

# BARRAGE

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## AUTOMATA RULEBOOK

*Paris, 4 December 1922.*

*Nikola Tesla is pacing the floor of his study, probably to get warm, surely to try and get rid of his thoughts. He can't sleep anymore.*

*He's never been an optimist, but old age is now making him paranoid. The Water War just broke out, the mountains have been dug like anthills, the entire Europe - perhaps, the entire world - is eager to see the results of his work.*

*Expectations are sky rocketing, but now Nikola fears he made a mistake. He shouldn't have given his discovery away so hastily. No one can harness his genius; it will end badly. Humanity will surely miss its last chance. And, worst of all, he will be responsible for it.*

*Suddenly, the flame of the old oil lamp that lightens his studio flickers and goes off in a puff of smoke.*

*Tesla leans against the wall and pulls a lever; he feels the energy flowing through the veins of his old manor and, after a*

*few seconds, the chandelier lights up with a white and purplish, warm light. An extraordinary technology.*

*There's a solution, of course: managing the entire energy production network by himself. Or, why not, by a more efficient form of himself. An automaton, indeed, with Nikola's same scientific knowledge, but unhindered by emotions or non-logical thoughts: an incorruptible mechanical genius, that will lead mankind to a new era.*

*The supercomputer is ready, buried underneath tons of solid rock, its electromechanical brain stretching through miles and miles of underground tunnels, its millions of relays waiting to manage the unstoppable flow of information. The ultimate resource manager, a god made of glass, copper and rubber.*

*But what if the automaton was too good? How far can this mechanical mind go?*

*Well, Tesla says, there's no better way to find out than to test it.*



# INTRODUCTION

TESLA Automa is an additional module for Barrage. You'll need the base game to play, but this module is fully compatible with Barrage - The Leeghwater Project, too.

This module is not usable with the introductory rules described in the base game: you have to use all the advanced rules. All the parts of this rulebook, related to The Leeghwater Project expansion are illustrated in special purple frames: if you are playing without this expansion, simply ignore these parts of the rulebook.

This module introduces the possibility to play with one or more Automa players taking the role of your opponents. Therefore, it will be possible to play a solo game against one or more Automa, or to play a multi-player game including human and Automa players up to the maximum players available (4 players).

An Automa will play the game as a human player following the standard rules of the game with some exceptions described in this rulebook.

The Automa decisions will be generated by the Automa tiles (human players will take care to the management of this tiles). If you are playing with more than one Automa, all the Automa players will share the same tiles.

You can set the ability of Automa players, choosing a level of difficulty - Easy, Medium, Hard or Very Hard (see Appendices at page 12). The rules explained in the rulebook refer to the Medium level of difficulty. The Easy level requires less player handling to the Automa management. Hard and Very hard levels are very competitive, but they require more players handling the Automa actions, therefore they are suggested for experienced players.

# COMPONENTS



Front Side Actions



Back Side Criteria

20 Two Sided  
Automa Tiles

# OVERVIEW OF THE AUTOMA GENERAL RULES

Some of the basic rules of the game are modified for the Automa players.



### Automa don't use Credits.

Each time an Automa must pay or gain Credits, it pays or gains an equivalent number of Victory Points (e.g. if an Automa build a structure in a space with a red bordered icon, it will pay 3 VPs). Automa Victory Points can go down below zero.



### Automa don't use Executive Officers.

Automa also don't use the Company special ability activated by the construction of the 3rd Powerhouse. However, Automa will use the production bonuses activated by building the 2nd and 4th Powerhouse.



### Automa don't take Contract tiles.

Automa players directly fulfill face-up Contracts available in the Contract Office.



### Automa can buy Advanced Technology tiles,

but they will use only the basic effect (i.e. the construction of a structure) without using the relevant special effect.



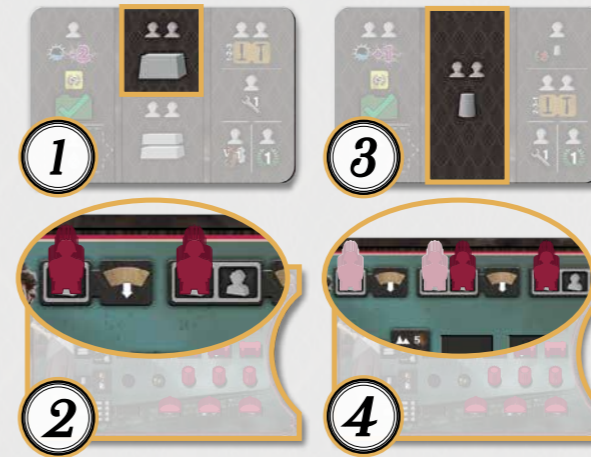
If an Automa player has the most elements according to the Objective tile condition, it scores 20 VPs; if it is the second, it score 15 VPs; if it is third, it scores 10 VPs.



