

1920 +

EXPEDITIONS

AUTOMA

SOLO RULES DESIGNED BY MORTEN MONRAD PEDERSEN
WITH LINES J. HUTTER AND DAVID STUDLEY

INTRODUCTION

This rulebook introduces a system for adding an artificial player, Automa, to Expeditions, which allows you to play the game solo.

DESIGNERS' NOTE: Our artificial opponents got the name "Automa" from the Italian word for "automaton," chosen because the first opponent we made was for the game *Viticulture*, which is set in Italy.

The names of the difficulty levels are based on the Polish word "maszyna", which means "machine." Polish was chosen because the artist and world builder for this game, Jakub Rozalski, is from Poland.

COMPONENTS

14 decision cards



5 progress cards



1 glory card

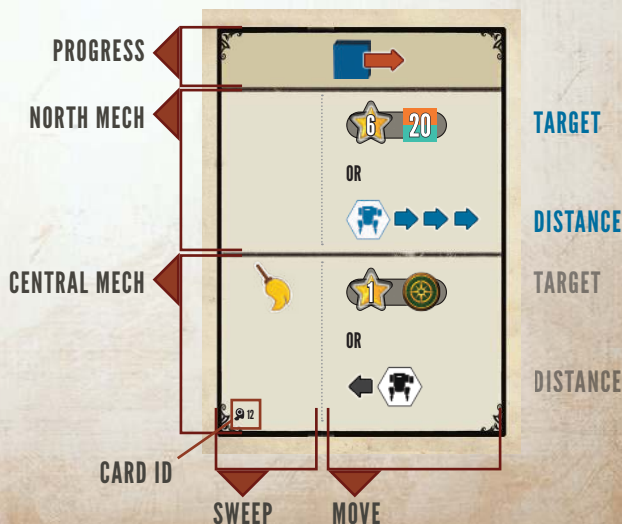


1 player aid card



DECISION CARDS

Decision cards are divided into 3 sections: Progress, North mech, and Central mech. The 2 mech sections are divided into 2 columns: Sweep and Move—the former can be empty and the latter is subdivided into the target line and the distance line. The card ID has no gameplay function.



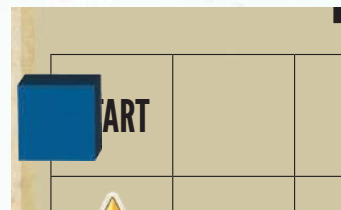
SETUP

Setup for a 2-player game as normal, but skip “Player Components” setup for Automa. When you’re done do this:

1. Place 1 mech on the westernmost North location as Automa’s North mech. *We suggest using the blue base snap to correspond to the color on the decision cards.*
2. Place 1 mech on the easternmost Central location as Automa’s Central mech. *We suggest using the black base snap.*



3. Choose a difficulty level by placing its corresponding progress card on the table. *We suggest “Level 2” for your first play.*
4. Place an unused action token on the start space of the progress track on the progress card. This will be referred to as the progress token.
5. Shuffle the decision cards, set 2 off to the side without looking at them, and place the rest face down as the decision deck.
6. Place the glory card next to the decision deck and place 4 glory tokens of 1 color and 4 of another on spaces 1-8. Note that Automa gets 8 glory tokens, not 4, as you do.



Determine the first player randomly.

GENERAL RULES

In game terms Automa is a player in all respects, except that she plays by her own simplified rules. Any multiplayer rule not explicitly overridden in this rulebook is still in effect.

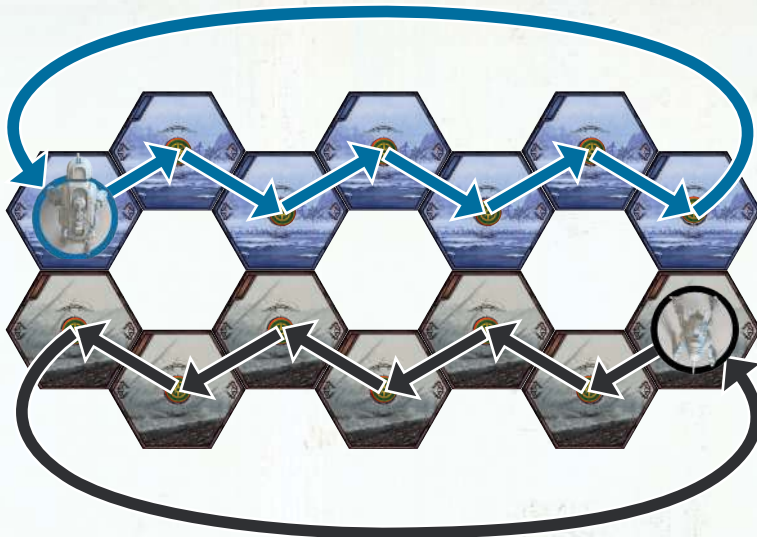
If you draw a card from the game’s deck that refers to another player (card number 017, 030, 056, or 063), return it to the box and draw a new one.

