

Tyrants of the Underdark - Automa (by Michael Kelley)

You can use automa to play solo (against one or more automa), increase the player count in a competitive game, or play 2v2 co-op.

The Market

The automa uses the market cards to control their actions. Because of this, whenever a market card is bought or devoured, **slide the other market cards left to fill the gap**. New market cards should always enter on the **rightmost** space.

Set-Up

Do not give the automa a player board. They will never draw or gain cards in the normal fashion. However, do have a player deck for each automa, as well as the insane outcast supply, as both may be used during setup and because of certain card effects.

Decide on automa difficulty. Build a "Delay Pile" for each automa:

Easy	Normal	Hard
13 insane outcasts (top) 10 starting cards (bottom)	10 insane outcasts (top) 7 starting cards (bottom)	7 insane outcasts (top) 4 starting cards (bottom)

Randomize a starting site for each Automa. **Place a VP token next to the top side of the board.**

Automa Turn:

At the start of each automa turn, remove the top card in their delay pile from play (if any), and devour market cards based on its type. **DO NOT REFILL THE MARKET YET:**

Insane Outcast - Devour the three leftmost market cards.

Starting Card (noble/soldier) - Devour two leftmost market cards.

No Delay Cards - Devour one leftmost market card.

Then, perform the following steps:

1. For each card type count the cards of that type in the market and resolve their action as detailed below.
2. Give the automa 1 VP for each site control marker it controls but does not have total control over. For site control markers it DOES totally control, give it the VP value plus 1.
3. Refill all empty spaces in the market.

Automa Action Details

The automa resolves actions by type in the market, in Guile-Malice-Conquest-Ambition order. The more cards of that type, the more powerful the action that is performed (see table below). If there are 4-6 cards of a given type in the market (very unlikely), the automa performs the action for 3 cards of that type, then gains 3 VPs for each extra card of that type.

Card Type	1 card	2 cards	3 cards
Guile	Remove automa spy to place 1 troop at their site (Place 1 spy if can't place troop)	Remove automa spy to supplant 1 troop at their site (place 2 spies if can't supplant)	Remove automa spy to supplant 2 troops at their site (place 3 spies if can't supplant)
Malice	Assassinate 1 white troop	Assassinate 1 troop (any color) or return 1 spy PLUS assassinate 1 white troop	Assassinate troops (any color) and/or return spies, 3 total
Conquest	Deploy 2 Troops	Deploy 4 Troops	Deploy 7 Troops
Ambition	Gain 2 VP	Gain 4 VP	Gain 7 VP

Priorities and Site Choice

Below are the priorities for the type of site the automa targets for each action. **For ALL actions EXCEPT Guile, the automa needs presence for the action.** Evaluate each step of an action separately (placing more than 1 spy, deploying more than 1 troop, etc.):

1. "City" (site with control marker, like Menzoberranzan) automa does not totally control
2. Non-city automa does not control
3. Non-city automa controls that is within 2 troops of total control
4. Troop space that leads to a site automa does not have presence to
5. Any site automa controls but does not totally control

To break ties within a given type of site, use these priorities:

1. Fewer enemy troops
2. Higher VP value (for cities prioritize total control BONUS VP)
3. Reading order **oriented to current "north"** (left to right, top to bottom)

Guile and Spy Rule Changes

The automa will **never** place a spy in a site the automa has a spy in or presence in.

Automa spies do NOT provide presence by themselves for malice and conquest actions. They will have to first be removed through a guile effect to deploy or place a troop.

Wasted Parts of Actions

If the automa can't perform part of an action (3 Guile cards but can only supplant 1 troop, 1 Malice but no white troops in range), they will:

1. Deploy a troop for each unresolved part of the action (each unplaced spy, missed supplant, missed assassinate, etc)
2. Assassinate a white troop for each 2 undeployed troops, or a player troop for 3 undeployed troops (either because they can't place them or because they are out of troops)
3. Gain 1VP per remaining troop placement that could not be converted to an assassination.

End of Round and "North"

At the start of the game, a VP token is placed on the top side of the board. This indicates "north" for the third tiebreaker for automa actions. **At the end of the last player's/automa's turn in each full set of turns, move this token to the next boardside clockwise.**

Game End

The game ends **ONLY when a player/automa runs out of troops**. If the market runs out of cards, shuffle all of the devoured cards into a new market and continue filling market spaces.

In the very rare case that an automa ends the game with 1 or more insane outcasts in their delay deck, they suffer -1VP for each remaining outcast.

Discarding Automa Cards and Insane Outcasts

If an automa would discard 1 or more cards, instead add that many starting cards to their delay pile. If an insane outcast would be given to the automa, put it on top of the automa's delay pile.

For the cards that discard a card "if a player has more than 3 cards", check the top card of the automa's delay pile. If they have no delay pile, add a starting card. If their top delay card is a starting card, swap it for an insane outcast. If the top card is already an insane outcast, the automa ignores the effect (basically they are considered to only have 3 cards in-hand).

Co-Op Play

Players can engage in team-based 2v2 co-op play, using two automa. Seat the automa so that turns go player-automa-other player-other automa.

Players combine their troops in a given site to determine who controls it. The automa do the same. However, players and automa still need their own presence to deploy and affect troops and spies, so a blue player cannot use a red player's troops to deploy, for example.

The automa will not assassinate their ally's troops or spies. They will avoid putting spies on a site with EITHER automa's spy or presence.

Set-Up:

Easy = 13 insane, 10 starting
Medium = 10 insane, 7 starting
Hard = 7 insane, 4 starting

Automa Turn:

1. Discard delay card and 3/2/1 market cards for insane/ starting/ no delay
2. Resolve Guile / Malice / Conquest / Ambition
3. Automa gains site control VPs
4. Refill Market

Site Priority:

1. City automa does not totally control
2. Non-city automa does not control
3. Non-city automa controls that is within 2 troops of total control
4. Troop space that leads to a site automa does not have presence to
5. Any site they can fit troops

Tie-Breaker:

Fewer enemy troops > Higher VP > Reading order from current "North" VP token

Guile:

1 = Remove spy to place troop
2 = Remove spy to supplant 1 troop
3 = Remove spy to supplant 2 troops
(if action not possible, place 1/2/3 spies)

Malice:

1 = Assassinate 1 white troop
2 = Assassinate/return 1 troop/spy AND assassinate 1 white troop
3 = Assassinate/return 3 troops/spies

Conquest:

1 = Deploy 2 troops
2 = Deploy 4 troops
3 = Deploy 7 troops

Ambition:

1 = Gain 2 VP
2 = Gain 4 VP
3 = Gain 7 VP

Malice and Conquest require TROOP presence, not only spies

Impossible action = 1 troop > assassinate white/player for 2/3 troop > 1VP