### Engineers left in the supply -

Automa players take turn if they have at least 1 Engineer left in their supply. If an Automa player doesn't have available the required Engineers to perform its last action (it has 1 Engineer left and the action requires 2 Engineers), it will perform it anyway using only its last Engineer.

**Automa construction action spaces** - Unlikely human players, when an Automa player performs a construction action, it will place the number of Engineers indicated in the Automa action tiles on the Company board, independently from the availability of action spaces. There is no limit to the number of structures Automa can build in a single round.



The first construction action of the red Automa in the current round requires 2 Engineers (1): it must place 2 Engineers on its Company board, ignoring the action space requirement (2). The second action requires 2 Engineers as well (3): the Automa will place them on its board ignoring the space requirement (4).

**Automa Management action spaces** - Unlikely human players, when Automa players perform a Management action, Automa will place - on the relevant section - the number of Engineers indicated in the Automa action tile, independently from the availability of action spaces. The Engineers indicated in the Automa tiles have to be placed always on the first free (i.e. without Engineers) action space on the relevant section of the Management Board, Patent Office or Extra Management Board, from the top to the bottom of the left column and then from the top to the bottom of the right column ignoring the number of Engineers required on the filled action space. Please note that the occupied action space does not define the action effectively performed by the Automa - which is actually indicated by the icon on the Automa tile. If there are no available action spaces on the relevant section, and the Automa is able to perform the action indicated on the Automa tile, just place the required Engineers next to the corresponding section.



In the illustrated example, the Workshop action to be performed requires 2 Engineers (1). The red Automa will place 2 Engineers in the first available action space in the Workshop section (2).



In this example of a 4-player game with one Automa, the same action is performed later during the round, when many action spaces in the Workshop has been occupied. The red Automa will place the Engineers in the first available action space, ignoring its requirement and also ignoring the additional cost.

# SETUP

Follow the indications for a standard set up with the chosen number of players.

- 1 Choose the Companies as usual and then assign randomly the remaining Company boards and all the relevant elements to the Automa players.

Do not assign Executive Officers and Starting Contracts to the Automa players.

- 2 Set the Automa as first player at the beginning of the game. If you are playing with more than one Automa, choose randomly which Automa is the first / second / third player. Automa players always begin the game in the upper position of the turn order.
- 3 Automa begins the game with 16 Victory Points.
- 4 Shuffle the Automa tiles and place them on the table to form a pile showing the Actions side.

# THE GAME

The Income and Headstreams Phase is played as usual. Automa will take the activated income on their Company boards.

During the Actions Phase, Automa players take turn as a human player.

**At the beginning of each Automa turn, flip the first Automa tile of the pile into the discarded pile, discovering a new tile.**

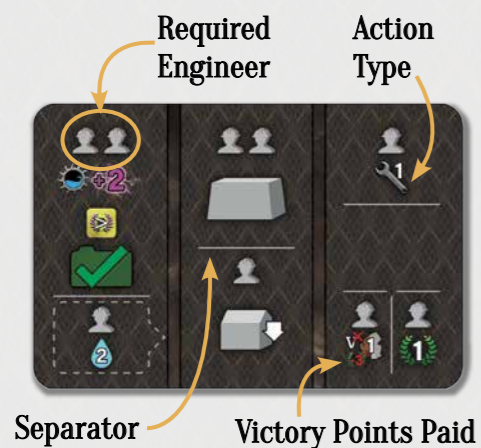
Therefore you have ever visible a pair of tiles, one showing the Actions side and one showing the Criteria side. If the pile is empty, take all the tiles back, shuffle them again and create a new pile.



The Automa flip over a new Automa tile. The back of the last turn Action side will be the new turn Criteria side.

The Actions side will be used to determine which action the Automa will perform. Starting from the first column on the left and from top to bottom of the column, Automa will try to perform the illustrated actions. If an action is performed (unless otherwise specified) the Automa turn will end. If the action is not performed and Automa has at least 1 Engineer left, Automa will try to perform the next action illustrated, and so on until an action is performed (the last action illustrated at the bottom of the right column can always be performed).

**The number of Engineers required, the number of Victory Points to be paid and the effect of the action is always indicated on the tile.**






The Automa will try to perform the actions in the illustrated order. The actions illustrated in the dashed frame are the only ones that don't terminate the Automa turn.

The actions generally appear on the tile in the following order: actions related to the production on the left column, actions related to the structures on the central column, other actions on the right column.

## Production Action

**The Automa will produce Energy using its best available production system, only if the following conditions are all satisfied.**

Check all the following conditions in the indicated order: if one condition is not satisfied, Automa won't produce.

