BRASS BIRMINGHAM MAUTOMA RULEBOOK

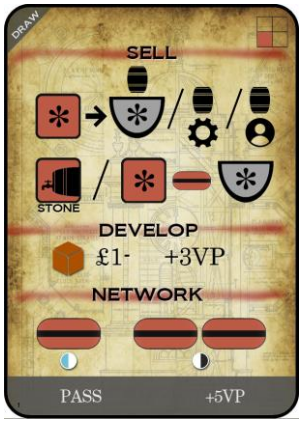
1. Introduction

This is a solo mode for Brass: Birmingham, against an opponent (the "Automa") that takes actions driven by a deck of cards.

2. Components

- Brass Birmingham base game
- Automa deck: 22 double-sided cards. See section 7 for a description of the actions and icons.

Front side



Rear side

3. General notes

The Automa actions are defined by the Automa cards. The Automa follows simple rules, to reduce bookkeeping.

- **During the game the Automa is always the second player**; the turn order is fixed.
- **The Automa doesn't use money**; it's always considered to have enough for its actions.
- **The Automa never takes the LOAN or SCOUT action**.
- **The Automa follows all other standard rules as a normal player**. In particular:
  - To consume coal, it needs a connection to a coal source.
  - To consume your beer, it needs a connection to your breweries.
  - When placing Link tiles, it builds adjacent to a location that is part of its network.
  - During the Canal Era, it is limited to 1 building per city.
  - When it takes the BUILD action, it doesn't pay money, but does consume coal and iron as normal.
  - During the Rail Era, it consumes 1 coal whenever it places a single Link tile and 2 coal + 1 beer whenever it places a double Link.
  - To take the SELL action, its buildings need a connection to a Merchant tile and it must consume beer, if required.

4. Overview of the Automa deck

The Automa deck includes 22 double-sided cards. On the Automa's turn, draw an Automa card. The front of the card has two or three action slots. Automa takes the actions in the first applicable slot.

The Automa always takes one or two actions during its turn. It never passes without performing any action.

The front side of the card you drew determines the first action, and then the back of the next card on the deck determines the second action. In some cases, the front side of the card may cause two actions to happen; if so, ignore the next card's back, as the Automa has already executed two actions.

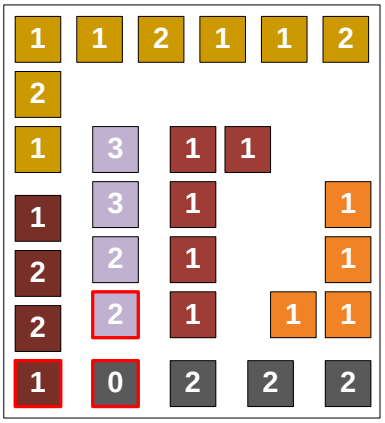
If you draw a card with no legal action, discard it and draw another.

5. Set-up

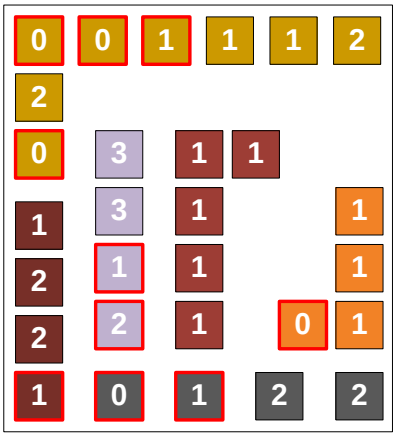
- Set up for a two player game. You don't need to give the Automa any money, or place its income marker.
- Choose the difficulty level you prefer. Place Industry tiles on the Automa's player board accordingly. (See section 5.1.)
- Shuffle the 40 game cards. Deal the first 19 cards into a deck. Set the rest aside; they are not used in the Canal Era. Note that the set-aside cards include the one card you'd remove from the deck at the start of a normal game, so you need not do that again.
- Prepare the Automa deck. (See section 5.2.)

