

# Conflict of Heroes – Spent Check Counters

By Ones Upon A Game (<https://boardgamegeek.com/blog/3942/ones-upon-game>)

## Introduction

The Solo Expansion for Conflict of Heroes: Awakening the Bear introduced an excellent new method of determining when a unit has been spent. Many have felt this system would be great to use when playing the other games in the Conflict of Heroes system in the traditional two-player or single-player playing both sides mode. With the permission of Academy Games (Thank you!), I have created counters for this purpose.

## Creating the Counters

Print the three pages of counters at 100% size on standard heavy cardstock (110#). Score the lines between each section of the counters (the “Unit Spent Check”, the blue section, and the “fold in” section). Then cut out each segment. I coat mine with ModPodge decoupage medium to give them a little extra durability. Fold in and glue the “Fold In” section, then fold over the “Unit Spent Check” and glue together to create a 1 inch counter. I made them 1 inch to fit in the counter tray for Awakening the Bear. You may or may not wish to corner round them as well.

*The distribution of these counters is the same as the full deck of command cards in the Solo Expansion.*

## How To Use The Counters

The concept of the solo system is quite elegant and easy to implement:

- Put all 55 counters into a draw cup or bag. *One set of counters are used for both players/sides.*
- Take an action with an unspent unit. Determine the cost of the action in APs (minus any CAPs used to supplement the action).
- Draw a counter from the draw cup.
- If the AP cost of the action is greater than or equal to the number shown on the counter, the unit that took the action is flipped to its spent side.
- Set the drawn counter aside.
- If the counter reads “RECYCLE CHITS”, then after resolving the drawn chit put all the previously used chits back into the draw cup.
- If the counter reads “A.I. ONLY”, then the unit is not spent no matter how many APs were used. Ten cards in the Solo Expansion allow for this, so they are included here as well. You may wish to pull, ignore, or limit these counters in the draw pool as the Solo AI receives other benefits for which these add balance.

**That’s it. Enjoy your game!**

### Counter Distribution:

>=1 : 11 (includes 1 RECYCLE CHITS and 2 A.I. ONLY) - 20.0%  
>=2 : 9 (includes 1 RECYCLE CHITS and 2 A.I. ONLY) - 16.4%  
>=3 : 9 (includes 2 A.I. ONLY) - 16.4%  
>=4 : 9 (includes 2 A.I. ONLY) - 16.4%  
>=5 : 10 (includes 2 A.I. ONLY) - 18.2%  
>=6 : 7 (includes 1 RECYCLE CHITS) - 12.7%

### Factoring in the A.I. ONLY:

>=1 : 9 (includes 1 RECYCLE CHITS) - 16.4%  
>=2 : 7 (includes 1 RECYCLE CHITS) - 12.7%  
>=3 : 7 - 12.7%  
>=4 : 7 - 12.7%  
>=5 : 8 - 14.5%  
>=6 : 7 (includes 1 RECYCLE CHITS) - 12.7%  
N/A : 10 A.I. ONLY - 18.2%

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Score between each counter side and fold in. Cut on solid lines. Fold in and glue together.



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