-  **Production System Ready** - There is at least one structure connection (i.e. Dam containing at least 1 Water Drop + Conduit + Powerhouse) which allows Automa to produce.
-  **Energy Track** - Automa is not yet in the current round numbered section which allows it to get the Full Reward from the Bonus tile OR Automa is not currently the first player on the Energy Track (at least one of the two conditions).
-  **Contract Requirement** - The maximum potential energy producible (including the production bonus/malus indicated on the tile) is equal or greater than the energy requirement of at least one available Contract of the type (Green, Yellow or Red) indicated by the tile.

The Automa will produce Energy using the best production system available (i.e. the one producing the higher amount of Energy) and applying the bonus/malus indicated on the Automa tile (and eventually the bonus activated on the Company board). Move the Water Drops and update the Energy Track as usual. Then, the Automa will immediately fulfill the higher value Contract available in the Contract Office, not only among those checked as a condition (in case of tie, the contract on the right space) and receive the corresponding reward. The fulfilled Contract is removed and replaced by a new one. The Automa can fulfill National Contracts like a human player (in case of tie, the rightmost one).




In this example, Automa must check the conditions to produce.



Red Automa has a system ready to produce: a Powerhouse connected via a Conduit of value 3 to a red Dam that stores 2 Water Drops (1). The Automa is not yet first on the Energy Track (2). With the bonus of +2 indicated by the Actions tile, this system would produce 8 Energy Units, enough to fulfill at least one of the Green Contracts available (3). Automa will produce and fulfill the 8 value Red Contract on the right.

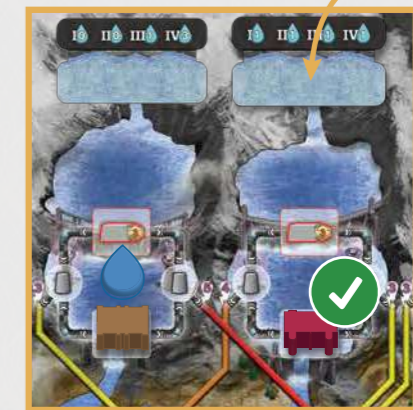
**NB** If the Automa performed a production action, its turn ends immediately; otherwise, check the next action on the tile.

## Water Management Action

-  **The Automa will place the indicated amount of Water Drops on one or more Headstream tiles, following the standard rules.**

The Automa must always place Water Drops so that they will reach its Dams (immediately or in the next Water Phase) considering the current map situation (if the only Automa Dam capable of storing water is downstream an

opponent Dam, the Automa will place 2 Water Drops on the connected Headstream only if at least 1 Water Drop could reach its Dam).



This red Automa Dam could hold only 1 Water Drop. Automa must place it on the corresponding Headstream.



In the illustrated situation, the red Automa Dam in the Hills could be filled with one Water Drop, after 1 Water Drop is held by the white Dam in the Mountains. If the Automa must place up to 2 Water Drops, it must place them in the right-most Headstream.

If there are two or more eligible Headstreams, use the tiebreaker indicated on the current Criteria side (see the Reference Map on the last page of this rulebook). If the first letter refers to one of the possible Headstreams, place the Water Drops there, and so on.



Between possible Headstreams where Water Drops can be placed, the Headstream A will be chosen first, then B, then C.

**NB** Regardless of whether or not the Automa performed a Water Management action, and if it has at least 1 Engineer left, the Automa turn continues; check the next action on the tile.

## Contract Office Action

The Automa removes the indicated Contracts from the Contract Office. Then, it move its Energy marker by 2 steps on the Energy Track.

Place the Engineers in the Contract Office. Then, place 2 new Contract tiles in the empty spaces taking them from the related pile.



With the illustrated action, Automa must discard (and then replace) the 2 green Contracts available in the Contract Office. Then, the red Energy marker is moved by 2 steps.

After the Automa performed a Contract Office action, if it has at least 1 Engineer left, the Automa turn continues; check the next action on the tile.

## Construction Action

The Automa will build the indicated Structure if all of the following conditions are satisfied.

Check all the following conditions in the indicated order (if one condition is not checked, you can avoid to check the next conditions).

- **Structure Available** - The Automa has the indicated structure piece available on its Company board.
- **Technology Tile Available** - The Automa has at least one Technology tile (basic or advanced) that allows it to build the indicated Structure.
- **Machineries Available** - The Automa has the minimum required number of Machineries (Excavators or Concrete Mixers) for the construction of the depicted structure. Some tile indicates also a specific type of structure (e.g. a Base to be built in the Mountains area - 5 Excavators required - or a Conduit of value 3 or more - at least 6 Excavators required, and so on).

