

1920+

EXPEDITIONS

GEARS OF CORRUPTION

AUTOMA

SOLO MODE DESIGNED BY MORTEN MONRAD PEDERSEN
WITH DAVID STUDLEY AND LINES J. HUTTER

COMPONENTS



5 Gears of Corruption progress cards



1 double-sided Automa corrupted mech reference card

SETUP

Setup as usual with these changes:


1. When using the Gears of Corruption expansion, replace the progress cards from the base game with the Gears of Corruption progress cards.
2. Remove card 094 (“Ancient Wine”).

CORRUPTED MECH MODULE



Rumors tell of a scout team that Automa sent ahead of her expedition. The influence of the corruption drove the scout crew mad, and they directed their mech to attack anything in their path.

The scout team retained enough of their sanity to prevent them from attacking their compatriots. However, in her crusade against the corruption, Automa doesn't extend the same mercy and she ruthlessly attacks the scout team.

AUTOMA PLACES THE CORRUPTED MECH

- Automa places the corrupted mech when her progress token reaches the space on the progress track marked by , unless you have already placed the mech.
- She places it on the highest numbered, unoccupied, revealed location adjacent to your mech. If no such location exists, she places it on the highest numbered, unoccupied, revealed location *anywhere*.

AUTOMA'S MOVEMENT AND THE CORRUPTED MECH

- Automa skips the location of the corrupted mech as she does yours.
- When an Automa mech's movement is targeting a  icon, if there are corruption cards in the pile, then all locations adjacent to the corrupted mech are considered to have corruption tokens. This means they all match the  icon. You can imagine tokens being there.


Example: Automa's mech stops at the imaginary corruption token (shown as a grey square) on the location neighboring the corrupted mech.



EDITING ASSISTANCE
Linda Dailey Paulson

LEAD PLAYTESTERS
Chris Brereton, Mauro Gibertoni,
Mathieu Landry

AUTOMA'S INTERACTION WITH THE CORRUPTED MECH

 **ACTION-VANQUISH:** If Automa's mech is adjacent to the corrupted mech and there are corruption cards in the pile, she takes cards as if each was a token until she has either gotten as many cards as indicated in the multiplier (x1, x2, or x3) or there are no cards left.

- If there are cards in the pile *and* tokens on the location, then she only takes cards even if there are fewer cards than she would be allowed to take.

Automa suffers no penalty if the corrupted mech tried to move onto the location occupied by one of her mechs.

At the end of the game Automa scores coins for each corruption card as listed on the chosen progress card.



PLAYTESTERS
Scott Czysz, Mike Hatke, Chris Ingold, Trevor Mundell,
Dave Potter, Drew Tschetter, Jeff Wood