5.1 Set the difficulty level

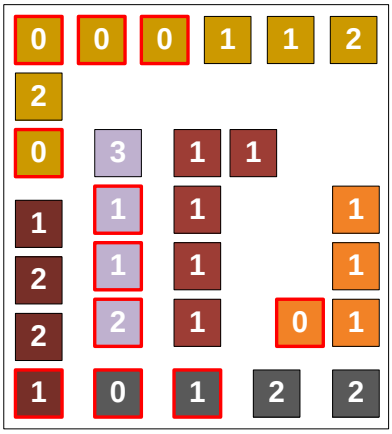
EASY LEVEL: Automa starts with these Industry tiles on its board



MEDIUM LEVEL: Automa starts with these Industry tiles on its board



HARD LEVEL: Automa starts with these Industry tiles on its board



These are suggested levels. You can adjust the difficulty by changing the initial number of tiles on Automa's board.

5.2 Preparing the Automa deck

Sort the cards into groups based on the letter in the upper right (A, B, or C). Shuffle each group.

Take **4 cards** from **group A**, **3** from **group B**, and **3** from **group C**. Shuffle them together to form a deck.

Take 1 card from each group. Shuffle them together and put them on top of the deck.

Shuffle together all 9 remaining cards, and put these on top of the deck. Flip the deck over, so that the rear side is up. Now the Automa deck is ready!

6. How to play

Take your turns as normal. On the Automa's turn:

1. Draw the top card of the Automa deck.
2. Find the topmost action slot in which there is a legal action for Automa to take. The Automa does this.
3. If none of the actions are legal, discard the card, draw again, and go back to step 2.
4. If the Automa has taken two actions, its turn now ends. If only one, look at the back of the next card. The Automa takes the topmost legal action. If it can't do any of them, it passes and gets 5 VP, and its turn ends.

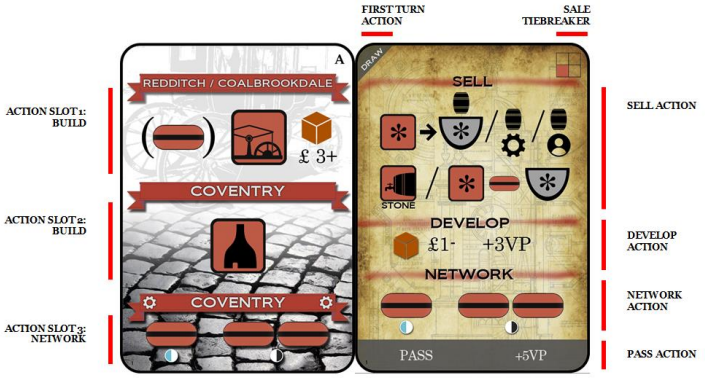
Drawn card

Automa deck

7. Description of card actions and icons

In general, the front side of the Automa card has two or three action slots, each of which triggers one or two actions.

The rear side of the Automa cards has a list of standard actions.



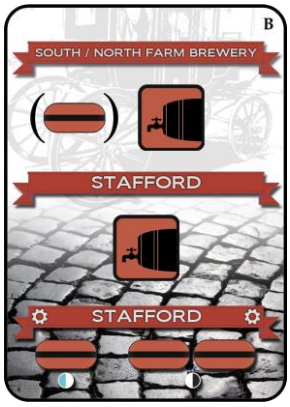
7.1 Front side action slot: BUILD

An action slot with the icon of a particular Industry (e.g. Cotton Mill) and a city name in the banner means that the Automa builds that Industry there.