- **Building Space Available** - There is at least one available building space on the Map for the indicated Structure.



Automa should build a Base. It has a Base piece (1), the correspondent Technology Tile (2) and 5 Excavators (3) available. Furthermore, there is one available building space for the Base on the Map (4). Automa will build it.

If all the above conditions are verified, Automa will build the structure indicated by the Automa tile, placing Engineers on its Company board and using its Construction Wheel as usual (remember that the Automa doesn't follow the standard rules of construction action spaces, see page 3).

If there is only one possible space on the Map for the placement of the structure, the Automa will place the structure in that space.

If there are more possible spaces, you have to follow the rules described in "Structure Placing Procedure" at page 9 in order to determine where the structure will be placed.

Like a human player, if an income is discovered on the Automa Company board, Automa receive immediately that income.

If you are playing without the Leeghwater Project expansion, skip any Building construction action.

## Buildings

The Automa will build the Building connected to the first (from top to bottom) available Private Building for which it has available the required Machineries.

With this symbol Automa will build the Building connected to the first (from bottom to top) available Private Building for which it has available the required Machineries.

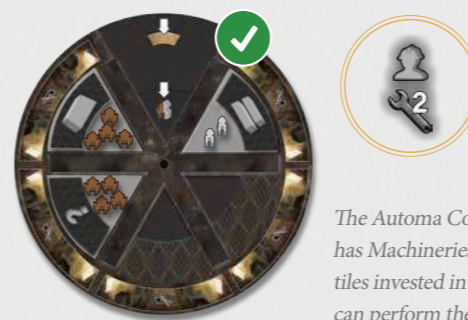
Automa will never use the Private Building special action. However, when a Private Building has been activated by an Automa, the corresponding action space on the left (the cheaper one) will no longer be available for any other player for the rest of the game.

If the Automa performed a construction action, its turn ends immediately; otherwise, check the next action on the tile.

## Workshop Action

The Automa will rotate its Construction Wheel by the indicated number of segments, only if it's not completely empty.

If the Automa Construction Wheel has Machineries and/or Technology Tiles inside, perform the action. Automa must place the number of Engineers indicated by the Automa tile on the Workshop action spaces and pay the number of Victory Points indicated by the tile. As usual, the Automa must immediately take back any Machineries and/or Technology tiles that are back in the entry segment after each individual rotation.



The Automa Construction Wheel has Machineries and Technology tiles invested in many segments. It can perform the Workshop action.

If the Automa performed a Workshop action, its turn ends immediately; otherwise, check the next action on the tile.

## Machinery Shop Action

If the current round is not the 5th round (the last one), Automa pays the indicated number of VPs to take the indicated number of Machineries.

Place the indicated number of Engineers on the first available Machinery Shop action space and pay the number of Victory Points indicated on the Action tile to take the Machineries indicated on the Action tile.



The red Automa pays 5 VPs to take 2 different Machineries. As usual, the Automa performs the action indicated on the tile, not the one related to the occupied action space.

If the Automa performed a Machinery Shop action, its turn ends immediately; otherwise, check the next action on the tile.

## Patent Office Action

**The Automa will pay 2 Victory Points to take the indicated Advanced Technology tile, if available in the Patent Office (or a wild Advanced Technology tile, if available).**

Automa places 1 Engineer on the Patent Office action space and pays 2 Victory Points instead of 2 Engineers and 5 VPs. In case two tiles for the same structure are available, Automa will take the higher level tile. If neither the indicated Technology tile neither a wild Technology tile are available, the Automa will not perform this action. If you are playing without the Leeghwater Project Expansion, skip any Patent Office action related to Buildings Technology tiles.



The Automa tile indicates an Advanced Technology tile to build Bases. This tile is available on the Patent Office, so the Automa will take it.

**NB** If the Automa performed a Patent Office action, its turn ends immediately; otherwise, check the next action on the tile.

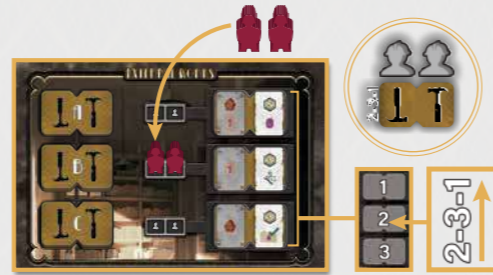
## External Works action

**The Automa will fulfill an available External Work.**

Check if the Automa has enough Machineries to complete at least one available External Work. If it can fulfill more than one External Work, Automa will choose which one to fulfill according to the preference order listed on the Action tile: the number refers to the tiles position on the Management board, as shown in the example below.

Automa places the indicated number of Engineers on the corresponding action space and discard the required number of Machineries.

