

Clan MacHina.

Rules.

v1.0

Overview.

Clan MacHina is a card-driven Automa for Clans of Caledonia. Clan MacHina can replace any number of players in a game of any player count, but is primarily intended to provide a more intelligent opponent in solo play.

Components.

72x Clan MacHina Automa cards (see Clan MacHina - Cards PDF).

Preparation.

Print and cut the 72 Clan MacHina Automa cards and assemble them into a Clan MacHina Automa deck.

Setup.

Shuffle the Clan MacHina Automa deck and place it face down within reach of the players.

Then follow game setup, for the desired number of players, including any Clan MacHina players, but reduce the number of available Clan and Starting tiles by the number of Clan MacHina players.

Clan MacHina players do not get a Clan tile.

After Clans have been drafted, randomly allocate one Starting tile to each Clan MacHina player.

Each Clan MacHina player then receives the Goods and Money shown on their Starting tile.

Placing the first Workers.

A player should place the first Workers for each Clan MacHina player, during the normal sequence of placing first Workers, as follows.

Randomly select a Worker to place, then randomly select a Map board on which to place the Worker.

After selecting a Map board, choose a Location to place the Worker, as follows:

- ***Identify all valid Locations to place the chosen Worker, and select the Location with the lowest Land cost.***
 - ***If more than one Location has the lowest Land cost then randomly select between them.***

The usual restrictions for placing first Workers must be obeyed.

Gameplay.

During play, players perform the actions of each Clan MacHina player as follows.

At the start of each Clan MacHina players' turns, a player draws one Clan MacHina Automa card from the top of the Clan MacHina Automa deck and tries to carry out the Action stated at the top of the list on the drawn Clan MacHina Automa card.

If the first Action listed on the Clan MacHina Automa card cannot be carried out, then the player attempts to carry out the second listed Action, and so on until the player reaches an Action that can be carried out.

After an Action has been carried out, place the Clan MacHina Automa card, face up, on to a discard pile near the Clan MacHina Automa deck.

That Clan MacHina player's turn is then over, and play progresses, as normal, to the next player.

A Clan MacHina player must only perform one action per turn.

If a player needs to draw from the Clan MacHina Automa deck and it is empty, reshuffle the discard to form a new deck and then draw.

Clan MacHina Actions.

Clan MacHina is able to perform any of 7 different Actions during the game.

These Actions, and the steps required to carry them out, are listed below.

Contract.

Allows a Clan MacHina player to either Obtain or Fulfil an Export contract.

If the Clan MacHina player has an Export contract on their Export box and is able to pay the Goods listed, then fulfil the Export contract as per the standard rules.

If Meat is required by the Export contract, then select the animal(s) to slaughter, as follows:

- ***For each type of Meat needed by the Export contract:***
 - ***Identify each animal, of the correct Meat type, that will create two separate settlements if that animal is slaughtered.***
 - ***If there are more such animals than needed to fulfil the contract, then randomly select which animal(s) to slaughter.***
 - ***Otherwise, slaughter all such animals.***
 - ***If more Meat is required, than animals of the correct Meat type have been slaughtered thus far, then randomly select, and slaughter, enough of the remaining animals, of the correct Meat type, to fulfil the contract.***

If the Clan MacHina player does not have an Export contract on their Export box, and can pay the round cost, then obtain an Export contract as per the standard rules.

Choose the Export contract for the Clan MacHina player as follows:

- ***Identify each Export contract that can be fulfilled using the Clan MacHina player's current stock of goods.***
 - ***If there are more than one such Export contracts, then randomly select amongst them.***
 - ***If there is exactly one such contract, then select it.***
- ***If the Clan MacHina player still does not have an Export contract on their Export box, then randomly select from all of the available contracts.***

Otherwise perform the next Action listed on the Clan MacHina Automa card.

The usual restrictions for Obtaining or Fulfilling an Export Contract must be obeyed.

Expand.

Allows a Clan MacHina player to place a unit from their Player board on to the map.

If the Clan MacHina player has Units remaining on their Player board, and can afford to deploy one or more of those Units, then deploy a Unit as per the standard rules.

