

Solo Play Rules

To play Hero's Crossing as a single player game, you should be familiar with the standard rules. Solo play is largely the same but introduces a "Phantom Player" to disrupt the player's strategy.

Goal

Your goal is to have 40 or more VP before the game ends. If you manage this, you've won!

Setup Changes

- For the initial building draft, draw 8 Level 1 building tiles and choose 4 to form your initial town along with 2 land tiles.
- Set aside a full set of workers, dice, and 2 Dice Modifiers for the Phantom Player.
- Place one of the Phantom Player's workers on any land tile in your initial town. This is the Phantom Spy.
- Place a Phantom Player worker above the first and third heroes in the Visiting Heroes area.
- Place a Phantom Player worker above the first and third buildings in the Building Supply.



Round Flow Changes

- When rolling Resource Dice, also roll all the Resource Dice for the Phantom Player, being careful to keep your dice and the Phantom Player's dice separate.
- After rolling Resource Dice, for each Dice Modifier the Phantom Player has, discard the highest value Resource Die (in the event of a tie, you choose which die to discard). Then discard all the Phantom Player's Dice Modifiers.
- You may steal from the Phantom Player as though it was another player.

Spy

Whenever you take an action that is paired with Spy on the Action Card, the Phantom Spy moves. The Spy moves a single space in the direction of the Zoning Restriction Die, jumping over buildings and wrapping around to the other side of the town if they would go outside the town's bounds.

- If the Spy is not in your town because it was expelled, instead place it on the land tile of your choice.
- If the Zoning Restriction Die indicates no restriction, you choose which direction the Phantom Spy moves.

Bidding

When bidding on a building that has a Phantom Player above over it, you may only use a die with a value of 5 or greater. You automatically win the bid.

Hero Attraction

When Hero Attraction resolves, the Phantom Player sells to every hero they have a worker above.

- The Phantom Player is treated as having a Die Value of 4 for those workers, and will sell either before or after you accordingly.
- When the Phantom Player sells, they sell a number of resources equal to the hero's level, starting with the right-most unfulfilled resource and moving left. Take appropriately colored resource cubes from the supply to perform these sales.
- If the Phantom Player satisfies the hero's last unfulfilled need, the hero is removed from the game.
- The Phantom Player receives no VP per sale.

End of Round

- At the end of the round, move the Phantom Player workers above heroes to the right one hero, skipping over any empty spaces and wrapping back to the beginning if there are no heroes to the right.
- Move the Phantom Player workers above the buildings to the next building, going to Level 2 or 3 buildings as appropriate. Skip over any empty spaces and wrap around to the first building if there is no building to move to.