



CharterStone

AUTOMA

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Regardless of the number of human players in any game of CharterStone, there are always 6 founding villagers, each operating a different charter. A charter not controlled by a player is called an **inactive charter**. If you would like for 1 or more **inactive charters** to become **active** and participate as a **player**, use these Automa rules.

INITIAL SETUP: Extract cards 377-389 from the Index. These 13 cards make up the **Automa deck**. This one deck is shared by all Automas.

Except where explicitly stated in these rules, the Automas never receive resources, coins, or cards, never pay to take actions, and never receive benefits from buildings.

Setup

Follow the Setup rules in the Chronicle rulebook with the following adjustments for the Automa:

1. **DETERMINE THE NUMBER OF AUTOMAS:** If you choose to include the Automa system, we recommend using 2 Automas. You can add or remove Automas throughout the campaign, but unless a charter is active every game, its final score will not be relevant at the end of the campaign. You might decide to have an Automa replace a temporarily unavailable human player.
2. **PLAYER PIECES:** Set up regular workers, influence tokens, and VP tokens from each Automa's charter chest.
3. **AUTOMA DECK:** Shuffle the Automa Deck and place it face-down next to the board. From Game 4 onwards, set the top 3 cards off to the side face-down.

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FOR GAME 1: After the Automas construct their starting buildings, each Automa's constructed building card is shuffled into the advancement deck.

Gameplay

An Automa's turn follows this procedure:

If the Automa has any regular workers (big or small) available, follow these steps in order (detailed instructions on pages 2-3):

1. Draw 1 Automa card.
2. Place 1 Automa worker (big or small).
3. The Automa gains VP.
4. The Automa gains benefits (if any).
5. Discard the Automa card.

Otherwise, retrieve ALL of the Automa's workers from the board and continue with the next player.

IMPORTANT: Whenever a new rule or story card is added to the Chronicle, check the Automa Index Guide at the end of this rulebook to see if any Automa-specific cards have been unlocked.

DRAW 1 AUTOMA CARD

Using normal player order rules, when it is an Automa's turn and the Automa has a regular worker available to place, reveal the top card of the Automa deck.

If the deck is empty, reshuffle all the cards to form a new deck. *From Game 4 onwards, set the top 3 cards off to the side face-down.*

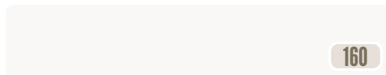
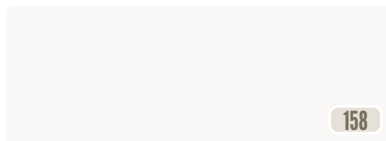
PLACE 1 AUTOMA WORKER

Each Automa card shows either a specific building in the Commons or prioritized plots in the charters. Place an Automa worker on that building (if there's another regular worker there, bump it off).

BUILDING IN THE COMMONS: Place an Automa worker on the building shown.

CHARTERS: If the card is like those shown to the right, the worker is placed on a building in a charter, selected using the end-of-campaign values specified on the card.

If there is a tie between multiple buildings with the same value, pick the one with the name that is alphabetically first (**A-Z**) or last (**Z-A**).



Roll the Charterstone die to select the charter.



Select Automa's home charter.

The building is selected based upon its end-of campaign value (the number inside a purple circle).



Other Automa charter cards will choose the second-highest or the third-highest value. Note: if there isn't a second or third, simply stop counting and choose a building with that value.



Example: second-highest

THE AUTOMA GAINS VP

- If there's a VP icon on the card, then the Automa gains that number of VP.
- If there is a strength icon, the Automa gains VP equal to the current Automa strength (shown below). *For Game 1 ONLY: Use 1 for the current Automa strength.*



Automa Strength: 2 _____

Remember that the Automa does not gain VP printed on the building itself.

THE AUTOMA GAINS BENEFITS

Some of the icons on the Automa cards offer benefits to the Automa as described below. Remember that the Automa does not get any benefits printed on buildings.

NOTE: *Discard* means “place in the advancement discard pile,” not in the Archive. Any rules that reference the “number” of a card on the advancement mat are referring to the number on the bottom right of the card.

DISCARD 2 ADVANCEMENT CARDS

Discard the 2 highest numbered cards on the advancement mat, then refill the mat with new cards from the deck.



CONSTRUCT A BUILDING

1. Select any empty plot in the Automa's charter. If there are none, do nothing.
2. Take the lowest-numbered unconstructed building card from the advancement mat and construct it on the selected plot. If there are no unconstructed building cards, do nothing.
3. Discard the resulting constructed building card.



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UNLOCK A CRATE

Unlock the crate on the lowest-numbered constructed building card on the advancement mat and follow the instructions on the Index Guide. If there are no constructed building cards, do nothing.



- a. Place persona cards in the Automa's charter chest.
- b. Other cards are added to the discard piles of their respective decks.