**Particular effect:** if the Automa must fulfill a Contract as effect of an External Work, it must fulfill the higher Private Contract available in the Contract Office (in case of a tie, the one on the right; if the effect is a 4-value Contract, the higher between those valued 4 or less).





All the External Works are available and red Automa has enough Machineries to fulfill them all. It will choose the number 2 (second from top).

**NB** If the Automa performed an External Work action, its turn ends immediately; otherwise check the next action on the tile.



## Single Maintenance / Bank Action

Automa will perform one between the following actions.

-  If the Automa Construction Wheel is not empty (i.e. without any Machineries and/or Technology tile), Automa places 1 Engineer in the Workshop to rotate it by one segment.
-  Otherwise Automa scores 1 Victory Point, placing 1 Engineer in the Bank.

## Wild Machinery Shop Action / Bank Action

Automa will perform one between the following actions.

-  If the current round is not the 5th, Automa places 1 Engineer in the Machinery Shop, pays 3 Victory Points to take a Machinery. Automa takes the type of Machinery of which it has less available (i.e. out of the Construction Wheel). In case of tie, Automa takes 1 Excavator.
-  Otherwise Automa scores 1 Victory Point, placing 1 Engineer in the Bank.

# STRUCTURE PLACING PROCEDURE

If there is more than a single position eligible for placing the structure Automa is building, follow this procedure in order to determine which one, among the eligible positions, will be chosen.

**Third structure of a system:** First of all, if there is one single potential system (i.e. a set including a Dam - neutral or owned - a Conduit, and an owned Powerhouse) that would be completed by placing the structure, the position completing this system will be chosen.



Red Automa should build a Conduit. It has already a Dam Base and a Powerhouse that can be connected by a Conduit. In this case, it should automatically build the Conduit there.

Otherwise, if there are no potential system completable (or more than one), continue the procedure.

**Structure Criteria:** Look to the structure relevant column (Dam Bases and Elevations / Conduits / Powerhouses) on the Criteria tile and apply the first criterion shown in order to choose among the eligible positions (i.e. the positions eligible according to the structure indicated by the Actions tile and the Automa available Machineries). The following situations could happen:

- ◆ If the applied criterion determines a single eligible position, that position must be chosen.
- ◆ If the applied criterion determines two or more eligible positions, use the next criterion to choose among the eligible positions.
- ◆ If the applied criterion do not match with any position, ignore the criterion and use the next criterion to choose among the eligible positions.

For an explanation of the criteria illustrated on the Automa tiles, see the chart at page 11.

If, after the progressive application of all the three criteria shown in the tile, there are still two or more eligible position, use the Reference Map on the last page to determine which one among the eligible position will be chosen.

At the bottom of the relevant column, there is a code number that indicates a specific basin on the Map. The code number are depicted also in the Reference Map.

Dam Base and Elevation codes are from 1 to 10 according to the basin number: 1-4 in the Mountains, 5-7 in the Hills, 8-10 in the Plains.

Conduit codes are from 1 to 10 according to the basin number; the letter "A" indicates the left Conduit of each basin and the letter "B" indicates the right one.

Powerhouse codes are from 5 to 12 according to the basin number (5-7 in the Hills, 8-10 in the top part of the Plains, 11-12 in the bottom part of the Plains).

In case of a tie among two or more eligible position, start from the position indicated by the depicted code and proceed forward following the basins order up to the first eligible position: this one will be the chosen position. If you reach the end of the positions (10 for Bases, Elevations and Conduits; 12 for Powerhouses), start again your check from the first position (1 for Bases, Elevations and Conduits; 5 for Powerhouses) and proceed forward up to the first eligible position.

**NB** Some action symbol indicates particular restriction to the structure to be build (e.g. a Dam Base in the Mountains); this restriction rule to any below further tiebreaking.



Check if the structure could be the 3rd of a system

Is there a single space on the Map where the structure Automa is building is the third of a producing system?

Yes

Build in that space

No

Check the First Criterion

Does the first criterion define a single building space on the Map for the structure?

Yes

Build in that space

No

Check the Second Criterion

Does the second criterion define a single building space on the Map for the structure?

Yes

Build in that space

No

Check the Third Criterion

Does the third criterion define a single building space on the Map for the structure?

Yes

Build in that space




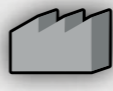









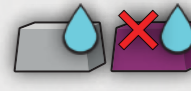
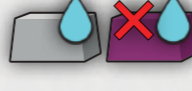


No

Check the Code

10

The code will tell you where to build. Follow the Reference Map and build in the first available space.