NOTE:

- If the banner has more than one city, the Automa chooses the first city where the build is legal. So the card above says that the Automa will build in Redditch if possible, otherwise in Coalbrookdale.
- An iron cube with a price means that Automa builds only if iron is at that price or higher. (If the price is lower, move to the next slot.)
- A Link tile in parentheses means that Automa can place a Link tile before building, in order to reach a coal source. In this case the Automa's turn ends immediately, as it has already performed two actions.
- If the action slot shows a Coal Mine icon followed by Link tiles, Automa first builds a Coal Mine and then places one Link tile (up to two Link tiles in the rail era). This likewise is two actions and ends Automa's turn.
- Automa follows the standard rules for placing buildings and Link tiles: it must consume coal, iron, and beer like a normal player. If there is more than one way to place a Link, follow the tiebreaker rules at page 3. Remember that Links must start from a location that is part of Automa's network.

- There is a card which says that the Automa builds a farm brewery. As with a human player, the Automa must first build a Link to the farm brewery, which is indicated by a Link icon in parentheses on the card. If the Automa does this, that is of course its two actions for the turn.



7.2 Front side action slot: NETWORK

The Automa places one or two Link tiles starting from the city shown in the banner. The city indicated by the card must be part of Automa's network. This is a special rule for the Automa, and the gear icons close to the city name are a reminder of it.

In the Canal Era, the Automa places only one canal Link tile starting from the indicated city.

In the Rail Era, the Automa tries to place up to two railroad Link tiles. The first one starts from the city on the card, and then the second Link tile is placed starting from the city reached by the first railroad.

The Automa follows the standard rules for placing Link tiles: in the Rail Era it must consume coal and beer as normal. If there is more than one way to place a Link, follow the tiebreaker rules below.

7.3 Rear side action: SELL

If the Automa has at least one building connected to its merchant and has access to beer barrels, it takes the SELL action.

- The Automa flips all Industry tiles it can, and consumes all required beer barrels.
- The Automa consumes the merchant beer first, then its beer, and lastly the player's beer (if it can reach it). In the card above, you can see icons that are a reminder of this order.
- If there is more than one building ready to sell, but they can't all be flipped, use the building selection tiebreaker rules below.
- Then, the Automa's turn ends.

If the Automa has no building ready to sell, check the following conditions for all its buildings, using the tiebreaker rules for the order:

a) If the building is connected to its merchant, but the Automa has no access to beer barrels, it builds a brewery in the city indicated on the rear side of the card. (So for example in the card at page 4 it builds in Stone.) Then, the Automa's turn ends.

b) If the building is not connected to its merchant, but only one link tile is missing in order to complete the connection, the Automa places that link tile. Then, the Automa's turn ends.

TIEBREAKER for PLACING LINK TILES

If the Automa is directed to place a Link tile starting from a particular city and there is more than one open connection, use these priorities:

- If this is the second railroad Link, and there is no beer available now but a connection to beer can be made, connect to it.
- Link to a city that is already part of Automa's network.
- Link to the city with the most built Industry tiles (no matter who is the owner, or how many of them are already flipped).
- Link to the city with the most free spaces.
- (Rail Era) Link to the city which causes coal to be taken from one of Automa's mines.
- If none of these rules determine a unique Link to build, start from above the city, go around clockwise, and build in the first eligible connection you reach.

NOTE: the Automa will link to external merchants only after all other paths are occupied or when specifically requested by the card.

TIEBREAKER for BUILDING SELECTION

If there is more than one possible building for the SELL action, or more than one brewery to take beer from, use these priorities:

- For all relevant buildings, count the number of Automa's links connecting to them and subtract the number of player's links. The Automa sells from the building with the highest score.
- In case of a tie, the Automa sells from the building in the city that is first alphabetically.
- If there is more than one building in the same city, check the tiebreaker icon on the rear side of the card triggering the action. The building in this slot wins the tie. If there is no building in that slot, check the one to its right, then the first on the next line (wrapping back up to the top if need be).

7.4 Rear side action: DEVELOP

The Automa takes the DEVELOP action only if the price of iron is what's shown on the card or lower. (So on the card below, only if iron costs £1.)

The Automa consumes two iron cubes, if possible. If there is just one cube at that price, remove only that one. However, it doesn't discard tiles from its board.

When the Automa develops, it gets 3 Victory Points.

