

BRASS BIRMINGHAM MAUTOMA

FREQUENTLY ASKED QUESTIONS

Topic: ACTION SELECTION

Q) How many action performs the Automa from the front side of card? How many from the back side?

A) First let's clarify the difference between the two terms ACTION and ACTION SLOT. With the term ACTION, we mean one of the base game action: Build, Network, Sell, etc... With the term ACTION SLOT, we mean the various sections of the Automa cards.

The Automa, like a normal player, performs always two ACTIONS per turn (only one in the very first game's turn).

In order to decide which ACTIONS the Automa takes, you should draw a card and apply the first ACTION SLOT which implies valid ACTIONS. Most of the time the ACTION SLOTS of the front side of the cards imply the execution of one ACTION, but certain ACTION SLOTS can drive two ACTIONS.

After you have applied the ACTION SLOT on the front side, if the Automa has already performed two ACTIONS, its turn ends immediately, while if it has performed only one ACTION, you should apply the first valid ACTION SLOT among the ones depicted on the back of the card on top of the deck.

Q) What if no action is possible?

A) It is mandatory that the Automa takes the ACTION/ACTIONS related of one ACTION SLOT of the front side of the card. If no action slot on the front side is valid, discard the card and draw a new one until you find a card with a valid action slot. If the applied action slot has driven only one action, the second action will be defined by the back of the card on top of the deck. The back of the card has always at least one valid action slot. Remember that in Brass PASS is a standard game action.

Topic: IRON, COAL & BEER

Q) When the Automa consumes Iron and it could get it from a player's or its own Ironworks, which one would it prefer? Same for coal, if a player's coal mine has the same distance as its own coal mine?

A) The Automa always prefers its own iron/coal.

Q) When the Automa must consume beer and there are more than one unflipped brewery, which one it chooses?

A) In general, the Automa consumes first the merchant's beer (if it is going to sell), then its own beer and lastly the player's beer. If there is still a tie, the brewery from which it gets the beer should be defined following the tiebreaker rules for building selection, described in a dedicated section of the Mautoma rules.

Topic: LINK TILES PLACEMENT

Q) In the "Tiebreaker for Placing Link Tiles" box it says at the bottom "the Automa will link to external merchants only after all other paths are occupied or when specifically requested by the card." During the rail era, if there is more than one non-occupied path from the designated location, but the path to the external merchant is the only way the Automa can access coal it needs, will it network to the external merchant?

A) Yes. In general, when the rules says "coal sources", they mean a coal mine or the external coal market.

Q) For the rear-side Network action, the rules say to start from whatever city it most recently took an action in. If that previous action was also a Network action, would that refer to the city the previous link was built from, or the city where the link was built to?

A) The city where the link was built to.

Q) Front Side Network action. The rules says "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."

Isn't that the same for human players?

A) No, it is not the same. The Automa rules specifies that the Automa can place a link starting from the city indicated on the card only if that city is already part of the Automa's network. If that city is not part of Automa's network, the tile cannot be placed, even if it would connect that city to another nearby city that is already part of Automa's network.

Q) The link tile icon between parenthesis means that "Automa can place a Link tile before building, in order to reach coal source". If the Automa already has access to coal, but can also make a new link to another source for future exploitation, will it make the link before building?

A) No, the link tile between parenthesis is placed only if it is necessary to perform the BUILD action.

Q) During rail era the Automa always tries to place 2 link tiles, but what happens if, due to the map situation, the Automa is forced to place the first link from a city to an external merchant?

A) If the external merchant has no other free link spots (e.g. Shrewsbury), the Automa doesn't place the second link. If the merchant has other free link spots (e.g. Oxford), the Automa places also the second link, if it can consume 1 beer.

Q) During rail era the Automa always tries to place 2 link tiles, but what happens if the city reached with the first link has no longer free link spots?

A) In this case the Automa doesn't place the second link.

Q) When the Automa is allowed to place a link from a city to an external merchant?

A) This could happen in different cases.

Example 1: when you are applying the SELL action slot (back side) and you find that the Automa is not able to sell because it misses just the link from one of their city and the needed merchant.

Example 2: the Automa wants to build an Ironworks in Redditch, but it has no access to any coal source. In this case, if Gloucester is already part of Automa's network, it can first place a link from Gloucester to Redditch and then place the Iron works consuming coal from the external market.

Example 3: let's suppose that the Automa is trying to place two link tiles, but after it have placed the first link, it has no more coal to consume. If the city reached with the first link is far from a merchant, it is not able to place the second link, but if that city is adjacent to a merchant, it places the second link connecting the merchant and consuming the coal from the external market.

Topic: **TURN ORDER**

Q) Is it possible to include varying turn order?

A) Yes it is. It could be a variant for a more realistic game. You should calculate at each Automa's turn its theoretical pounds expense.

Topic: **ACTION SLOT DEVELOP (back side)**

Q) When the cost of the iron is 0£ ?

A) When the iron is on the map on Automa's or player's Ironworks.

Topic: **BUILD**

Q) When the Automa builds in a city that has two valid but different spaces for the building (e.g. Manufactured Goods in Coventry), does the player choose?

A) No, you should apply the tiebreaker icon depicted on the top right corner of the card on top of the deck (back side). The icon shows a general city layout with 4 spots, but it can be used to break the ties also for smaller cities.

Q) Can the Automa places a building in the rail era that can only be built in the canal era?

A) No. At the beginning of the rail era you must remove all canal era building tiles from Automa's board.

Q) When the Automa is not able to perform the SELL action because it cannot consume bier, it builds a brewery in the city indicated on the rear side of the card. Is it necessary that the brewery is connected to the Automa's network?

A) No.

Q) Can the Automa overbuild?

A) No, it never performs the overbuild.

Topic: **ACTION SLOT SELL (back side)**

Q) When the Automa takes a barrel from one of the merchant tiles, does it also get the bonus?

A) Yes, but only if the bonus is Victory Points.

Q) When the Automa takes a sell action, will it sell all the tiles it can?

A) Yes.

Q) What if there are more than one spot where placing the missing link?

A) If all the eligible spots start by the same city, you should apply the standard tiebreaker rules for link tile placement.

If the eligible spots are scattered across the map, the Automa places the link which connect the maximum potential number of buildings. So you should count both free spots and the spots already built.

If there is still a tie, the Automa places the missing link connected to the city, that comes first in alphabetical order.



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