### Structure Placing Criteria: Tiebreakers Explanation

Dam Bases and Elevations	Conduits	Powerhouses
 A Dam linked to the most powerful Conduit already built (owned or opponent). <b>Tiebreaker: owned Conduit.</b>	 The most powerful Conduit among the eligibles.	 A Powerhouse linked to the most powerful Conduit already built (owned or opponent). <b>Tiebreaker: owned Conduit.</b>
 A Dam linked to an owned Powerhouse.	 The second most powerful Conduit among the eligibles, if any <b>OTHERWISE</b> The most powerful one.	 A Powerhouse linked to an owned Dam.
 A Dam able to receive the most Water Drops in the current Map condition. <b>Tiebreaker: Headstream order.</b>	 A Conduit linked to an owned / neutral / opponent Dam. <b>Tiebreaker: owned, neutral, opponent.</b>	 A Powerhouse in the Plains.
 A building space with a red outline Dam among the eligibles.	 A Conduit linked to an owned / opponent Powerhouse. <b>Tiebreaker: owned, opponent.</b>	<b>5 / 6 / 7</b> A Powerhouse in the indicated Hills basin (follow the Reference Map).
 A Dam linked (through basins without other Dams) to an upstream Powerhouse.	 A Conduit linked to an opponent / neutral / owned Dam. <b>Tiebreaker: opponent, neutral, owned.</b>	 A Powerhouse feeding an owned Dam (through basins without other Dams) <b>OTHERWISE</b> A Powerhouse not directly feeding (through basins) an opponent Dam.
 A Dam linked (by a Conduit link) to a downstream basin with an owned Dam <b>OTHERWISE</b> A Dam not linked (by a Conduit link) to a downstream basin with an opponent Dam.	 A Conduit linked to an opponent / owned Powerhouse. <b>Tiebreaker: opponent, owned.</b>	 A Powerhouse not directly feeding (through rivers) an opponent Dam <b>OTHERWISE</b> A Powerhouse directly feeding an owned Dam (through rivers without other Dams).

Structure placing procedure flow. Automa must build a Base. Follow this scheme to find out where the structure will be built.

# APPENDICES

## LEVEL OF DIFFICULTY

You can set different level of difficulty to the Automa players. The general rules described so far refer to the Medium Level of difficulty.

Each Level described hereinafter modifies in some way the general rules previously described.

### Appendix 1: "Low Voltage" Automa - Easy

#### Income and production bonuses

Automa players never receive income from their own Company board (activated by building Bases, Elevations and Conduits) neither use production bonuses (activated by building Powerhouses).

*Elevations and Conduits*) neither use production bonuses (activated by building Powerhouses).

### Appendix 2: "High Voltage" Automa - Hard

#### Advanced Technologies

Automa players can use the special effect of the used Advanced Technology tiles, following some special behaviour rules as follows. If Automa have more tiles related to the same structure (including wild tiles), they always use higher level tile. In case of tie, Automa prefer a specific structure tile, before to use a wild tile.

related to the same structure (including wild tiles), they always use higher level tile. In case of tie, Automa prefer a specific structure tile, before to use a wild tile.

Image	Construction Type	Special Effect
	Conduit Level 2	In case of a tie among eligible positions, Automa always choose a Conduit of value 3 or higher.
	Powerhouse Level 2	Automa will activate the best production available.
	Building Level 1	Instead of the indicated special effect (i.e. activation of the connected Private Building), Automa immediately score the connected Private Building Victory Points.
	Building Level 2	Automa use only the type of Machinery of which they have less in their supply. In case of a tie, Automa will use only Excavators.
	Any of your choice Level 1	If building a Base, after checking all the Structure Placing Procedure criteria, Automa will chose the building space with a red outline.
	Any of your choice Level 1	Automa will use the Machineries usually required for the structure they are building, before using the other type.

#### Powerhouse Special Ability

Automa players can use the special ability of their Company board, activated with the construction of

the 3rd Powerhouse, following some special behaviour rules as follows.

<p>USA Marguerite Grant Red</p>	<p>Germany Oberst Dassler Black</p>
<p>When performing a Water Management action, in case of tie among eligible Headstreams, Automa will chose the one generating more steps on the Energy Track.</p>	<p>The second production, if available, is always the most productive one among the eligibles.</p>
<p>Italy Enrico Olivi Green</p>	<p>France Joseph Fontaine White</p>
<p>No particular effects.</p>	<p>Apply the discount both when checking the production action conditions AND when fulfilling the Contract.</p>
<p>The Netherlands Ellen Vos Orange</p>	<p>The Water Drop is placed on the Dam connected to the most productive system (except the one just used). If there is not an eligible dam which is part of a complete productive system or there is more than one, use the first column of criteria tile to determine which Dam will be filled.</p>

## Appendix 3: “Overpowered” Automa – Very Hard

### Executive Officers

Automa players receive an Executive Officer tile during the setup and use the corresponding special

ability during the play, following some special behaviour rules as follows.