7.5 Rear side action: NETWORK

The Automa places one Link tile (in the Canal Era) or up to two tiles (in the Rail Era), starting from whatever city it most recently took an action in. During the Rail Era, the Automa will if possible place a second railroad Link from the city it just built into. (Remember of course that both Link tiles must be supplied with coal, and the second must be supplied with beer.)

If there is more than one placement option, use the priority list given at page 3.

7.6 Rear side action: PASS

The Automa doesn't take the second action of its turn, but it immediately gains 5 Victory Points.

8. The first turn of the game

On the first turn of the game the players take only one action.

For Automa's first action, do not draw a card as normal: instead, look at the upper left corner of the *rear* side of the topmost card.

If the card says DEVELOP, simply remove 2 iron cubes from the market and give the Automa 3VPs. You will draw this card and do the action(s) on its front on the Automa's *next* turn.

If the card says DRAW, draw the first Automa card and execute the BUILD action shown there. If the BUILD action is not possible, the Automa will place a link tile starting from the city indicated in the last action slot, even if that city is not yet part of Automa's network. (So for example, using the card shown below, the Automa will build a canal from Coventry to Birmingham.)

9. End of Canal Era

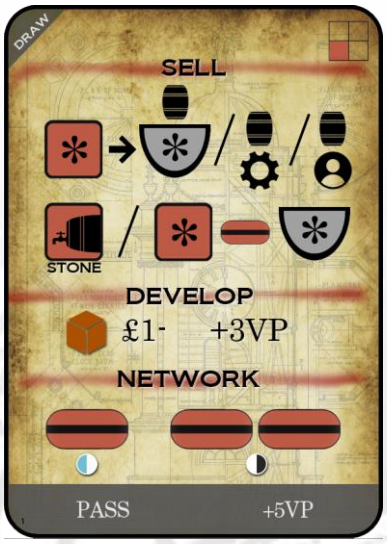
At the end of the Canal Era, the Automa scores VP as a normal player, and its canal Links and level 1 Industry tiles leave the board.

10. Preparation for the Rail Era

- Prepare the Automa deck as before. (See section 5.2.)
- If there are any Industry tiles on the Automa's player board that can't be built in the Rail Era, remove them.
- Shuffle all 40 game cards. Deal 20 cards into your draw deck and set the other 20 aside.

11. End of the Rail Era

At the end of the Rail Era, the Automa scores VPs as a normal player.



Author: Mauro Gibertoni
Rulebook revised by David Goldfarb
Playtest: Daniele Paci, Mauro Gibertoni
Contacts: maurogibertoni@gmail.com

