

Conquests - Solo mode vs house havok (hh)

To win the game:

Player: capture ALL of hh's knights, or hold 5 realms for 1 turn.

hh: capture 4 knights, or hold 5 realms for 1 turn.

Set up:

hh starts with all of its knights in its host and 1 general and 2 knights on the map.

1. Roll for these positions (until you get an empty realm) and place the general first, followed by the knights (re-roll any 7/8s and if it rolls a 6 it takes the harbour first).
2. The player starts with 1 general and 3 knights in its host and only 3 available knights in the supply, (the rest are put back in the tin). Then rolls for its general's position as usual.
3. hh takes the first turn and begins.

Gameplay notes

Note 1: if the player rolls an empty realm during phase 1 (of its turn) it **MUST** place a knight there if able!

Note 2: on a ~~XX~~ roll, the player can only capture, not kill.

Note 3: any time hh must move towards the 'closest' knight (OR if it has a 'choice' of moving one or more of its own units) roll both die and move/ move towards the knight closest to the number that you rolled.

house havok Actions

Whilst rolling for the realm (phase 1) it will resolve the roll with one of these options, in this order:

1. Claim that realm if it is empty (with a 6 it claims the harbour first) or attack a players knight if there is one there.
2. If it rolled a castle that it already controls it will place a 2nd knight there (if able).
3. If it rolls a 7/8 it will place a knight on the furthest available realm from the player's general (prioritizing a castle, then an anchor if available).
4. If it rolls its own general, or one of its knights, it will move it one space towards the nearest player's knight / available castle (in that order).
5. If it rolls the players general, (or none of the above is possible, it takes no phase 1 action).

Note: If it rolls   it will protect it's knight with the highest realm number.

Note: If it rolls ~~XX~~ it will kill the enemy knight in the lowest realm number.

For It's action (phase 2) it will choose one of these options, in this order:

1. Move a unit to take a 5th realm if able
2. Attack the closest knight using a knight (moving from a castle with 2 units first if it has them).
3. Move its general towards the closest (player's, single) knight.
4. Move one of its units into an available castle (as far away from the player as possible).
5. Attempt to rescue one of its knights.
7. If there are no knights to rescue, it will pass.