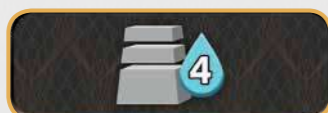
WILHELM ADLER



When checking for a Dam positioning criteria, **Dams on the Mountains** (and secondarily in the Hills) **are always preferred** among the eligibles.



GRAZIANO DEL MONTE



When checking for the structure construction action, if Automa can build an Elevation (e.g. there is a Dam that it is possible to elevate with the available Machineries and Technology tiles), **Automa will always perform an Elevation construction action, ignoring the structures suggested by the Automa tiles.**



VIKTOR FIESLER



When Automa perform a production action using a Conduit of value 1 or 2, **Automa will produce using only 1 Water Drop.**



JILL MCDOWELL



When building a Conduit, Automa prefer to use Concrete Mixers instead of Excavators, if they have them. When taking Machineries of your choice, Automa **always prefer to take Concrete Mixers.**



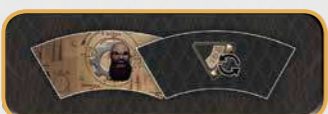
SOLOMON P. JORDAN



**Automa will use only 3 Victory Points instead of a Machinery, no more** (using Machineries - if available - will be always preferred than spending Victory Points). Remember this ability when checking the Machineries availability condition to perform a construction action.



ANTON KRYLOV



**The Special Technology tile will be always used after the Advanced and Basic tiles.** When used, the tile will always copy the Technology tile of the highest level (i.e. in this order: 3, 2, 1, basic). In case of a tie, Automa prefer a specific structure tile, before to use a wild tile.



MAHIRI SEKISO



The Automa don't use this special ability. On the other hand, **human players must perform their first action during each round as if they were an Automa.** Draw a new Automa tile and follow it to “decide” which action to perform.



SIMONE LUCIANI



When a production is performed, **Automa fulfill as more Contracts as possible**, instead of choosing the highest valued one among the available. In case of a tie between more combinations with the same number of Contracts, choose the one with the highest valued Contract (e.g. if the Contracts of value 2, 3, 6, 6, 9, 10 are available, with a production of 9 Energy Units the Contracts of value 3 and 6 on the right will be fulfilled. In the same condition, with a production of 12 Energy Units, the Contracts of value 2, 3 and 6 on the right will be fulfilled). If a National Contract is eligible to be fulfilled, it will be always chosen (eventually in combination with one or more Private Contracts).



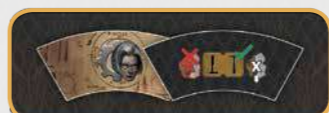
TOMMASO BATTISTA



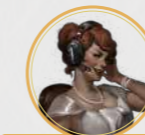
**If an action listed on the Automa tile that will end the turn (i.e. not the actions in the dashed frame) requires 1 single Engineer, Automa will use the “Architect” (if available) and after the resolution of the action, immediately starts a second turn, using a new Automa tile.**