DRAW
SELL
STONE
DEVELOP
£1- +3VP
NETWORK
PASS +5VP
DRAW
SELL
BURTON
DEVELOP
£3- +3VP
NETWORK
PASS +5VP
DRAW
SELL
DERBY
DEVELOP
£0 +3VP
NETWORK
PASS +5VP
DRAW
SELL
WALSALL
DEVELOP
£0 +3VP
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PASS +5VP
DRAW
SELL
WALSALL
DEVELOP
£4- +3VP
NETWORK
PASS +5VP
DRAW
SELL
COALBROOKDALE
DEVELOP
£2- +3VP
NETWORK
PASS +5VP
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DERBY
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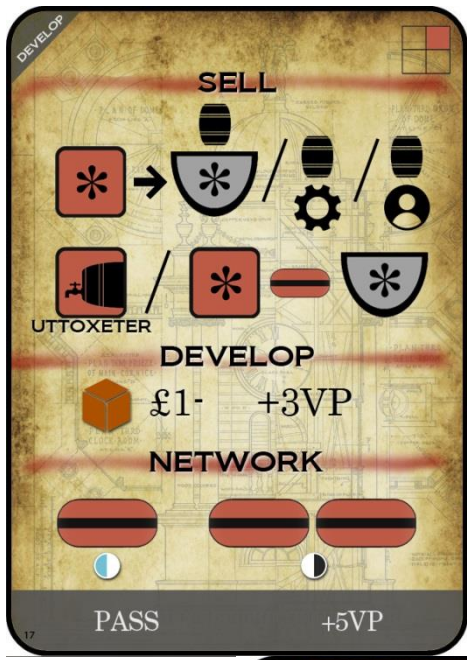
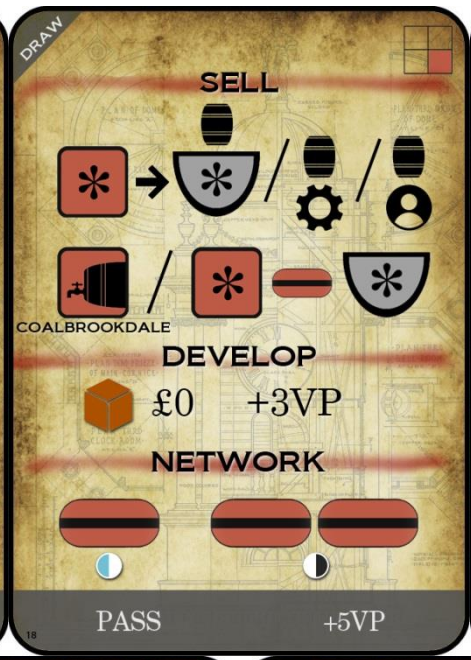
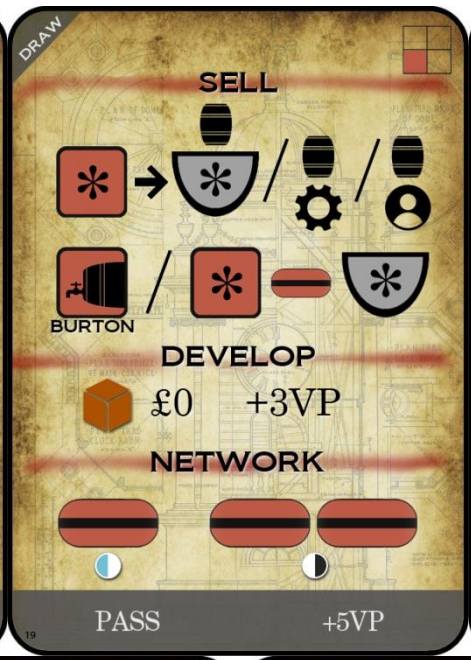
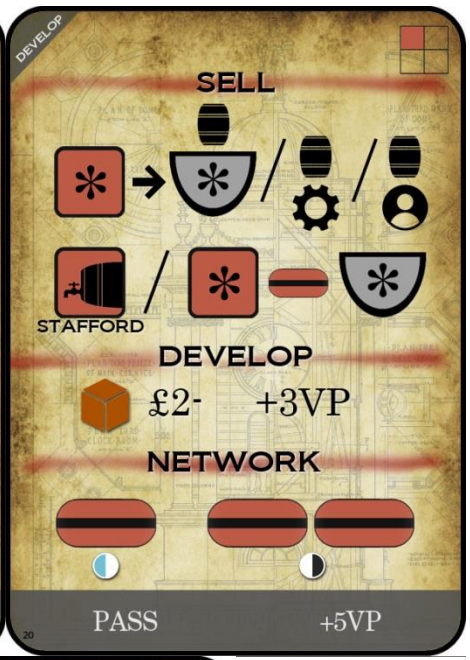
NETWORK
PASS +5VP
DRAW
SELL
STONE
DEVELOP
£4- +3VP
NETWORK
PASS +5VP

