ADDITIONAL RULES ADAPTATION BY FER WELLS

All factions have starting points based on the Forgotten Realms novels.

- The **Elves** start in **Skullport** with the two white troops.
- The **Dwarves** start in **Stoneshaft Clanhold**, displacing both white troops.
- The **Duergar** start in **Gracklstugh**, displacing both white troops.
- The **Svirfneblin** start in **Blingdenstone**, displacing both white troops.

All **displaced** white troops are placed in non-city other locations, starting from the highest available value.
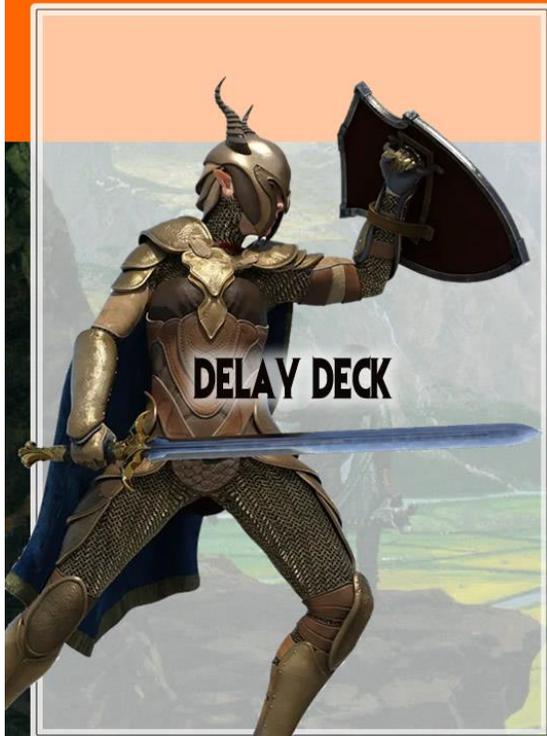

Special Abilities:

- **Dwarves** - cost **4** for a player to assassinate a dwarf.
- **Elves** - Ambition: Add the highest value devoured this round to the elven discard deck (for additional VP)
- **Duergar** - Malice: no restriction on troop colour when assassinating, just requires presence.
- **Svirfneblin** - Conquest 2/3: and can tunnel to nearest location not connected by route (when considering direction of expansion and value of site)

AUTOMA
ELVEN INVASION

STARTING PLACE: SKULLPORT 4

DELAY DECK

DISCARD

Set-Up:
Easy = 13 insane, 10 starting
Medium = 10 insane, 7 starting
Hard = 7 insane, 4 starting

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

Site Priority:
City automa does not totally control
Non-city automa does not control
Non-city automa controls that is within 2 troops of total control
Troop space that leads to a site automa does not have presence to
Any site they can fit troops

Tie-Breaker:
Fewer enemy troops> Higher VP> Reading order from current "North" VP token

Special-Ability:
Ambition: AND add the highest value devoured card that round to their discard deck.

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: SEE Special-Ability
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
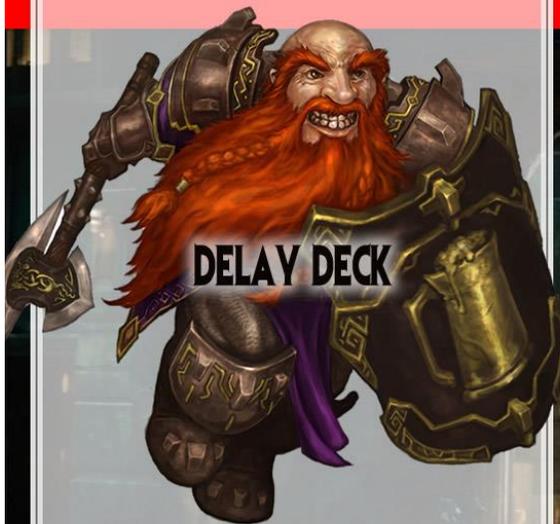
TROPHY HALL

BARRACKS

DELAY DECK

DISCARD

Set-Up:
Easy = 13 insane, 10 starting
Medium = 10 insane, 7 starting
Hard = 7 insane, 4 starting

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

Site Priority:
City automa does not totally control
Non-city automa does not control
Non-city automa controls that is within 2 troops of total control
Troop space that leads to a site automa does not have presence to
Any site they can fit troops

Tie-Breaker:
Fewer enemy troops> Higher VP> Reading order from current "North" VP token

Special-Ability:
Players need to use 4 power instead of 3 to assassinate a dwarf.

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

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BARRACKS

DELAY DECK

DISCARD

Set-Up:
Easy = 13 insane, 10 starting
Medium = 10 insane, 7 starting
Hard = 7 insane, 4 starting

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

Site Priority:
City automa does not totally control
Non-city automa does not control
Non-city automa controls that is within 2 troops of total control
Troop space that leads to a site automa does not have presence to
Any site they can fit troops

Tie-Breaker:
Fewer enemy troops> Higher VP> Reading order from current "North" VP token

Special-Ability:
Malice: Can assassinate any troop colour where automa has presence

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: SEE Special-Ability
1 = Assassinate 1 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

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BARRACKS

STARTING PLACE: **BLINGDENSTONE 4**

DELAY DECK

DISCARD

Set-Up:
Easy = 13 insane, 10 starting
Medium = 10 insane, 7 starting
Hard = 7 insane, 4 starting

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

Site Priority:
City automa does not totally control
Non-city automa does not control
Non-city automa controls that is within 2 troops of total control
Troop space that leads to a site automa does not have presence to
Any site they can fit troops

Tie-Breaker:
Fewer enemy troops> Higher VP> Reading order from current "North" VP token

Special-Ability:
Conquest 2/3: AND tunnel to nearest location not connected by route

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 **AND Special-Ability**
3 = Deploy 7 troops **AND Special-Ability**

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

TROPHY HALL

BARRACKS