

THE LAW OF ROBOTICS



Table of Contents

1. Changes to the Law	2	7. Vagabot	10
2. New Rules	2	8. Logical Lizards	15
3. Setup with the Bots	3	9. Riverfolk Robots	18
4. Mechanical Marquise 2.0	4	10. Drillbit Duchy	20
5. Electric Eyrie	6	11. Cogwheel Corvids	22
6. Automated Alliance	8	12. Map Interactions	24

1. Changes to the Law

Games with bots follow the rules given in the Law of Root (Sections 1–4), except for the following changes.

1.1 CRAFTING

- 1.1.1 **Cost.** Bots craft items without activating crafting pieces. *(The item must still be in the supply to craft.)*
- 1.1.2 **Items.** Whenever a bot crafts an item, it ignores the listed victory points and instead scores only one victory point.
- 1.1.3 **Persistent Effects.** Bots cannot craft cards with persistent effects.

1.2 BATTLING

- 1.2.1 **Taking Hits.** When taking hits, a bot removes all its tokens from the clearing of battle before removing any of its buildings there. If it has multiple types of buildings that it could remove there, it chooses which to remove at random.

1.3 DOMINANCE CARDS

Bots cannot play a dominance card to change their victory condition.

2. New Rules

2.1 CLEARING TARGET PRIORITY

If a bot must choose among clearings to target with an action, it follows all of the rules listed by its action. If it cannot target a clearing based on those rules, it targets the clearing of highest PRIORITY, as shown by the priority markers placed on the map, from among the clearings it would have targeted based on those rules. The clearing of highest priority is marked “1,” and the clearing of lowest priority is marked “12.”

2.2 PLAYER TARGET PRIORITY

If a bot must choose among players to target with an action, it follows all rules listed by its action. If it cannot target a player based on those rules, it targets the player with the highest setup priority, starting with the Marquise de Cat with “A.”

2.3 TARGET LEGALITY

A bot can only target a prompted clearing or player if the rules allow it. If a bot cannot target a prompted clearing or player, it will attempt to target another clearing or player tied in target priority; if it has attempted to target all such clearings or players, it will attempt to target the clearing or player next in the order of target priority. *(For example, if a bot is prompted to battle in the clearing with the most enemy warriors, but it has no warriors in that clearing, it will attempt to battle in another clearing with the most enemy warriors. If it has attempted to battle in every such clearing, it will attempt to battle in the clearing with the second most enemy warriors. This continues until it battles or it has attempted to battle in every clearing.)*

2.4 ACTION ORDER

If a bot would take multiple actions with different targets that might produce different results based on the order of those actions, the bot takes them in order of highest to lowest target priority. When moving, assess the priority order of the origin clearings (*not the destinations*).

2.5 “SUCH A...”

The rules often use the term SUCH A CLEARING. This term means “the clearing that follows all the criteria for targeting a clearing previously listed by this action.” The rules also use the terms SUCH CLEARINGS, SUCH A PLAYER, and SUCH PLAYERS to similar effect.

2.6 “HUMANS” AND “BOTS”

The term PLAYER includes both human players and bot players, which are respectively referred to as HUMANS and BOTS.

2.7 ORDER CARDS

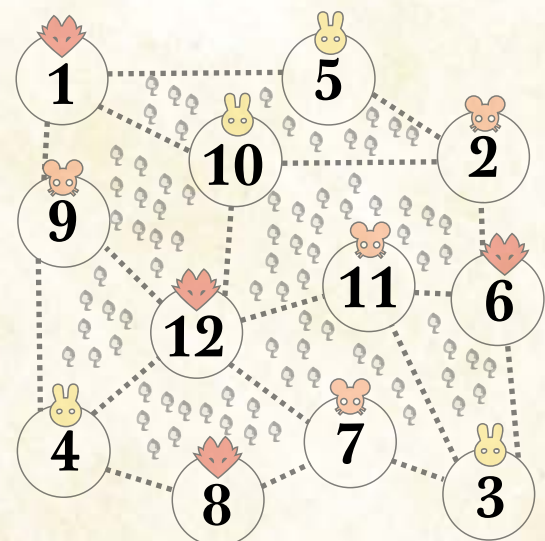
On its turn, a bot draws and reveals a card, called the ORDER CARD, to determine some actions it takes. The term ORDERED means “matching the suit of the current order card.”

2.8 ABILITIES

Every bot has the following two abilities.