DESIGNERS’ NOTE: For scoring purposes, Automa represents 1 player, but she represents 2 players on the map, so don’t despair when she gains more map and corruption tokens than you do.

AUTOMA MECH MOVEMENT

The North mech moves through the North locations always going eastwards, and then wrapping around from the easternmost location to the westernmost.

Similarly, the Central mech moves through the Central locations but always westward instead of eastward.



In addition to wrapping around there are **important movement exceptions** that apply:

- Automa mechs can travel through or end on face-down locations.
- Automa mechs only flip locations during the ☺ action (see Mech Actions).
- When moving, Automa mechs skip the location your mech is on and ignore it for all purposes.
- Automa doesn't gain the benefits printed on a location. Automa only gains map and corruption tokens when the mech action indicates this (see Mech Actions).
- **You** can move past face-down locations that have an Automa mech on them (it still counts towards your movement range). For location 19, this can lead to a situation where you can't gain any benefit from a Gather action.

Automa's expedition arrived on the scene before you. When they discovered the pervasive corruption across the area, the expedition members became obsessed with ridding the region of this scourge.

To that end, Automa's mech rushes through the countryside as if warping through portals and often without leaving a trace. Some have speculated the team has multiple mechs or does indeed use portals, but these wild claims have never been corroborated.

AN AUTOMA TURN


You and Automa alternate taking turns.

Each Automa turn follows the procedure below. The words *highlighted like this* refer to the rulebook sections with those titles.

1. If the decision deck is empty, shuffle all decision cards including the 2 set off to the side to form a new deck. Set the top 2 cards off to the side without looking at them.
2. Draw the top card from the decision deck and use it to determine what Automa does this turn.
3. *Advance the Progress Token* if indicated.
4. Do *Mech Actions* for the North mech.
5. Do *Mech Actions* for the Central mech.


ADVANCE THE PROGRESS TOKEN

Automa doesn't gain glory the way you do; instead, she uses the progress track.

If there's a  icon in the progress section of the decision card, move the progress token 1 space in English reading order:

4










If the token reaches a space with a , take the next glory token (ascending order) from Automa's glory card and place it in the top-left corner on Basecamp, not on the categories.

MECH ACTIONS

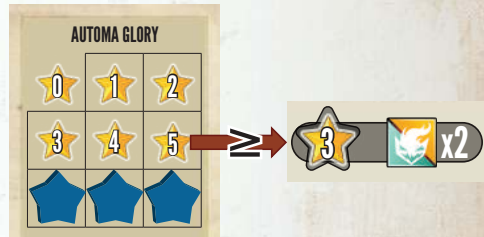
In this rulebook section, all references are in relation to the mech for which you're resolving actions.

So, if you're resolving actions for the North mech, "target" refers to the target line of the North mech section of the decision card.

All movement is in the direction of the specific mech (eastwards for the North mech and westwards for the Central one).

1. If there's a  icon, then sweep all face-up cards adjacent to the mech.
2. If there's a glory requirement icon in the target line and Automa has at least as much glory on Basecamp as indicated on the icon, do the following:
 - a. Check the next 0-3 locations in the mech's movement direction and look for a match with the target icon:
 - A  icon matches a location with a  token.
 - A  icon matches the location that has the  token **and no other corruption token**.
 - A  icon matches a location with at least 1 corruption token. Exception: the  token is **ignored** for this. The multipliers (1x, 2x, and 3x) after the icon don't matter for targeting.

EXAMPLE: In this situation in which Automa has placed 5 glory tokens on Basecamp, a location with a corruption token is targeted because the requirement is 3 or more glory.

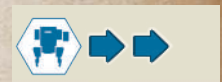


- b. If there's at least 1 match, move the mech to the first matching location. This can be the location it is currently on. Then, carry out the associated action as described on the next page.

EXAMPLE: Target matches for the three different icons.




3. If Automa doesn't have sufficient glory or there's no matching location, move the mech as many locations as indicated by the icon in the distance line.



Note that no matter what distance is shown on this icon you must always check up to 3 locations when looking for a match to Automa's target icon.



