

John D Clair



**DEAD RECKONING™**

Card  
Crafting  
System



**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:

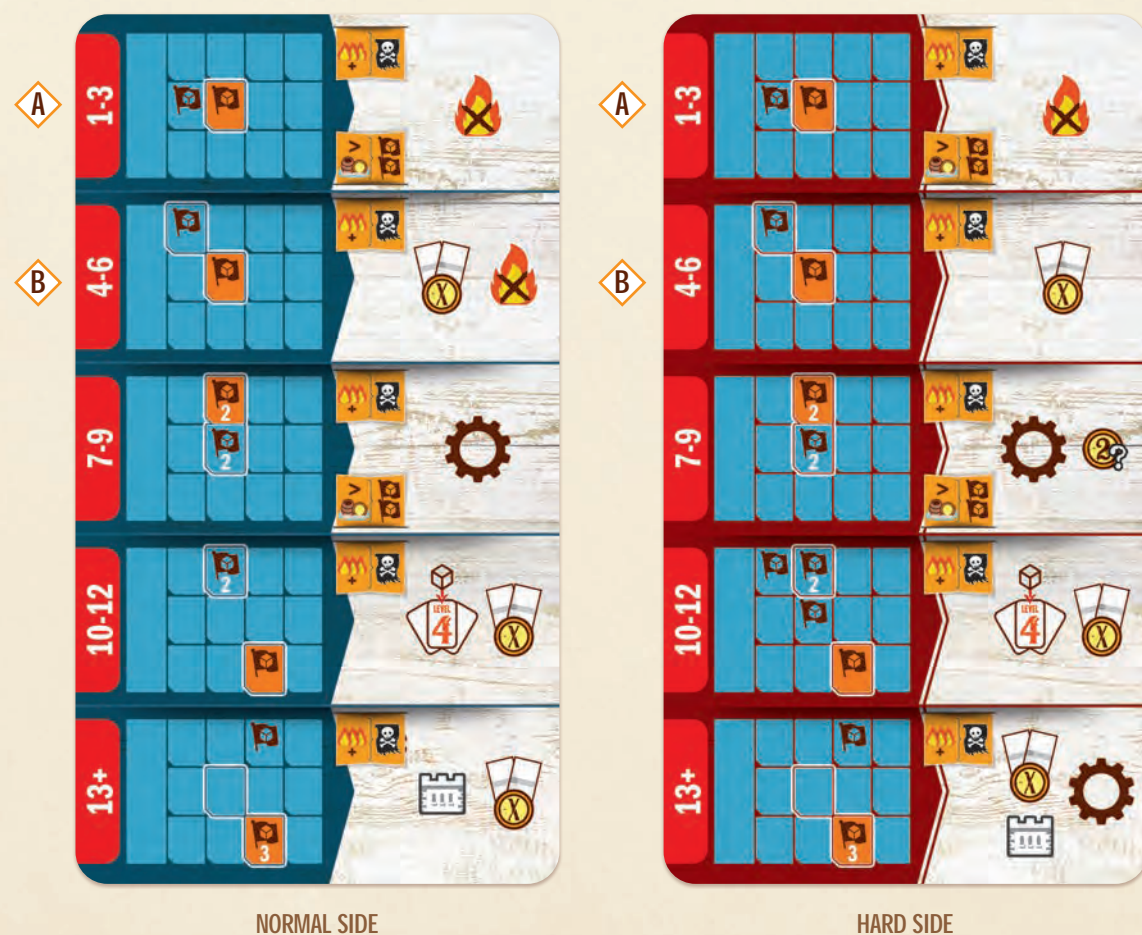
On the Covenant's turn, reveal the top card of the Wayward Covenant card deck. Depending on what turn number you are on, the Covenant will execute the corresponding effect on the card. Turns 1, 2, and 3 **A** it will execute the top portion; turns 4, 5, and 6 **B** it will execute the second portion, 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).