Choose the Unit to deploy, as follows:

- ***Identify which of the Clan MacHina player's available Units they can afford to deploy.***
 - ***If there are more than one such Units available, then randomly select one.***
 - ***Otherwise select the identified Unit.***

Then choose a Location to deploy the Unit, as follows:

- ***If the Clan MacHina player has a Shipping level of 1-loch or higher, and has at least one Unit deployed in a Location next to a loch, then:***
 - ***If the Clan MacHina player has a Shipping level of 4-loch, then:***
 - ***Identify all valid Locations to place the chosen Unit, that are at 4-loch Shipping distance from a deployed Clan MacHina Unit, and select the Location with the lowest Land cost.***
 - ***If more than one Location has the lowest Land cost then then randomly select between them.***
 - ***Otherwise, if the Clan MacHina player has a Shipping level of 3-loch, then:***
 - ***Identify all valid Locations to place the chosen Unit, that are at 3-loch Shipping distance from a deployed Clan MacHina Unit, and select the Location with the lowest Land cost.***
 - ***If more than one Location has the lowest Land cost then then randomly select between them***
 - ***Otherwise, if the Clan MacHina player has a Shipping level of 2-loch, then:***
 - ***Identify all valid Locations to place the chosen Unit, that are at 2-loch Shipping distance from a deployed Clan MacHina Unit, and select the Location with the lowest Land cost.***
 - ***If more than one Location has the lowest Land cost then then randomly select between them***
 - ***Otherwise, if the Clan MacHina player has a Shipping level of 1-loch, then:***
 - ***Identify all valid Locations to place the chosen Unit, that are at 1-loch Shipping distance from a deployed Clan MacHina Unit, and select the Location with the lowest Land cost.***
 - ***If more than one Location has the lowest Land cost then then randomly select between them***
- ***Otherwise, if the Clan MacHina player has a Shipping level of river-crossing or higher, and has at least one Unit deployed in a Location next to a river, then:***
 - ***Identify all valid Locations to place the chosen Unit, that are across a river from a deployed Clan MacHina Unit, and select the Location with the lowest Land cost.***
 - ***If more than one Location has the lowest Land cost then then randomly select between them.***
- ***Otherwise:***
 - ***Identify all valid Locations to place the chosen Unit, and select the Location with the lowest Land cost.***
 - ***If more than one Location has the lowest Land cost then then randomly select between them.***

Otherwise perform the next Action listed on the Clan MacHina Automa card.

The usual restrictions for placing a unit on the map must be obeyed.

Trade.

Allows a Clan MacHina player to either buy or sell Goods via the Market board.

If the Clan MacHina player has one or more Merchants available in their supply, then perform a trade action as per the standard rules.

Choose the trade action, and goods to buy or sell, as follows:

- ***If the Clan MacHina player has any Processed goods (Cheese, Bread, or Whiskey), or Wool, that are not required to fulfil an Export contract, then select the Good that will produce the greatest return, for the number of that Good and/or Merchants available, and to sell.***
 - ***If more than one such Processed good, or Wool, would produce the same return, then select one of those Goods at random.***
- ***Otherwise, if the Clan MacHina player can afford to buy Goods of a type needed to fulfil an Export contract, then select the Good that will cost the least, for the number of that Good required and/or Merchants available, and to buy.***
 - ***If more than one such Good fits those criteria, then select one of those Goods at random.***
- ***Otherwise, if the Clan MacHina player has any Milk or Grain, that they could not currently process during the Production phase, then select the Good that will produce the greatest return, for the number of that Good and/or Merchants available, and to sell.***
 - ***If more than one such Good would produce the same return, then select one of those Goods at random.***
- ***Otherwise, if the Clan MacHina player can afford to buy Basic goods of a type that they can process but which they do not have enough of in their supply, or the capacity to produce, to make the most use of their production units, then select the Good that will cost the least, for the number of that Good required and/or Merchants available, and to buy.***
 - ***If more than one such Good fits those criteria, then select one of those Goods at random.***

When a type of Good and an action (buy or sell) have been chosen, select a number of Merchants equal to either the number available in the Clan MacHina player's supply or the number of Goods required/available to buy/sell, whichever is the smallest, and perform the chosen action.

Otherwise perform the next Action listed on the Clan MacHina Automa card.

The usual restrictions for buying or selling Goods must be obeyed.

Technology.

Allows a Clan MacHina player to increase their income from Workers by upgrading technology for either their Woodcutters or Miners.

