

LEADERS: A STAR WARS DECK BUILDING GAME

Solitaire by AzureDeath – GI John Variant 1.1

PREFACE

This is a homogenized AI board that is meant to be played by any Faction. You will need AzureDeath's Original & Clone Wars rule sets. The Clone Wars ruleset applies with the exception of the below.

GI JOHN VARIANT RULES

1 – **Cap Rule:** The AI Resource Pool is capped at 10.

2 – **Base Rule A** - All 10 Bases can be used for any faction. The standard Base ability is used, if possible. If the base ability can't be played, nothing happens. Just play the base with the hit points.

OR

B - Draw another Base card until you draw one that has a playable ability.

3 – **123 Rule:** The track always move at least 1 space, plus (+) the number leftover from the Purchase phase and Sabotage / Bounty Hunting phase, to a max of 3.

4 – **Discard Rules:** As indicated in the AzureDeath's Original solo rules under DISCARD ABILITIES.

5 – PROGRESS TRACK

KEY

S = Shuttle

C = Companion

! = Jedi Knight, Dark Side Agent, Temple Guardian or Inquisitor

CS = Companion AND / OR Shuttle

L1, L2 or L3 = Place a purple cube here to mark when the Leader comes out.

RECOMMENDED LEADER POSITION

(Selected at the start of the game)

Refers to the CS Space on the AI Progress Track

S only – Use L1 as Leader location

C only – Use L2 as the Leader location

C & S – Use L3 as the Leader location

THOUGHTS ON LEADERS WITH COMPANIONS

You can make the game a lot harder by pairing up 2 powerful foes or by starting with more Shuttles. But its often better to pair up 2 slightly less powerful adversaries.

My thanks to AzureDeath for creating such a wonderful solo mode and for allowing me to post this variant.