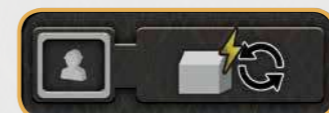
LESLIE SPENCER



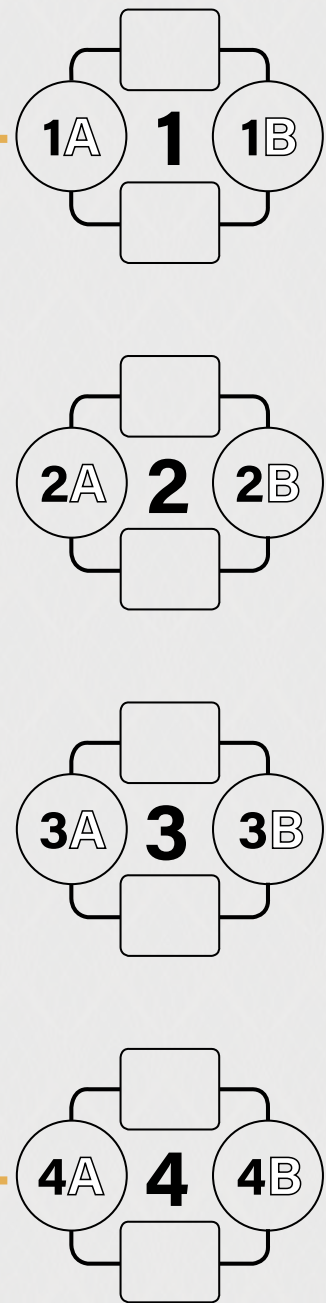
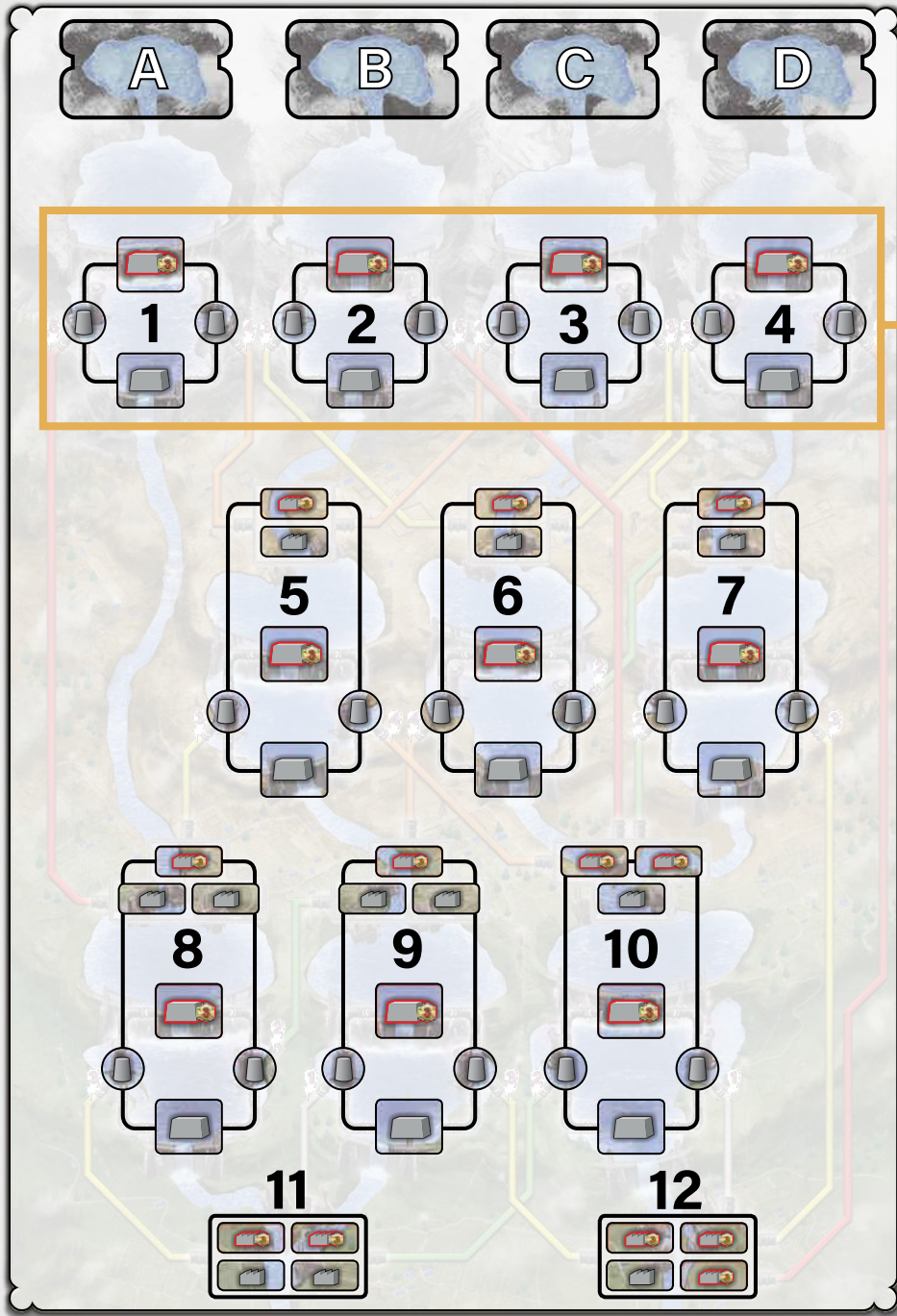
If the Special Technology tile is available when checking the possibility to perform a construction action, check the possibility to perform an External Works action using the Special Technology tile as a construction action requiring 1 Engineer: if so, **perform the External Works “construction” and ignore the structure indicated by the Automa tile.** Otherwise resolve the construction action as usual.



MARGOT FOUCHÉ



The Automa don't use this special ability. However, when checking the possibility to perform a construction action, if it's possible to build a Building (e.g. there is a Private Building that it is possible to build with the available Machineries and Technology tiles), **Automa will always build a Building, ignoring the structure indicated by the Automa tile.** The Building construction action requires 1 Engineer.



The Reference Map. Each basin is identified by a code number. The Conduit building space are identified by a letter too.

## CREDITS



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