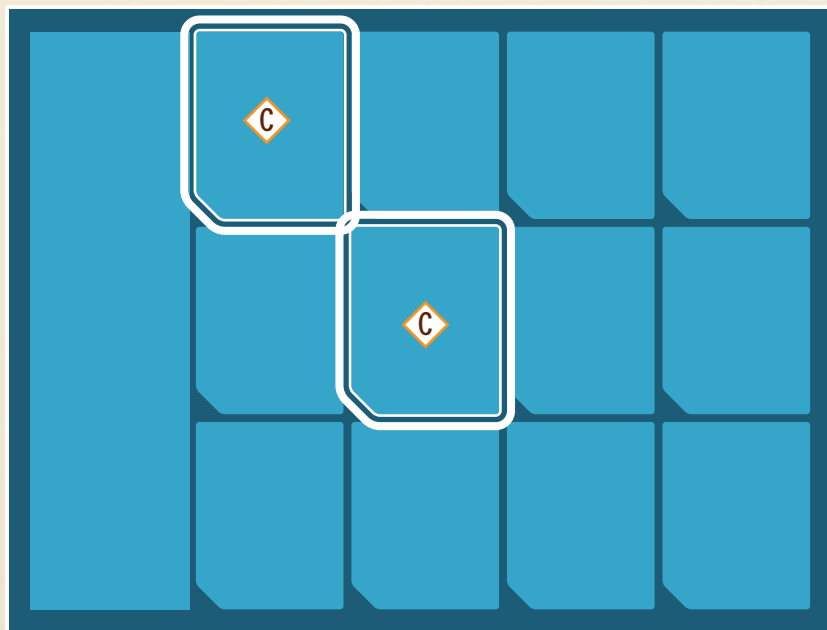
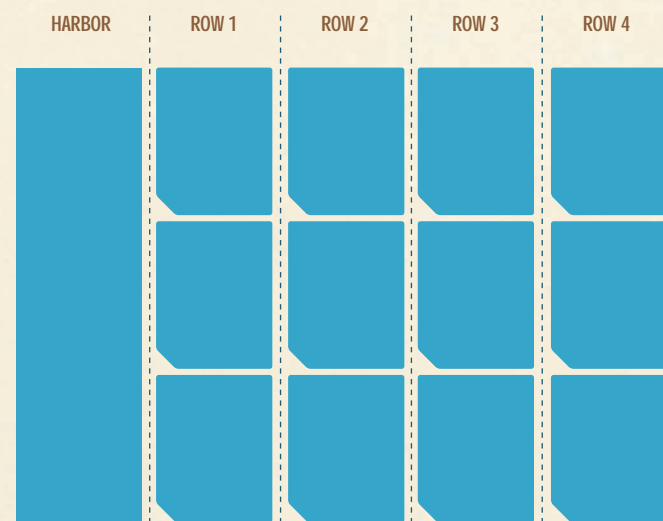
## LEFT SIDE EFFECTS

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



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 . 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.

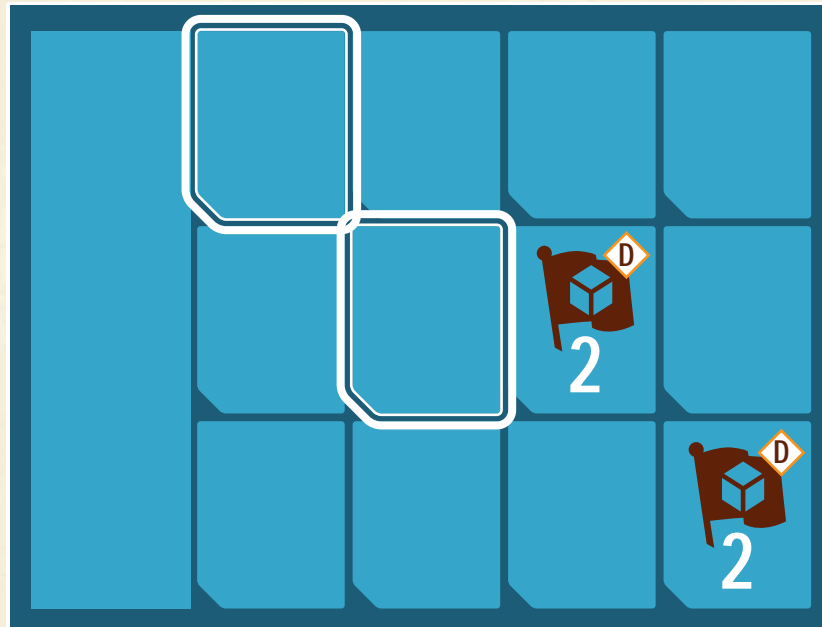
## LEFT SIDE EFFECTS CONT.