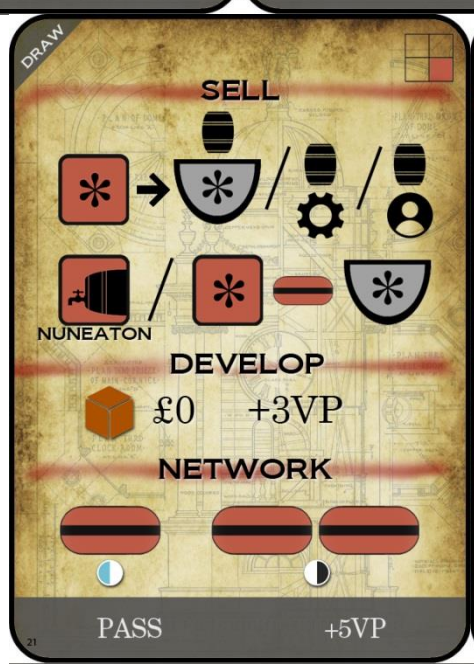
B
COALBROOKDALE / BURTON
COALBROOKDALE / BURTON
B
WALSALL / COALBROOKDALE / DUDLEY
£ 4+
NUNEATON / WALSALL
NUNEATON / WALSALL
A
CANNOCK / BURTON ON TRENT
NUNEATON
CANNOCK / BURTON / NUNEATON
A
REDDITCH / COALBROOKDALE
£ 3+
COVENTRY
COVENTRY
A
COVENTRY
TAMWORTH
COVENTRY / TAMWORTH
A
WOLVERHAMPTON / REDDITCH
WOLVERHAMPTON / REDDITCH
B
SOUTH / NORTH FARM BREWERY
STAFFORD
STAFFORD
C
REDDITCH
REDDITCH
B
BIRMINGHAM / COVENTRY / COALBROOKDALE
£ 3+
WALSALL
WALSALL
A
STAFFORD
BIRMINGHAM
STAFFORD / BIRMINGHAM
A
BIRMINGHAM / REDDITCH / COALBROOKDALE
£ 3+
TAMWORTH
TAMWORTH
C
BIRMINGHAM
DUDLEY
BIRMINGHAM / DUDLEY
A
BIRMINGHAM / REDDITCH / COALBROOKDALE
£ 3+
NUNEATON / REDDITCH
NUNEATON / REDDITCH
C
TAMWORTH
TAMWORTH / REDDITCH
TAMWORTH / REDDITCH
C
COVENTRY / COALBROOKDALE
£ 2+
WOLVERHAMPTON / REDDITCH
WOLVERHAMPTON / REDDITCH
A
WALSALL / COVENTRY / DUDLEY
£ 1+
REDDITCH
REDDITCH

