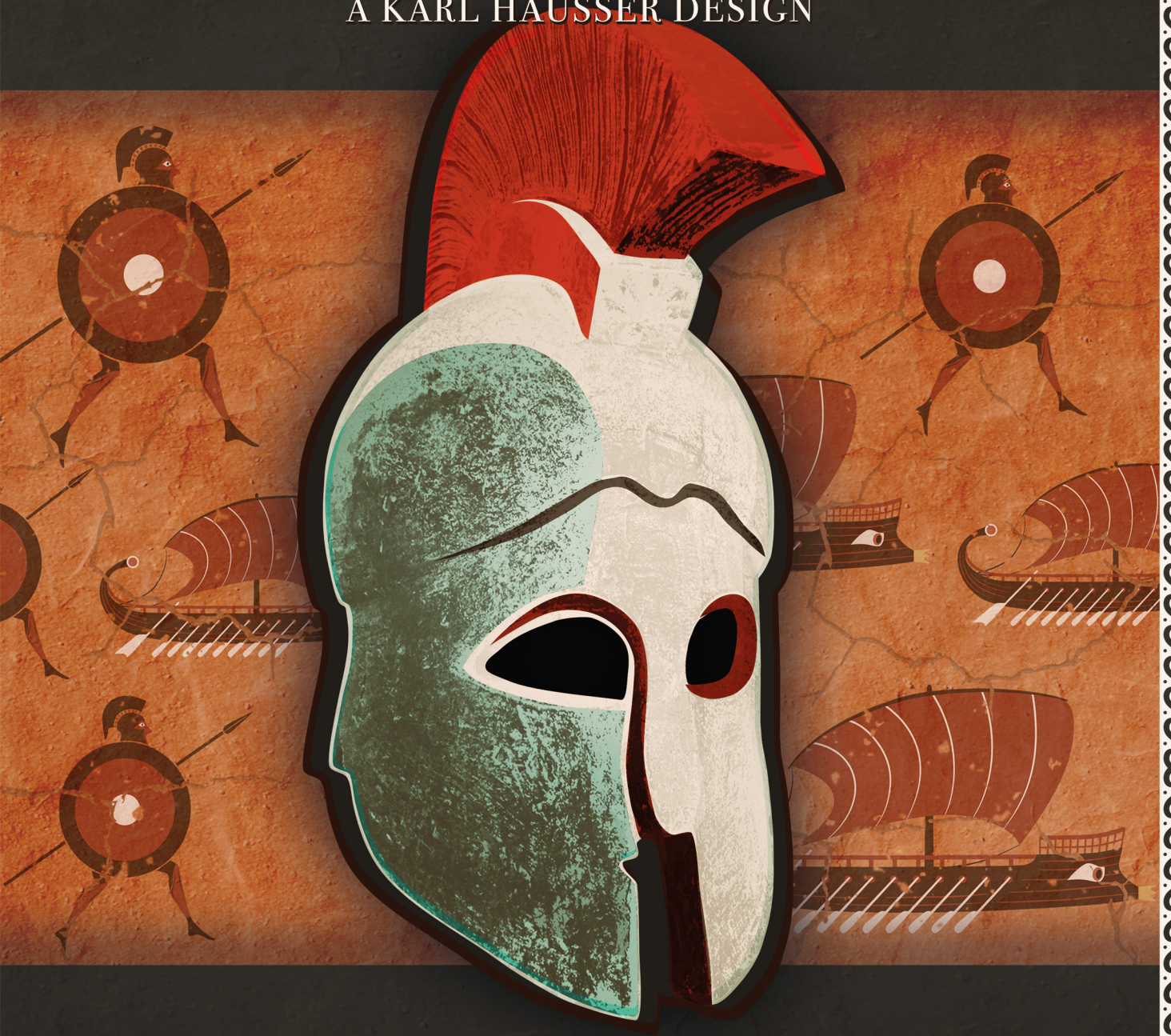A KARL HAUSSER DESIGN

HISTORY OF THE ANCIENT SEAS

ARCHIMEDES

SOLITAIRE MODULE

RULEBOOK

ARCHIMEDES

Solo rules for **Hellas**, **Dies Irae** and **Mare Nostrum.**

1. OVERVIEW

Archimedes is a solo module designed to take the place of one of the players around the table: the selected faction will be managed by a simple "Artificial Intelligence" (AI) designed to be easy to follow, non-deterministic (non-predictable) and fully aligned to the rules of the game (no shortcuts or cheating).

When it is the AI's turn to play, a card is drawn from the pile (seven cards): the card will determine the priorities to follow when choosing the AI action in the current turn and, optionally, some specific objectives (e.g. focus on MILITARY development). For each action, a table has been created that determines how the AI proceeds in choosing between the various options, e.g. which Trade Post to select or which unit to build. The AI tables then define the general 'orders' based on the current conditions of the game. The AI cards may include specific objectives for the current turn, directing the orders and making the AI's behavior less predictable. The end result is an AI that is fast but still able to offer an interesting challenge.

Players select the faction that is played by the AI. Set up the pieces of that faction according to the setup instructions at the end of this manual. One player should take care of updating the charts and tracks for the faction that is "played" by the AI.

1.1. COMPONENTS
- 7 AI cards
- 1 backprinted AI ORDER sheet
- 1 Rulebook

2. AI CARD

Each card provides a list of ACTIONS to be evaluated in sequence from top to bottom. Some Actions can have one or two **TAGS** attached to it. **TAGS** are uppercase words between ✶ and are used to guide the AI execution of the Actions.

First ACTION to evaluate *DEVELOP*

TAGS between ✶

DEVELOP ✶MISSED✶
MOVE ✶FIRST✶
ATTACK
TRADE POST
BUILD ✶PASS✶
DEVELOP
MOVE
STABILITY

ARCHIMEDES SOLO CARD

3. AI TURN