If either of the Clan MacHina player's Technology tiles have not been upgraded and the Clan MacHina player can afford to upgrade a Worker technology, then choose a Technology tile to upgrade and upgrade it as per the standard rules.

Choose the Technology tile to upgrade, for the Clan MacHina player, as follows:

- ***If the Clan MacHina player has already upgraded one of their Technology tiles, then select the other Technology tile to upgrade.***
- ***Otherwise:***

- *If the Clan MacHina player has deployed more Workers of one type than the other, then select the Technology tile of the corresponding Worker type to upgrade.*
- *Otherwise, randomly select one of the two Technology tiles, for the Clan MacHina player, to upgrade.*

Otherwise perform the next Action listed on the Clan MacHina Automa card.

The usual restrictions for upgrading technology must be obeyed.

Shipping.

Allows a Clan MacHina player to upgrade their Shipping level.

If the Clan MacHina player's Shipping has not been upgraded to level 4 and the Clan MacHina player can afford to upgrade Shipping, then upgrade their Shipping as per the standard rules.

Otherwise perform the next Action listed on the Clan MacHina Automa card.

The usual restrictions for upgrading Shipping must be obeyed.

Merchant.

Allows a Clan MacHina player to hire new Merchants.

If the Clan MacHina player's has not hired all their available Merchants and the Clan MacHina player can afford to hire a Merchant, then hire a Merchant and add it to their supply as per the standard rules.

Otherwise perform the next Action listed on the Clan MacHina Automa card.

The usual restrictions for hiring a new Merchant must be obeyed.

Pass.

Allows the Clan MacHina player to Pass when no other Action can be performed.

Move the Turn order token for the Clan MacHina player to the leftmost available position of the next round and award them the Pass bonus money indicated.

The Pass Action can always be performed.

Production Phase.

A player should produce Money, Basic goods, and Processed goods for each Clan MacHina player as follows:

Produce Money, from Workers, and Basic goods, from Production units, for each Clan MacHina player, following the normal rules.

Then, selectively convert Basic goods into Processed goods, for each Clan MacHina player, as follows:

- ***First:***
 - ***If the Clan MacHina player has Milk in their supply, an Export contract that requires Cheese, and insufficient Cheese in their Supply to fulfil that Export***

contract, then convert as many Milk into Cheese, for the Clan MacHina player, as they require to fulfil the Export Contract, or that they have Milk in their supply, or Cheese dairies deployed, whichever number is lower.

- *If the Clan MacHina player still has Milk remaining in their supply, fewer Milk have thus far been processed, this phase, than they have Cheese dairies deployed, and the Market value of Cheese is higher than the Market value of Milk, then convert as many Milk into Cheese, for the Clan MacHina player, as they have Milk remaining in their supply, or remaining unused Cheese dairies deployed, whichever number is lower.*
- **Next:**
 - *If the Clan MacHina player has Grain in their supply, an Export contract that requires Bread, and insufficient Bread in their Supply to fulfil that Export contract, then convert as many Grain into Bread, for the Clan MacHina player, as they require to fulfil the Export Contract, or that they have Grain in their supply, or Bakeries deployed, whichever number is lower.*
 - *If the Clan MacHina player still has Grain remaining in their supply, fewer Grain have thus far been processed, this phase, than they have Bakeries deployed, and the Market value of Bread is higher than the Market value of both Grain and Whiskey, then convert as many Grain into Bread, for the Clan MacHina player, as they have Grain remaining in their supply, or remaining unused Bakeries deployed, whichever number is lower.*
- **Finally:**
 - *If the Clan MacHina player has Grain in their supply, an Export contract that requires Whiskey, and insufficient Whiskey in their Supply to fulfil that Export contract, then convert as many Grain into Whiskey, for the Clan MacHina player, as they require to fulfil the Export Contract, or that they have Grain in their supply, or Distilleries deployed, whichever number is lower.*
 - *If the Clan MacHina player still has Grain remaining in their supply, fewer Grain have thus far been processed, this phase, than they have Distilleries deployed, and the Market value of Whiskey is higher than the Market value of Grain, then convert as many Grain into Whiskey, for the Clan MacHina player, as they have Grain remaining in their supply, or remaining unused Distilleries deployed, whichever number is lower.*