



AUTOMA TURN ORDER

1. DRAW AN AUTOMA CARD.

Autometta skips turn if the first symbol is .

2. FOLLOW THE ACTIVE SCHEME:

- A. Perform a single move action.
- B. The Automa gains stuff.
- C. You may receive a recruit bonus.

3. UPDATE THE STAR TRACKER.





MOVE WORKER

1. SELECT AUTOMA WORKER:

- Closest to Automa's base.

TIEBREAKER: Reading order.

2. VALID HEXES:

- In neighborhood of *any* Automa unit, or
- In neighborhood of Automa's base.
- No enemy unit.
- No Automa worker (other than the one selected).

3. PICK UP THE SELECTED WORKER.

4. CHOOSE DESTINATION HEX:

- Valid hex.
- In neighborhood of the most Automa units.
- *Not* in neighborhood of enemy combat units.

TIEBREAKER 1: Closest to factory.

TIEBREAKER 2: Reading order.

5. PLACE SELECTED WORKER ON THE DESTINATION HEX.



NON-ATTACKING MOVE MECH

1. SELECT AUTOMA MECH:

- Closest to Automa's base.

TIEBREAKER: Normal reading order.

2. VALID HEXES:

- In neighborhood of *any* Automa unit, or
- In neighborhood of Automa's base.
- No enemy unit.
- No Automa combat unit (other than the one selected).

3. PICK UP THE SELECTED MECH.

4. CHOOSE DESTINATION HEX:

- Valid hex.
- Shortest distance from enemy combat unit (ignore units on bases unless no enemy combat units are on the board).

TIEBREAKER 1: Closest to factory.

TIEBREAKER 2: Reading order.

5. PLACE SELECTED MECH.





NON-ATTACKING MOVE CHARACTER

1. **SELECT AUTOMA CHARACTER.**
2. **VALID HEXES:**
 - In neighborhood of *any* Automa unit, or
 - In neighborhood of Automa's base.
 - No enemy unit.
 - No Automa mech.
3. **PICK UP THE CHARACTER.**
4. **CHOOSE DESTINATION HEX:**
 - Valid hex.
 - Shortest distance from enemy combat unit (ignore units on bases unless no enemy combat units are on the board).

TIEBREAKER 1: Closest to factory.

TIEBREAKER 2: Reading order.
5. **PLACE SELECTED UNIT.**
6. **CHARACTER PICKS UP ENCOUNTER TOKEN (IF ANY).**
7. **CHARACTER ON FACTORY TAKES RANDOM FACTORY CARD, IF THE AUTOMA DOESN'T HAVE ONE ALREADY.**



ENCOUNTER/FACTORY

1. **SELECT AUTOMA CHARACTER.**
2. **VALID HEXES:**
 - In neighborhood of *any* Automa unit.
 - The Factory (if Automa has no factory card), or
 - Hex with encounter token.
3. **PICK UP THE CHARACTER.**
4. **CHOOSE DESTINATION HEX:**
 - Valid hex.
 - No enemy unit.
 - No Automa mech.

TIEBREAKER 1: Closest to factory.

TIEBREAKER 2: Reading order.
5. **PLACE CHARACTER ON THE DESTINATION HEX.**
6. **CHARACTER PICKS UP ENCOUNTER TOKEN (IF ANY).**
7. **CHARACTER ON FACTORY TAKES RANDOM FACTORY CARD, IF THE AUTOMA DOESN'T HAVE ONE ALREADY.**



ATTACK MOVE VS. COMBAT UNIT

CONDITION: Automa power $\geq X$

1. SELECT AUTOMA COMBAT UNIT:

- Closest to Automa's base.

TIEBREAKER: Reading order.

2. VALID HEXES:

- In neighborhood of *any* Automa unit, or
- In neighborhood of Automa's base.
- Contains enemy combat unit.

3. PICK UP THE SELECTED COMBAT UNIT.

4. CHOOSE DESTINATION HEX:

- Valid hex.
- Fewest enemy combat units.

TIEBREAKER 1: Closest to factory.

TIEBREAKER 2: Reading order.

**5. PLACE SELECTED UNIT ON THE
DESTINATION HEX.**

6. RESOLVE COMBAT.



ATTACK MOVE VS. WORKER

1. SELECT AUTOMA COMBAT UNIT:

- Closest to Automa's base.

TIEBREAKER: Reading order.

2. VALID HEXES:

- In neighborhood of *any* Automa unit, or
- In neighborhood of Automa's base.
- Contains enemy worker.
- No enemy combat unit.

3. PICK UP THE SELECTED COMBAT UNIT.

4. CHOOSE DESTINATION HEX:

- Valid hex.
- Most resources (can be zero).

TIEBREAKER 1: Closest to factory.

TIEBREAKER 2: Reading order.

5. PLACE SELECTED UNIT ON THE DESTINATION HEX.

6. RETREAT ENEMY WORKERS TO THEIR BASE.

7. REMOVE RESOURCES FROM HEX.



COMBAT

1. CHOOSE YOUR COMBAT POWER AND COMBAT CARDS.
2. DRAW AN AUTOMA CARD.
3. CHECK AUTOMA'S POWER RANGE.
4. DETERMINE AUTOMA'S POWER.
5. REVEAL AUTOMA'S COMBAT CARDS.
6. IF THE AUTOMA LOSES:
 - Retreat its combat unit to the faction mat.
 - Retreat its workers to the base.
7. IF THE AUTOMA WINS:
 - Remove resources from hex.
8. IF THE PLAYER CONQUERED AN AUTOMA CONTROLLED HEX:
 - Determine amount of resources (main discard pile).
 - Place resources on conquered hex.
9. RESOLVE EVERYTHING ELSE AS NORMAL (E.G. THE LOSER GAINS A COMBAT CARD).