At the beginning of each game turn shuffle the AI cards. When it is the AI's turn, draw the top card of the pile and start evaluating the `ACTIONS` in the order provided on the card.

Select the first `ACTION` that is currently available (i.e. the `ACTION` can be selected by the AI player following the standard rules).

On the **AI Order Sheet**, you will find a box that is associated to the selected `ACTION`. Each `ACTION` will include a list of possible `ORDERS`.

`ACTION` name

> ### STABILITY
>
> *Execute only 1 order per game turn.*
>
> - Improve Stability if it is -6 or less.
> - Improve Stability if Build, Develop and Create Trade Posts actions have been completed or cannot be executed later.
> - Improve Stability if this is the 5th action or if *GOLDEN AGE*.

`ORDERS` to evaluate

`ORDER` triggered by the *GOLDEN AGE* Tag

Evaluate each Order: execute every order that fits the current situation. If no `ORDER` can be executed, the action is NOT selected: consult the AI card to select the next action. After executing the `ORDER`, check for "Strategy Tips" (see below for more details).

If no `ORDER` can be executed, select the action in the card with a *PASS* tag even if this will not trigger any action: if this tag is not present or the action cannot be selected then select a **PASS** action.

4. MULTIPLE AI CHOICES

In some cases, the AI will have multiple equivalent choices (for example, two identical unoccupied merchandises could be reached by a legion). In those cases, the selection will be taken by the player that in turn order will play after the one following the AI.

Example: *if AI is first in turn order, the selection will be taken by the player who is third in the turn order). In HELLAS the opponent of the AI will decide.*

5. STRATEGY TIPS

Some actions include strategy tips (identified by the icon **Ω**) at the bottom of the `ORDER` list.
Once the action is completed, evaluate the Strategy Tips to trigger special events/tasks.

6. SELECTION OF THE FORCE

If an `ORDER` requires one or more units to be selected, consult the "SELECT UNIT" box on the **AI Order Sheet**.

