

BRASS LANCASHIRE MAUTOMA

FREQUENTLY ASKED QUESTIONS

Topic: SET-UP

Q) Should I put the divider at the bottom of the player's deck?

A) No, the deck of the player is made of 19 cards in canal era and of 20 cards in rail era. This is the exact number of cards you must draw in canal and rail era, so the divider is not needed. But you should remember that after the deck has emptied, you can no longer take the LOAN action. If you prefer, you could still use the divider in rail era leaving exactly 2 cards under it.

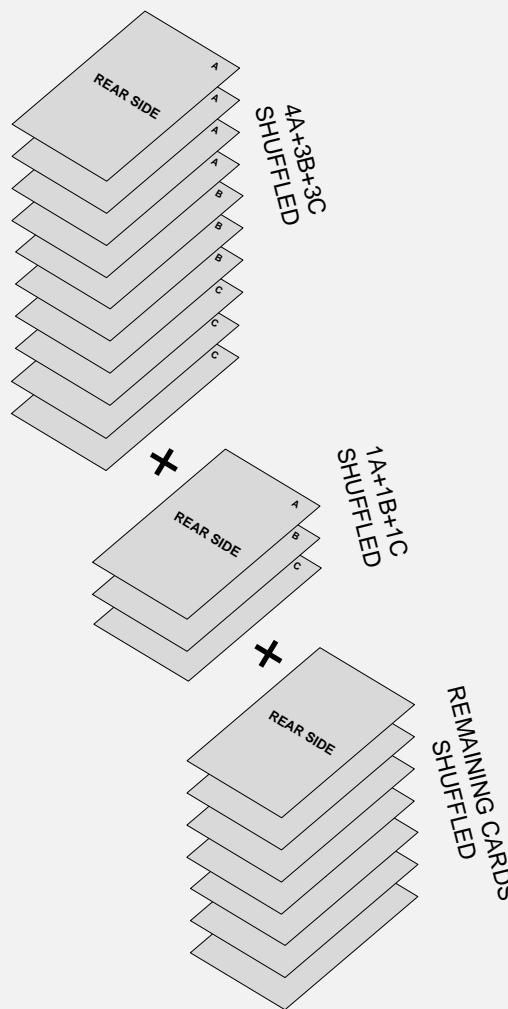
Q) How should I set the Automa deck?

A) You should first select all the automa cards needed for the map you are using and for the era you are going to play (canal or rail), then the deck must be composed like in the picture.

Q) At the beginning of canal era I have to set a deck of 19 player card. Should I take my initial hand of 8 cards from this deck?

A) Yes, this mean that when you start to play, the deck has 11 cards.

At the beginning of rail era you should do the same, but the deck will have 20 cards and it will have 12 cards after you have taken your first 8 cards.



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.

Q) Does the Rear Side card that I've used on the top of the deck get discarded or does it become the Front Side Card on the next turn?

A) It becomes the front side on next turn.

Topic: IRON & COAL

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) What means the text "1-" near the iron cube?

A) It means that the current iron price must be 1£ or less.

Q) What means the text "3+" near the iron cube?

A) It means that the current iron price must be 3£ or higher.

Topic: LINK TILES PLACEMENT

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 location?

A) If the external location has no other free link spots (e.g. Blackpool), the Automa doesn't place the second link. If the external location has other free link spots (e.g. Southport), the Automa places also the second link.

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 location?

A) There could be different cases.

Case 1: sometimes (in rail era) the link placement toward an external location is the only way for the Automa to consume the coal needed for the tile placement itself. Let's suppose that the Automa must place a link starting from Lancaster, but it currently has no access to coal: the only way it is to place the link toward Scotland.

Case 2: when the city from which the link tile must start has only one free link spot toward an external location.

Case 3: when you are applying the Network action slot on the rear side and the card indicates a specific external location as first choice.

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 (rear 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) 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) Can the Automa overbuild?

A) No, it never performs the overbuild.

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

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.

Q) If the Automa takes the Network action to enable a Sell action, does the placing of the single missing link tile actually count as an action?

A) Yes, in these cases the “Sell action slot” drives a Network action, in order to allow the SELL action in next Automa's turn.



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