Super Fantasy Brawl - Unofficial Automa Rules (by Michael Kelley from the One Stop Co-Op Shop)
See the video at THIS LINK for an example playthrough using these rules

Set-up
1. Choose or randomize a team for the automa
2. Check the specific champion rules for each automa champion, shuffling the three specified cards into a 9-card **reaction deck**
3. Shuffle the remaining 9 cards into their **action deck**
4. Place the automa's champions randomly on the rightmost, middle, and leftmost spawn hexes
5. Remove both "Display of Might" card from the challenge deck, using only the other 10 cards

Automa Turn Overview
1. Score challenges
2. Deal three cards from the automa's deck facedown
3. Flip and resolve the action cards, left to right
4. Discard all action cards

Automa Activation
The indicated automa champion uses ALL movement (base + abilities like dash/swoop/jump) on each flipped action card to reach/achieve the highest priority option(s) below, using lower priorities to break ties.
1. **Attack a player champion they can <u>defeat</u>**
2. **Stop the player from completing a challenge** (through moving to tie them, and/or through push or pull or force or place effects)
3. **Complete a challenge**
4. **Complete PART of a challenge**
5. **Deal damage to a player champion**
6. **Move closer to nearest challenge player has completed or automa has not completed**
7. **Move closer to nearest player champion**
8. **Move farther from trap tokens**

Further Movement Details
- Break tied challenges by the highest trophy value for the relevant player (add challenge values together if moving to a hex completes multiple challenges)
- Break ties for attack targets by which would bring a player champion closer to defeat, then by which would deal more total damage to player champions
- Resolve attack effects to first fulfill priorities (like pushing champions off a challenge hex, further away from challenges), then to maximize damage (pushing into traps, statues, etc.)
- The automa always ignores the possibility of the player reacting. For example, if a player champion only has 2 life, and the automa action will deal 2 damage, they will treat this action as fulfilling priority #1
- If a card allows a move AFTER an attack, consider the highest priority hex the automa can reach with the TOTAL action. <u>Then</u> consider the highest priority for earlier moves and actions as a tie-breaker.

Emergency Moves
If an automa gains no benefit from the ACTION of the flipped card (not in range, too much armor to deal damage, etc.), check their current hex and the card's movement value.
If they are already in a challenge hex and can't reach a better one, OR if the card only gets them 0 or 1 hex closer to the nearest challenge hex (without reaching it), they instead resolve an "emergency move", **moving a champion 2 hexes.**
Choose an automa champion with this priority:
1. On the automa's gate
2. Able to complete a priority 2 or 3 move
3. Closer to an automa deployment hex
4. Higher remaining health

Emergency Move Not Possible

If every automa champion is already on a challenge hex and can't reach a more valuable one when an emergency move would be performed, instead resolve BOTH of these effects:

1. The automa champion with the least health heals 1
2. The player champion nearest an automa champion (break ties by lowest health) suffers 1 damage

Area of Effect Attacks

Automa champions **never** hurt each other with attacks.

Traps

The automa will always avoid moving onto trap tokens **unless doing so is the only way they can complete priorities #1-3 on the list AND they have 4 or more remaining health.**

The automa assumes traps will deal 1 point of damage for calculating whether they can defeat a player champion.

When placing a trap, the automa follows this priority:

1. Not adjacent to an automa champion
2. Closer to enemy champions (break ties by number of equally close champions, then by lowest health)
3. Closer to challenge hexes

Reactions

Each time an automa champion is attacked, flip the top card of their reaction deck (flip one for each champion in an area of effect attack).

If a non-reaction card is revealed, the automa does not react and the flipped card is discarded.

If a reaction card IS revealed, resolve it (following automa priorities). This does NOT cost the automa a core or reduce the action cards they resolve on their turn.

If a reaction has +0 shields and would cause NO other benefit, it is treated as a +1 shield card with no text.

When the final card is drawn from the reaction deck, reshuffle the reaction deck and reaction discard pile together.

Stunning the Automa

When an automa champion is stunned, put a spare trap token next to its automa card as a **stun token**.

During the next automa turn, the first action card that is revealed matching a stunned automa champion is instead resolved as an "emergency move". Then discard one stun token from that champion.

If an automa champion still has a stun token, repeat this effect for the next action card drawn for them.

Discard all stun tokens at the end of the turn whether they were resolved or not.

Tied Actions and Wasted Actions

In any case where the automa's choices are fully tied in priority, the player chooses for them.

If a choice is obviously useless for the automa (using their last action card to move onto a worthless challenge or one that the player will win anyway, taking an action that lets the player win the game), they ignore that action and take the next in priority.

Increasing Difficulty

If you are beating the automa consistently, use one or more of these rule changes:

1. The automa resolves a free "emergency move" at the start of each of their turns
2. Remove 3 non-reaction cards from the automa's reaction deck
3. Increase the trophies needed for the payer to win by 1, and decrease the trophies needed by the automa by 1

Challenge Card Limitation

Because the automa can become difficult to run when too many challenges are active, **consider** limiting the game to only THREE challenges at one time.

If you choose to play this way, do not draw a new challenge at the end of the round if 3 cards are already active.

