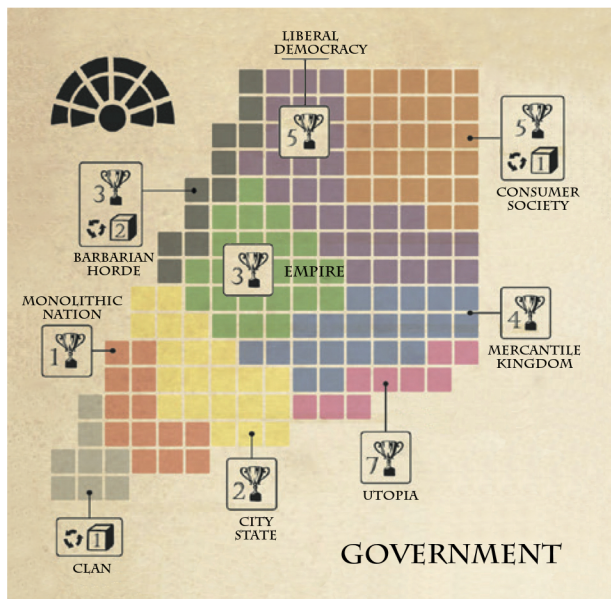


HISTORIA MONUMENTAL

PLAYER AID



HOW CIVBOTS THINK

The Expansion and War actions triggered by Civbot cards are different than the Expansion and War actions used by players. Civbot actions proceed by the following logic:



- Identify the Civbot's territories and the territories adjacent to them. Only these territories are available for expansion.
- Locate the highest territory number of these available territories.
- Consider territory:
 - Occupied by players/Civbots with equal or higher Military levels?
 - Consider next highest available territory.
 - Empty or occupied by weaker players/Civbots?
 - Expand.
 - No territories available?
 - Expand into highest adjacent territory number.



- Identify players/Civbots with equal or higher Military levels. Territories they occupy are not available for expansion.
- Locate highest territory number on the map.
- Consider territory:
 - Not available?
 - Consider next highest territory number on map.
 - Empty or available?
 - Expand.
 - No territories available at all?
 - Expand into highest territory on map.



- Identify players/Civbots with lower Military levels.
- Identify territories shared with these weaker players/Civbots.
- Of these, identify the one with the highest score. In case of tie between player & Civbot, identify the player. Between tied players / tied Civbots, identify the one highest in turn order.
- Vanquish this player/Civbot and gain 2VP / 4VP

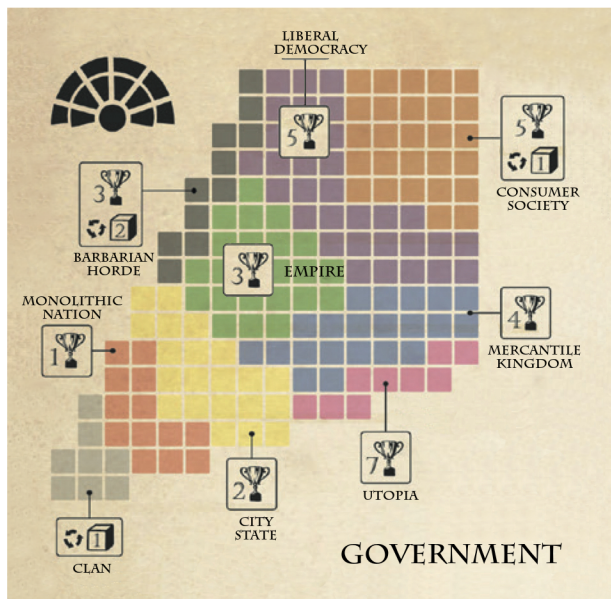
- Civbots will always Expand.
- Civbots will only take the War action if they can win.
- If they have a choice of wars to pursue they will attack the biggest threat.
- They do not honour the laws of robotics and prefer human targets.
- When resolving the dual action Expansion / War card, resolve each action independently, Expansion first. The War may or may not occur in the territory just expanded into. A War may not occur at all.

TECHNOLOGY



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PLAYER AID



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