than 1 building battle in the same turn, then it only fights one battle for the island with the most coins on it (tie-break based on the islands' end-game 🪙 values). Cube placements on the other islands with Forts and/or Garrisons are ignored.

AI AND SAGA CONTENT

If you are playing with Saga expansion content use these rules when the *Covenant* would pick up a non-Merchant ship Encounter.

✹ The *Covenant* ignores all Fortune Encounters.

✹ If the *Covenant* picks up a non-Merchant ship Encounter or a Merchant ship Encounter from a Saga, do not flip it over, and instead just place it into the *Covenant's* Mercantile pile.

DIFFICULTY SCALING

You may scale the difficulty as follows.

✹ **Normal:** Use 1 shuffled *Wayward Covenant* deck with all cards sleeved such that the normal difficulty (blue) side is showing.

✹ **Hard:** Sleeve 9 randomly chosen *Covenant* cards with the "hard" (red) side showing and the other 9 cards with the normal side showing. Shuffle the 9 normal and 9 hard cards separately, then build the AI deck with alternating normal/hard cards; each odd numbered turn should be a normal card and each even numbered turn should be a hard card.

✹ **Expert:** Use 1 shuffled *Covenant* deck with all cards sleeved such that the hard (red) difficulty side is showing.

✹ **Extreme:** Same as expert, however, during the game, after each third *Covenant* card is drawn and completed, draw and complete another *Covenant* card. Note, this bonus card does not count as an extra turn for determining which section of the *Covenant* card to resolve. So the section of this bonus card to resolve is the same as the prior card.

2-PLAYER CO-OP VARIANT

For those interested in a co-op experience for 2 players, the solo rules can be used to create a 2 vs. 2 scenario where you and a partner face off against an opposing team of two *Wayward Covenant* AI players. All normal rules apply in this variant except those listed below.

SETUP ADJUSTMENTS

✷ Setup the game for 4 players.

✷ Assign one *Covenant* AI to you and one to your partner and randomly select one to be the start player.

✷ Create 2 separate 9-card *Wayward Covenant* decks for each *Covenant* AI.

NOTE REGARDING DIFFICULTY:
The 2-player co-op is about 1 tier easier than the regular Solo mode (i.e. normal is "easy", hard is "normal" etc.), so when choosing your difficulty level, bear this in mind.

GENERAL RULES ADJUSTMENTS

✷ **Gameplay:** Turns alternate between the players and the *Covenant*. You will complete the turn for the *Covenant* you were assigned, then you will complete your own turn. Then your partner does the same. **Note:** the game still ends when any **ONE** player or *Covenant* reaches 4 Achievements.

✷ After the ninth turn the *Wayward Covenant* decks will be out of cards, so simply shuffle all the *Wayward Covenant* cards and randomly create 2 new 9-card *Wayward Covenant* decks. **Note:** if you are playing on Hard difficulty the tenth turn should be a *Wayward Covenant* card on the "hard" (red) side.

✷ **End-Game:** After tallying your total score at the end of the game add it together with your partner's score to determine your total team score. Do the same for the 2 *Covenant* players.

✷ The highest team score wins. In the event of a tie, use the normal tiebreaker but using total cubes for both players against total cubes for both *Covenant* AI players.

CO-OP PLAYER RULES ADJUSTMENTS

✷ You cannot attack your partner's Ships or Buildings, they and their Ship are considered to be in Mercantile mode during your turn.

✷ Garrisons do not damage a partner's Ship.

✷ You may replace your partner's cubes **AND** you may place cubes onto islands where they have a Fort/Garrison/Blockade as if they weren't protected so long as your partner agrees.

✷ You may still **NOT** pick up ◯ or 🛢 from islands controlled by your partner.

✷ You may still produce on any island, however, if you produce on an island controlled by your partner you only add a maximum of 1 🛢 and/or 1 ◯ to the island even if it could otherwise produce more. This is because it is too easy to have one player control islands and both players produce on them.

✷ 🛢 or ◯ **exchange:** If your Ship shares an Ocean board (**NOT** Harbor) with your partner's Ship you may freely exchange ◯ and 🛢 between the 2 Ships. This can happen at any time during your turn.

✷ **Shared Damage Repair:** If your Ship shares an Ocean board **OR** Harbor with your partner's Ship, any damage repair actions you take may repair damage on either Ship.

✷ **Allied battle assistance:** If your Ship is involved in a battle while sharing an Ocean board (**NOT** Harbor) with your partner's Ship, you get +2 battle cubes at the start of the battle. Moreover, any plunder gained from the battle may be put on either yours and/or your partner's Ship. Their Ship is **NOT** considered part of the battle though for any other reason(s).

✷ You may count Sails and Cannons covered by 🛢 and/or ◯ when you are at an island controlled by your partner as though you controlled the island.

WAYWARD COVENANT RULES ADJUSTMENTS

✷ The *Covenant* players will never replace each other's cubes. If a cube placement would cause this to happen, simply ignore it.

✷ The *Covenant* AI will never cause its ally to lose control of an island. If a cube placement would cause this to happen, simply ignore it.

✷ One *Covenant* AI's Forts/Garrisons do not block the other from placing cubes on an island (but again, they won't replace their allies' cubes).

✷ The *Covenant* AI's never attack each other and their Garrisons do not damage each other.

✷ If a *Covenant* AI is replacing cubes on an island where you and your partner have cubes, it will always replace the cubes of the player who controls the island first if possible.

✷ If a *Covenant* AI attacks, it will attack the player who is:

  ✖ **A)** not in Harbor and

  ✖ **B)** closest to where the *Covenant* AI started the turn. If tied, the *Covenant* AI will attack the player with the most damage on their Ship who is not in Harbor. If still tied, flip a coin.