Specific Rules for Round 1 Champions

Set	Champion	In Reaction Deck	Special Rules and Card Resolution
Base	**Deryn**	Hunter's Quarry Prowl Ambush	Tie-breaker #6 is "on a trap hex" before "toward nearest challenge hex"
	Dugrun	Onwards Shield Slam Hold Ground	
	Gold'arr	Set sail! Me hearties Intimidation	"Plundarr" deals 3 damage instead of 2
	Gwaien	Ignite Teleport Arcane Shield	Remember that automa champions can never hurt each other with their attacks; this includes her splash damage
	Kilgore	Appetite for destruction Throw Darksteel Armor	
	Tzu Xiao	Focus Flash of jade Revenge	
Art of War	**Akhet**	Healing tears Inner fire From the Ashes	**When leveled** - Ignore printed ability; his life value becomes "9"
	Ko'lel	Scout ahead Tongue lash Blinding Dart	
	Sulka	Spirit slither Effigy Curse	"Life drain" heal is applied to the automa champion with the lowest life (closest to more player champions if tied) **When leveled** - Ignore printed ability; her life value becomes "9"
Circle of Blood	**Korvash**	Chop Shockwave Bloodcurdling Roar	
	Mariusz	Stalk the prey Bone to pick A Cornered Beast	
	Rath	Stalk beneath Nightshade Go To Ground	
Force of Nature	**Loralei**	Clairvoyance Grasping Vines Intervention	Ignore "healing rain" printed ability and heal automa champion(s) closest to defeat for 2 total **When leveled** - Ignore printed ability; her life value becomes "6"
	Nevamore	Dark envoy Guiding light Murder of Crows	
	Taze	Rush Rodeo Momentum	

Specific Rules for Round 2 Champions

Set	Champion	In Reaction Deck	Special Rules and Card Resolution
Hot Trick	**Jacques**	A Pirate's Life for Me Riposte Parrying Blow	"Swift Sword Cut" is only played once "Riposte" and "Parrying Blow" are treated as though one matching card is discarded **When leveled** - Ignore printed ability; his life value becomes "8"
	Lil'Y	Snatch Didn't See That Comin', Eh? Vanish	"Didn't See That Comin', Eh?" causes the automa to draw a second card from the reaction deck, resolving or discarding it as normal **When leveled** - Tie-breaker #6 is "adjacent to an ally" before "toward nearest challenge hex"
	Nikkit	Burning Wrath Recovery Shell of the Swamp	Treat Nikkit's attacks as written (search the automa's discard pile for the indicated color) **When leveled** - Ignore printed ability
Mental Might	**Al'kemi**	Acid Rain Recipe for Disaster Up in Smoke	For both "Aqua Vitae" and "Alchemical Fire", draw the top automa card; if it matches the indicated core color, resolve the card for free; if not, resolve an emergency move **When leveled** - The automa resolves a free emergency move at the start of each turn (as discussed in "Easier Automa" and "Harder Automa" in the main rules
	Izabella	Burden of Destiny Foretell Fully Prepared	**When leveled** - Ignore printed ability; her life value becomes "10"
	Xinshen	Contemplation Pull of the Panther Shift the Elements	
Radiant Authority	**King Alistair**	The Tyrant's Gaze Forced March Reverence	
	Khalize	Restoration Heaven's Blessing Glimpse of Destiny	**When leveled** - Ignore printed ability; her life value becomes "9"
	Sir Tentaclot	Mindcloud Oh R'Lyeh? Mask of Fear	

Automa Turn	Emergency Move - If action card:	Core rules that solo play breaks or changes:

1. Score challenges as normal
2. Deal three cards from the automa's action deck facedown
3. Flip and resolve the action cards, left to right
4. Discard all action cards
 	
Action Priority
1. Defeat player champion
2. Stop player challenge
3. Complete automa challenge
4. Partial complete challenge
5. Deal damage
6. Toward nearest challenge
7. Toward nearest enemy
8. Furthest from a trap
	● attack can't resolve AND
	● Champion on challenge hex OR progresses 0-1 hex and can't reach a challenge hex
	Then Move 2 with champion:
	   1. On the automa's gate
	   2. Priority 2 or 3 move
	   3. Closer to deployment hex
	 4. Higher remaining health
	Otherwise Heal 1 automa AND Damage 1 player
	
	Trap Placement
	1. Not adjacent to automa champion
	2. Closer to enemy champion (most, then least health)
	3. Closer to challenge hexes
		● The automa does not use cores, and can always play all three cards regardless of color
		● The automa has a separate reaction deck, and does not use cores or lose actions by reacting
		● The automa turns a useless reaction into a +1 shield card
		● When playing with the automa, there can be only 3 active challenge cards at one time
		● If the automa cannot resolve an action card or an emergency move, they both heal one of their champions AND deal 1 damage to a player champion (this damage does NOT require adjacency, unlike the generic red core action)
		● The automa has no hand of cards, and ignores all effects that require them to discard, draw, or plan 1 or more cards

Co-Op play (2v2 Super Team Tornado):
These automa rules can be used to play 2-player co-op against a team of 2 automa. Follow all rules of the game and this rulesheet except where indicated below:
- During set-up, create a SINGLE reaction deck shared by both automa (containing 12 cards), but two SEPARATE action decks (each containing 6 cards for the two champions matching that automa "player").
- On a given automa player's turn, they first resolve **a single emergency move**, and then they resolve **TWO action cards** instead of three. *This is to model the handicap players face in trying to play three fully effective cards of different colored cores when they have only four cards in their hand.*
- During set-up, leave the center deployment hex empty and fill in the others with one champion for each "player" on each side.
- To adjust difficulty, for option 1 instead of adding an emergency move let the automa players play 3 full action cards. And for option 2 remove 4 non-reaction cards instead of 3.
- If you choose to limit challenge cards, keep them to FOUR challenge cards in play at one time instead of three. If there are three cards when new ones would be drawn, place the new challenge card on the rightmost "cannot be scored" space.