- 2.8.1 **Poor Manual Dexterity.** The bots have no hand of cards. Bots cannot discard cards. If a human would take a card from a bot, that human draws a card instead. If a human would give a card to a bot, discard that card, and that bot scores one victory point.
- 2.8.2 **Hates Surprises.** Ambush cards cannot be played against bots. *(The Automated Alliance does not list this ability because they never initiate battles.)*

Fall



3. Setup with Bots

Follow the variant setup (C3) and standard setup (5.1) in the Law of Root.

3.1 PLACE PRIORITY MARKERS

After choosing the map, place a priority marker in each clearing as shown in the matching chart below.

3.2 “5.1.1 STEP 1: ASSIGN FACTIONS AND STARTING PLAYER”

During this step of standard setup, you may replace any number of factions with the matching bot factions.

3.3 CHOOSE DIFFICULTY AND TRAITS

After step 1 and before step 2 of standard setup, choose a difficulty and traits for each bot, as follows.

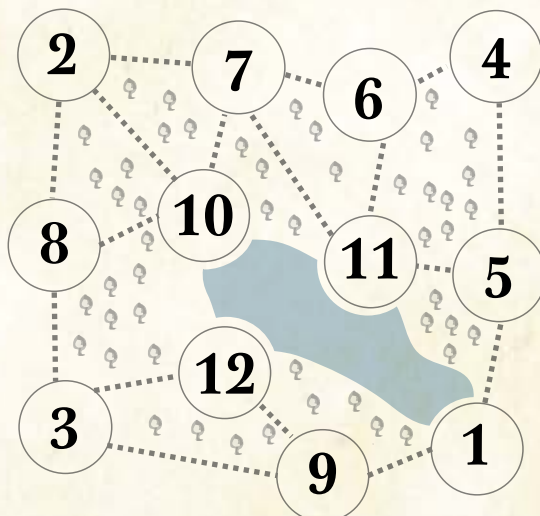
- 3.3.1 **Difficulty.** Choose a difficulty of easy, default, challenging, or nightmare. If you choose a difficulty other than default, place the matching difficulty card face up near the bot’s faction board.
- 3.3.2 **Traits.** Each bot has trait cards that modify its rules and generally increase its difficulty. Choose any number of trait cards (*even zero*) and place them face up near the bot’s faction board.

3.4 “5.1.3 STEP 3: DRAW STARTING HANDS”

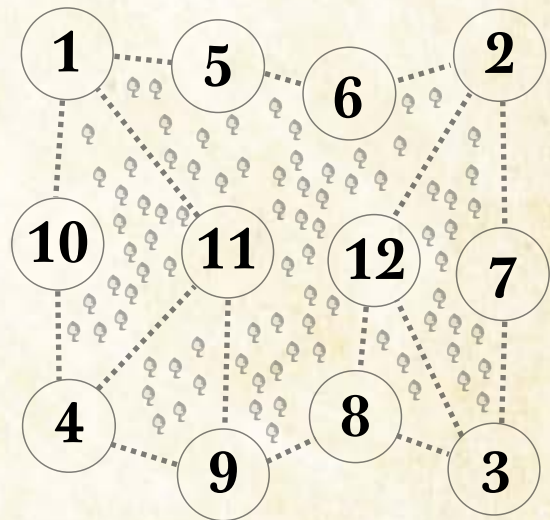
Modify this step of standard setup as follows: “If you are playing with one or two humans, remove all four dominance cards from the deck. (*Do not include the spy cards from the Riverfolk Expansion.*) Shuffle the deck. Each human draws three cards. (*Bots do not draw cards.*)”



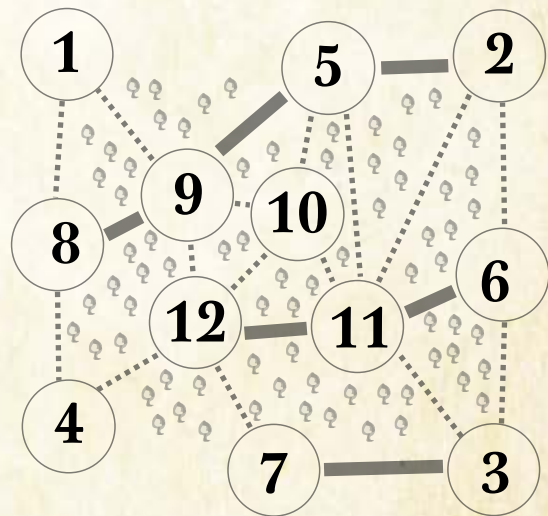
Lake



Winter



Mountain



Fully Cooperative Play

If you want to play against the bots as a team, remove all four dominance cards during setup, and use the following rules in play.