Make sure to keep the exception rules from *Automa Mech Movement* in mind.

ACTION: EXPLORE


To resolve a  action:


1. Automa gains the map token from the location.
2. Flip the tile and place corruption tokens.

ACTION: VANQUISH THE TOKEN

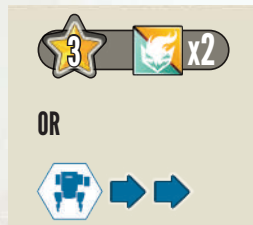
To resolve a  action, Automa gains the  token from the location.

ACTION: VANQUISH


To resolve a  action, Automa gains corruption tokens from the location top to bottom until she has either gotten as many tokens as indicated in the multiplier (x1, x2, or x3) or there are no tokens left.

Remember that this action ignores the  token.

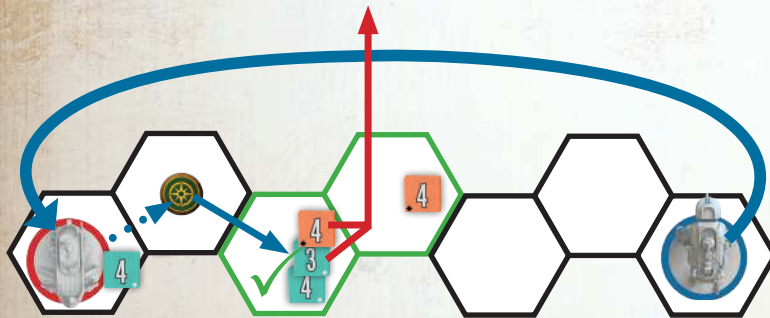
EXAMPLE: The glory card and decision card look like this:



The glory card shows that Automa has placed 3 glory tokens, which meets the requirement in the target line. Therefore, Automa will attempt to carry out the action.

It's a  action, so you must look for locations within a distance of 0-3 that have at least 1 corruption token.




Automa has the blue North mech and you have the red:



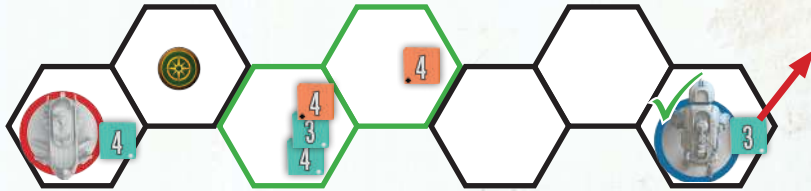
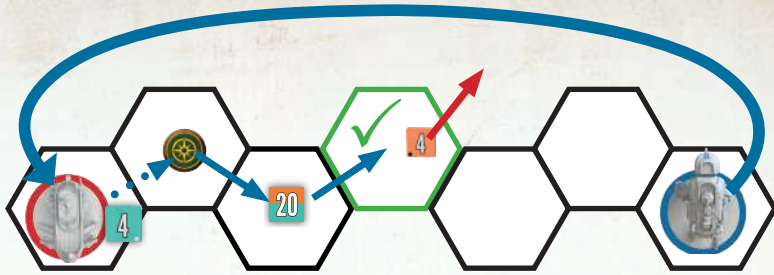
The location with your mech (red) is ignored, so it doesn't matter that there's a corruption token on it and it doesn't count towards the range of 0-3 locations.

The location with the map token is not a candidate. Although it will get corruption tokens when it's revealed, Automa won't reveal it during this turn.

Therefore, the 2 locations with green borders are the candidates. The location with the checkmark is the first of the 2 and therefore it's chosen. Automa moves her mech there.

Since there's a "x2" after the  icon in the target line Automa gains the topmost 2 corruption tokens,  and , from the location.

Below are illustrations of alternate scenarios for this example where the corruption tokens on the locations are different, but everything else is the same:



END OF GAME AND SCORING

In the same way that you trigger the end of the game when you place your 4th glory token, Automa triggers the end of the game when she places her **8th**.

She scores for each glory token that she has on Basecamp as well as for the map and corruption tokens she has gained. The number of coins gained for each token type is listed on the progress card for the chosen difficulty level.

If you tie for coins, then Automa wins.

DIFFICULTY LEVELS

You choose the difficulty level by selecting a progress card for Automa, with Level 1: Maszynette being the easiest and Level 5: Ultimaszyna being the hardest.

If you want to make the game easier or harder without changing the length of the game, you can alter the number of coins Automa gains per glory token. We recommend a change in the range of -2 to +3.



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