7. SELECTION OF THE TARGET

If an `ORDER` requires the selection of one target, consult the boxes "SELECT MERCHANDISE", "SELECT ENEMY TRADE POST" or "SELECT ENEMY MERCHANDISE" on the **AI Order Sheet**.

8. 5TH ACTION SPECIAL CASE

When executing the 5th (last) action, always select the action in the AI card with the *5TH* **TAG** if this action has not been selected this turn. If this action cannot be selected or has already been selected, then proceed with the normal sequence from the top of the AI card.

9. PASS

If no action can be selected, select the action in the card with a *PASS* tag, even if this will not trigger any action: if this TAG is not present or the action cannot be selected, select a **PASS** action.

10. *IDLE* UNITS

If a Legion or Army cannot receive an **ORDER**, it is considered **IDLE**: mark it with a cube as a reminder. Some **ORDERS** specifically refers to **IDLE** units. As soon as an **IDLE** unit receives an **ORDER** remove the cube unless specified otherwise: the unit is not considered **IDLE** anymore.

11. TAGS

TAGS are uppercase words between * that are used to guide the AI execution of the actions. **TAGS** on the AI card can trigger the selection of one of the **ORDERS** : always reference the current AI card to identify the active **TAGS**.

COMMON TAGS INCLUDE:

FIRST Select this action if it has not yet been selected in this turn.

MISSED Select this action only if it has not been selected in the previous turn.

GOLDEN AGE Select this action if a Golden Age box can be reached on the Development or Stability Tracks.

5TH Always Select this **ORDER** if this is the 5th action and the action has not been selected this turn.

PASS Select this order if no other **ORDER** can be selected (instead of selecting "**PASS**") even if this will not trigger any action (this selection will attempt to "block" this order for the other players).

12. AI ATTRIBUTES

PHASE

When **PHASE** is mentioned, the highest Phase of the AI on the Development Chart is relevant. At the beginning of the game the AI is considered to have reached **PHASE** I.

13. THREATENED

A hex is considered "threatened" if enemy forces for a total of 3 or more CV are within range from the hex (in other words, if an opponent could move 3 or more CV on the hex with a single "Move" action). Fortresses are considered Threatened if an enemy force of 6 CV or more are within range.

14. COMBAT VALUE

The CV of a force refers to the total CV calculated with the units CV, Stability and Culture modifiers.

15. AI ACTION NOTES

15.1. MOVE

Always select and move the FLEETS before the Armies.

Follow **OBJECTIVES** as priority.

Do not move a force if the target contains a stronger enemy force (exception: AI Capital).
When moving against the enemy, the moving force must have at least 3 CV.

A Force ordered to leave the Capital to attack a threatening force, will only do so if the enemy force CV is equal or smaller.

Move first forces with a single possible **ORDER**.

Example: Force A has two possible moves and force B has only one possible move. Force B is moved first.

15.2. AI ARMIES

When moving units, merge them into an Army as soon as they are in range of a stronger enemy force. Detach units from an Army if no enemy is within range and multiple orders can be given to the individual units.

15.3. RANGE

A hex is considered in range of a force if the force can reach it in one single "Move" action (at the beginning of the game this means 3MP of distance, with the progression of "Military" and "Fleet" developments this figure will increase).

15.4. SPENDING TALENTS (BUILD, TRADE POSTS)

Always Keep **PHASE** x 10 Talents if no DEVELOPMENT action has been selected (Phase I means the AI needs to keep 10 Talents, if his highest Phase is II, then he needs to keep 20 Talents).

In addition, always keep the Talents required to pay Fleets maintenance.

15.5. BUILD

Consult the boxes "BUILD LEGION", "BUILD FLEET" and "BUILD FORTESS" to determine where to build a new unit/fortress. For each unit evaluate all the orders to determine where to build the unit.

The AI can only build a legion if the supply level matches the number of legions.

