



ENCOUNTER/FACTORY CONT'D

8. **PLACE RANDOM ARMED TRAP (IF ANY) ON DESTINATION HEX.**
9. **IF NO VALID HEXES AND IF THERE ARE DISARMED TRAPS ON THE BOARD:**
 - A. **VALID HEXES:** Hex with disarmed trap (anywhere on the board).
 - B. **PICK UP THE CHARACTER.**
 - C. **CHOOSE DESTINATION HEX:** Shortest distance from enemy unit.
TIEBREAKER: Reading order.
 - D. **PLACE CHARACTER ON THE DESTINATION HEX.**
 - E. **ARM TRAP.**



ENCOUNTER/FACTORY CONT'D

8. **PLACE FLAG (IF ANY) ON DESTINATION HEX.**



RULE CHANGES FOR TOGAWA AND ALBION

**AUTOMA PLAYING AS TOGAWA OR ALBION
CANNOT MOVE ONTO TUNNEL WHILE STAR
TRACKER TOKEN IS ON .**

AUTOMA PLAYING AGAINST TOGAWA TRIGGERS TRAPS:

- Automa incurs Trap penalties
except popularity loss.

NEW TIEBREAKER ADDED TO ALL MOVE ACTIONS:

TIEBREAKER 1: Closest to factory.

TIEBREAKER 2: Armed Trap.

TIEBREAKER 3: Reading order.