ADVANCE PROGRESS TRACK

Advance the progress token 1 space along the progress track. The Automa does not gain reputation from the track, but it may trigger income for human players.



GAIN REPUTATION

If the Automa has no influence tokens, do nothing. Otherwise, place an influence token in the next open space on the reputation track.



FILL QUOTA

If the Automa has no influence tokens, do nothing. Otherwise, moving top to bottom and beginning with the leftmost column, place an influence token on the first open space. If the column is full, continue with the top of the column to its right. The Automa doesn't gain any benefit.



End of Game

If the game is part of the campaign, follow the regular end-game steps as if the Automatas were human players. Heed the following:

- **GUIDEPOST:** See Guideposts section below for details.
- **END-GAME SCORING:** Automatas only score from the VP track, reputation track, and guidepost.
- **GLORY:** Automatas gain glory starting with the top row on their charter chest and moving down as each row is completed. This is only used for end-of-campaign scoring. The Automa doesn't gain ongoing glory benefits.
- **CAPACITY:** Automatas gain capacity (like human players). Assign this starting at the top left circle, moving down that column, returning to the top of the next column to the right when complete. Capacity is only used for end-of-campaign scoring. Unless an Automa is temporarily replacing a human player, the Automa doesn't retain any of these components from game to game.

- **AUTOMA STRENGTH:** From Game 2 onwards,
 - If the average VP of all human players was higher than that of all Automatas, then increase Automa strength by 1.
 - If the average VP of all human players was at least 10 points lower than that of all Automatas, then decrease the Automa's strength by 1 (though never below 2).Update the strength number in the “The Automa gains VP” section to reflect this.
- **PERSONAS:** From Game 2 onwards, randomly choose an unused persona (if available) from each Automa's charter chest, mark it used, and return it to the chest

Other Notes

- **OBJECTIVES:** Automas do not accomplish objectives.
- **SETUP—INACTIVE CHARTERS (REVEALED AFTER GAME 2):**
Automa-controlled charters are considered active.

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Guideposts

The Automas compete to achieve guideposts, but not necessarily based upon their situation on the board, and purely to gain 1 glory. Even if an Automa should choose a revealed option on a guidepost, human players will choose on their behalf. If you prefer, draw an Automa card; the Automa selects the option matching the king icon on the card.

At the end of each game during the “Guidepost” step, read through each step and card one at a time and consult this list for additional information. Automas participate like regular players, except where noted.

TRule refers to a Temporary Rule applied during the game.



refers to determining who achieved the guidepost.

??? refers to the revealed part of the guidepost card.

Card # refers to a card number and its resolution.

Automa Index Guide

When you add a new rule or story card to the Chronicle, if the number of that card is in this guide, extract the card(s) specified:

Card 29 (rule 18): Extract Card 161.

Card 33 (rule 16): Extract Card 158.

To minimize spoilers, we have left the descriptions deliberately vague. Do not read ahead.

- **GUIDEPOST 400:** ★ Each Automa has 3. Card 124/128 (story 6): Action - Automas gain nothing.
- **GUIDEPOST 401:** ★ Each Automa scores none. Remember: Check Automa Index Guide when new rule and story cards are unlocked.
- **GUIDEPOST 402/3:** No changes. Remember: Check Automa Index Guide when new rule and story cards are unlocked.
- **GUIDEPOST 404:** TRule: Automas ignore. Card 134/135 (story 9): Decide for the Automa, but the Automa receives 1 glory, regardless of the choice.
- **GUIDEPOST 405:** TRule: Automas participate like humans. ???: Include Automas. Card 136/137 (story 10): Action - Automas are ineligible to be chosen.
- **GUIDEPOST 406:** TRule: Include Automas. They pay from general supply. Card 138/139 (story 11): Automas gain 1 at random.
- **GUIDEPOST 407:** ???: Do not include Automa charters.
- **GUIDEPOST 408:** TRule: Also applies to Automas. Card 142 (story 13): If necessary, choose 1 at random.
- **GUIDEPOST 409:** ★ Each Automa discards 3 before counting. TRule: Automas participate like humans, including the need to pay. Card 144 (story 14): Action – including Automas.
- **GUIDEPOST 410:** ★ Automas have 6. TRule: Reroll for Automas, if necessary. ???: Extract cards 393-398 and give to respective Automas instead of choice. These are to be used in game 12 and beyond.
- **GUIDEPOST 411:** ★ Automas have 2. ???: Extract cards 393-398 and give to respective Automas instead of choice. These are to be used in game 12 and beyond.
- **GUIDEPOST 412/413:** ★ Automas discard 6 before counting. Remember: Check Automa Index Guide when new rule and story cards are unlocked.

Card 36 (rule 3): Extract Card 160.

Card 129 or 130 (story 7): Extract and add Cards 390-392 to the Automa deck.

Card 132 (rule 1): Extract Card 159.

Card 157 (rule 26): Extract Card 162.