15.6. STABILITY

Execute only one **ORDER** per turn (i.e. Stability can be increased only once per turn).

15.7. ATTACK

Execute this **ORDER** only if you can cause damage to the enemy units. Damage is: taking over an enemy trade post, eliminating an enemy unit etc…

15.8. END TURN

If the AI executed a DEVELOP or BUILD action, place one cube in the color of the AI on the border of the Action Cycle as a reminder: this will help the check of a *MISSED* tag in the next turn.

15.9. OBJECTIVES

OBJECTIVES are special **ORDER** that can be activated during the game.

Place a cube on an active "Objective" as a reminder. When executing an AI action, always bear in mind an active "Objective". When an "Objective" is completed remove the cube from it.

16. SETUPS

16.1. HELLAS GAME SETUP

SPARTA

- 1 trade post each: Gythion, Zarax, grain and copper in Arcadia.
- 2 legions in the copper merchandise in Arcadia. Create "Army 1".
- 1 legion and 1 ship in the Trade Post with grain in Arcadia.
- 1 legion in Sparta.
- 1 ship in Zarax.
- Sparta always starts with two "Objectives": "CORINTHOS" and "KARIA"

ATHENAE

- 1 trade post each: Thebae, iron in Attica, Delphi, grain in Achaia.
- 2 ships in Athenae. Create "Fleet 1".
- 1 ship in the trade post with iron in Attica.
- 1 legion in Delphi.
- 2 legions in the trade post with grain in Achaia. Create "Army 1"

16.2. DIES IRAE GAME SETUP

GREECE

- Fortress in Athenae
- 1 trade post each: Pella, Larissa, Kalidon, Delphi, Korinthos
- 1 legion in Larissa
- 1 ship each in Athenae, Kalidon and Korinthos

EGYPT

- Fortress in Kanopus
- 1 trade post each nearest to Kanopus. Select the hex with grain below Memphis as the 5th
- 1 legion in the same hex as the trade post with iron west of Kanopus, Pelusium
  and 1 legion in the trade post with grain in Memphis
- 1 ship in Pelusium
- Increase stability to box "0" due to trade post in Memphis

PERSIA

- Fortress in Tarsos
- 1 trade post each nearest to Tarsos plus Side
- 1 legion each in Side and the wool resource in Syria
- 1 ship each in Side and Tarsos

16.3. MARE NOSTRUM GAME SETUP

GREECE

- Fortress in Pella
- 1 trade post each in Thessalonicae, Nicopolis, wool west of Pella, bronze east of Pella and Lemnus
- 1 legion each in Pella and Thessalonicae
- 1 ship each in Lemnus, Thessalonicae, Nicopolis and one hex east of Lesbus

EGYPT

- Fortress in Alexandria
- 1 trade post each nearest to Alexandria: Augila, Ammoniom, Memphis, fish west of Alexandria, stone south east of Alexandria
- 1 legion each in Alexandria, the trade post with fish east of Alexandria, Ammonium, Memphis and Augila
- 1 ship in Alexandria

PERSIA

- Fortress in Tarsus
- 1 trade post each nearest to Tarsus
- 1 legion each in Tarus, Side, Midas, Meltene, Aleppo
- 1 ship each in Side

ROME

- Fortress in Roma
- 1 trade post each nearest to Roma (including Pisae and Ancona)
- 1 legion in Pisae
- 1 legion on the trade post with cattle near Roma
- 1 legion on the trade post with grain north west of Neapolis
- 1 legion loaded on a ship in Roma
- 1 ship in Roma
- 1 ship in the sea hex south west of the trade post with grain north west of Neapolis

CARTHAGE

- Fortress in Carthago
- 1 trade post each in Saldae, Utica, Thamugadi, Zama and Thapsus
- 1 legion each in Carthago, Saldae, Zama and Thapsus
- 1 ship each in Carthago and Utica

17. CREDITS

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