



Peloponnes Heroes and Colonies » Solo Version

Preparation: The preparation is the same as the 2 player game. You receive a Colony, a Hero and a Civilization, and places your Marker and your Figure on the starting spaces of your Colony Board that are specified by the Hero and Civilisation.

The second player is a “dummie” player, who we will refer to as **Angelos**. For **Angelos**, depending on the rank (see below), you will need a Civilization and/or a Hero, 3 Clover Leaves, and a Marker of a different color.

Angelos

- is protected from all catastrophes except the Persians,
- does not pay any resources for Buildings,
- does not pay Coins for tiles,
- does not receive any income,
- does not need to feed Inhabitants,
- does not use the ability of his Hero,
- takes the tile from the row with most of the Power Points; in the case of a tie, tied tile with the most Inhabitants; and in the case of another tie, the tied tile which lies farthest to the right in the row.
- if he loses an Internal Conflict, he loses the tile with the least number of Inhabitants (minimum 1); in the case of a tie, the tied tile with the fewest Power Points, and in the case of another tie, the tied tile which lies farthest to the right in the row.

Rank Foot Soldier (Hoplite): as a Foot Soldier, Angelos does not have a Civilization or a Hero, and his Marker begins on the „0“ space of his Strength Track. He only has 3 Clover Leaves.

Rank Captain (Lokhagos): as a Captain, Angelos receives one Civilization and 3 Clover Leaves. His Marker begins on the „0“ space of his Strength Track.

Rank Colonel (Syntagmatarkhis): As a Colonel, Angelos receives a Hero *, 3 Clover Leaves. His Marker begins on the „0“ space of his Strength Track unless his Hero specifies otherwise.

Rank General (Stratigos): As a General, Angelo’s receives a Civilization and a Hero * and 3 Clover Leaves. His Marker begins on the „0“ space of his Strength Track unless his Hero specifies otherwise.

* *Depending on the Hero, Angelos also receives:*
Sisyphus: + 1 Clover Leaf; Hector, Andromeda, or Tantalus: + 2 Clover Leaves; Odysseus or Penelope: + 3 Clover Leaves; Daedalus or Ariadne: + 4 Clover Leaves.

Gameplay: In each game round, as in the two-player game, 5 tiles are revealed: 2 of them next to each other in the regular row and the other 3 tiles next to the conquest tile (Conquest row).

You are allowed to buy one of the remaining 2 tiles at the price of the minimum bid (bottom left on the tile) and add to your civilization. You may spend additional resources to increase your Strength, as usual with the *Heroes and Colonies* rules.

After that, **Angelos** takes a tile and adds it to his civilization. If the player chooses a tile from the Conquest row, **Angelos** takes a tile from the regular row, as described above under “Angelos”.

If the player chooses a tile from the regular row or passes, **Angelos** takes a tile from the Conquest row, as described under „Angelos“.

Additionally, in this case, he gains the Power Points as Strength Points and moves his Marker forward on the Strength Track accordingly.

Conflicts: **Angelos** participates in all conflicts and halves his Strength whenever he wins a conflict.

He supports you when the Persians attack, but may not hire mercenaries when victorious!

Angelos takes part in an internal conflict with you each supply round. He always wins when he is tied with you in Strength, unless you have the colony „Miletus“.

If you defeat **Angelos** you receive a Clover Leaf and one Inhabitant. **Angelos** loses a tile which shows at least one Inhabitant (upper right corner). Choose 1 and place it back in the box.

If **Angelos** wins, he receives a Clover Leaf from you and an additional Inhabitant. To show this, take a coin from the reserve and place on **Angelos’** color space without increasing his Strength. This is worth one Population Point for him at the end of the game.

Scoring and Winner: At the end of the game, your points are determined as usual and compared with the **Angelos’** score. To win, you must have more points than Angelos.

Angelos scores all the Inhabitants printed on the upper right of his tiles (= 3 Population Points each), and one Population Point per Coin on his color space for internal conflict won.

He also scores one Power Point per 3 Coins, which are printed on the upper right of his tiles.

Angelos’ Clover Leaves are assigned so that they give him the highest possible score.

The lower of the two values (Population Points or Power Points) for each player is their final score.

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