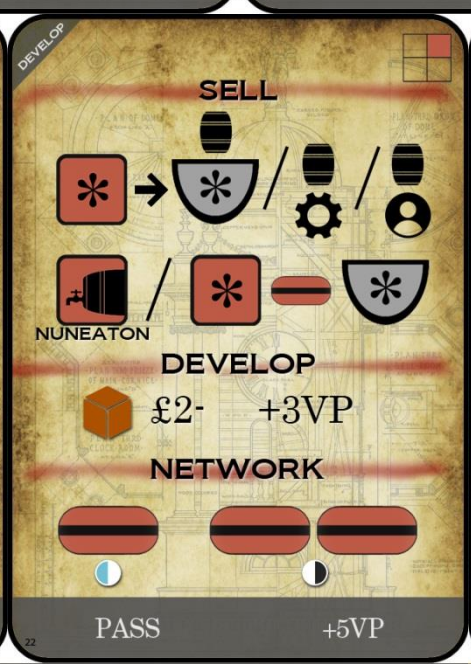












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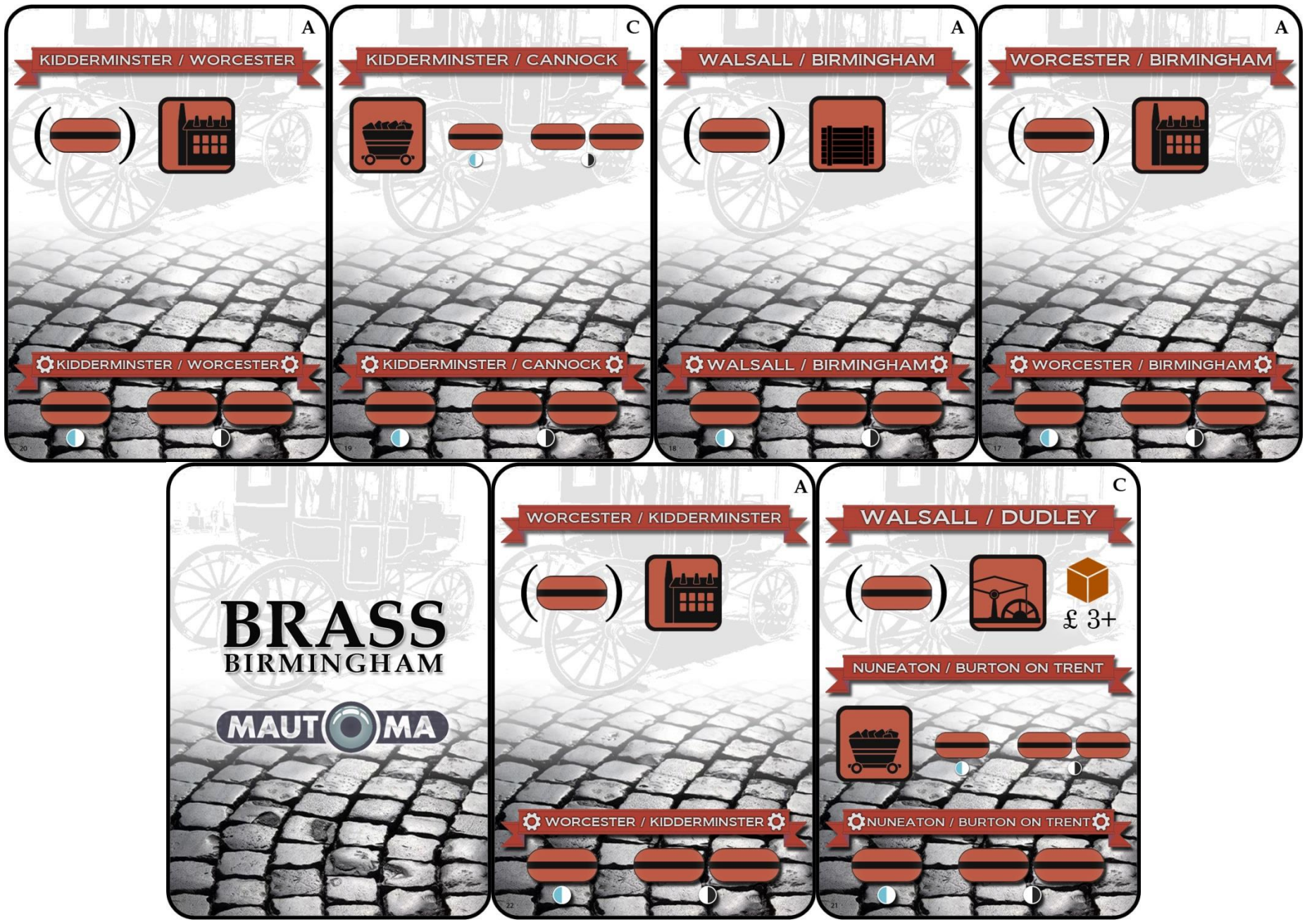
A
KIDDERMINSTER / WORCESTER
KIDDERMINSTER / WORCESTER
C
KIDDERMINSTER / CANNOCK
KIDDERMINSTER / CANNOCK
A
WALSALL / BIRMINGHAM
WALSALL / BIRMINGHAM
A
WORCESTER / BIRMINGHAM
WORCESTER / BIRMINGHAM
BRASS
BIRMINGHAM
MAUTOMA
A
WORCESTER / KIDDERMINSTER
WORCESTER / KIDDERMINSTER
C
WALSALL / DUDLEY
£ 3+
NUNEATON / BURTON ON TRENT
NUNEATON / BURTON ON TRENT