### 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.

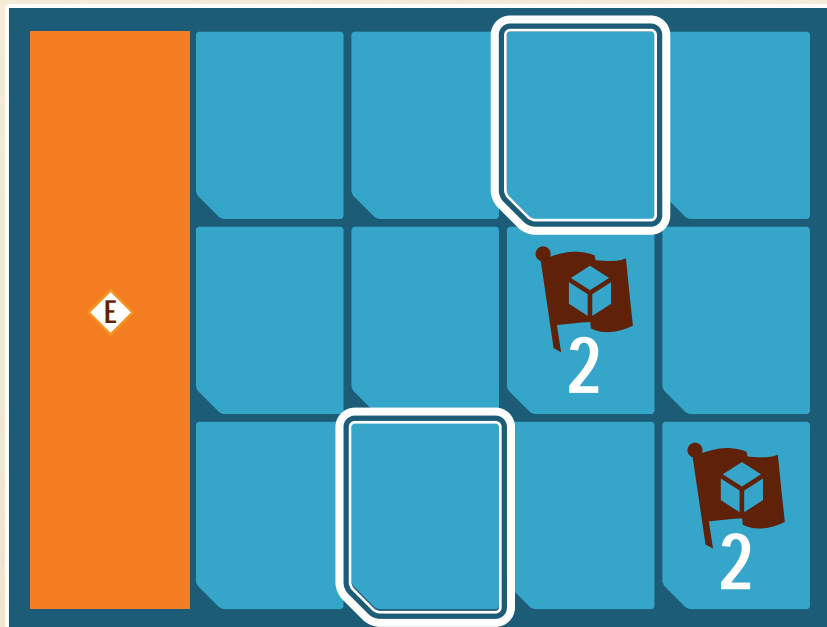
Frequently, the indicated space will be an open sea or an island the Covenant already controls with no more space for it to put cubes. In these instances, you got lucky; simply do not place the cubes that cannot be placed.



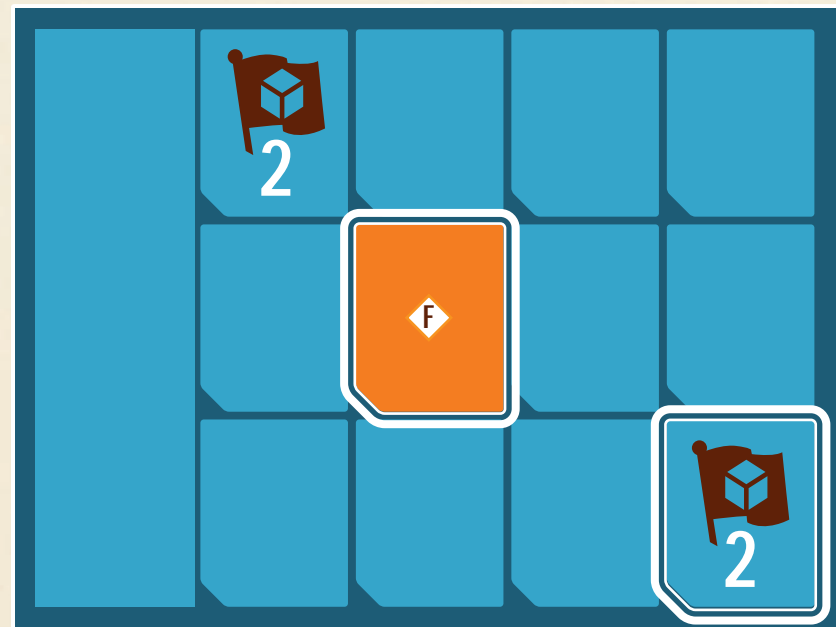
The Covenant places 2 Influence cubes on each of the indicated spaces .


### 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 .




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



## 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 .

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 .

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  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.