To win, the humans must each score 30 victory points before any bot scores 30 victory points. Bots do not treat bot pieces as enemy pieces when targeting a clearing to act in, and do not target each other in battle. (*However, a bot might still remove bot pieces as collateral damage with effects such as revolts, etc.*) The humans still treat each other as enemies (*so they can remove buildings and tokens for points, etc.*).

If you need a leg up on the bots and feel adventurous, you might try treating all the humans’ pieces as on the same “team” in various ways, such as combining them when determining who rules clearings. When doing this, you’ll need to make judgment calls about certain interactions (*e.g., can the Lizard Cult convert a friendly Eyrie warrior using a conspiracy?*). There are many such interactions in Root, and we’d encourage you to err on the side of challenge.

4. Mechanical Marquise 2.0

4.1 OVERVIEW

This is the simplest of the bots and can be used to fill out the player count in dozens of configurations. Though this bot is straightforward, don't get complacent. At least one player will need to keep it in check!

4.2 FACTION RULES AND ABILITIES

- 4.2.1 **The Keep.** Only the Marquise can place pieces in the clearing with the keep token. (*Pieces may be moved into this clearing.*) If the keep token is removed, remove it from the game permanently.

4.3 FACTION SETUP

- 4.3.1 **Step 1: Gather Warriors.** Form a supply of 25 warriors near you.
- 4.3.2 **Step 2: Place Keep.** Place the keep token in a random corner clearing.
- 4.3.3 **Step 3: Garrison.** Place a warrior in each clearing except the clearing in the diagonally opposite corner from the clearing with the keep token. Place an extra warrior in the clearing with the keep token.
- 4.3.4 **Step 4: Place Starting Buildings.** Randomly place 1 sawmill, 1 workshop, and 1 recruiter among the clearing with the keep token and those clearings adjacent with up to one building in each clearing.
- 4.3.5 **Step 5: Fill Buildings Tracks.** Place your remaining 5 sawmills, 5 workshops, and 5 recruiters on your matching Buildings tracks, filling every space except the leftmost space of each track.

4.4 BIRDSONG

Your Birdsong has two steps in the following order.

- 4.4.1 **Reveal Order.** Draw and reveal an order card.
- 4.4.2 **Craft Item.** If the order card shows an available item, craft it.

4.5 DAYLIGHT

Your Daylight has five steps in the following order. If the order card is a bird card, resolve Escalated Daylight (4.7) instead of this section.

- 4.5.1 **Battle.** Initiate a battle in each ordered clearing. The defender is the player with the most pieces in the clearing of battle.
- 1 **First Tie for Defender.** Such a player with the most victory points.
- 4.5.2 **Recruit.** Place four warriors among ordered clearings you rule, distributed evenly. If you rule three such clearings, place the fourth warrior in such a clearing of highest priority.

- 4.5.3 **Build.** Place a building in the clearing you rule with the most Marquise warriors. Place a sawmill if the order card is a fox card, a workshop if it is a rabbit card, or a recruiter if it is a mouse card. (*The order card determines the type of building placed, not the clearing where it is placed.*)

- 4.5.4 **Move.** Move all but three of your warriors from each ordered clearing to the adjacent clearing with the most enemy pieces.

- 4.5.5 **Expand.** If you did not place a building this turn and have five or fewer buildings on the map, discard the current order card, draw and reveal a new order card (*but do not craft its item*), and return to the start of Daylight.

4.6 EVENING

Your Evening has two steps in the following order.

- 4.6.1 **Score.** Score victory points listed on the rightmost empty space on your ordered Buildings track. If the order card is a bird card, use the track that would score the most victory points. (*Unlike the Marquise de Cat, you do not score victory points for placing buildings.*)

- 4.6.2 **Discard Order.** Discard the current order card.

4.7 ESCALATED DAYLIGHT

If the order card is a bird card, resolve the following steps instead of Daylight (4.5), and then continue to Evening (4.6).

- 4.7.1 **Battle.** Initiate a battle in each clearing. The defender is the player with the most pieces in the clearing of battle.

- 1 **First Tie for Defender.** Such a player with the most victory points.

- 4.7.2 **Recruit.** Place two warriors each in the two clearings you rule of lowest priority. If you only rule one clearing, place all four warriors there.

- 4.7.3 **Build.** Place a building of the type with the most pieces on the map in the clearing you rule with the most Marquise warriors. If there is a tie between sawmills and any other types, place a sawmill. If there is a tie between workshops and recruiters but not sawmills, place a recruiter.

- 4.7.4 **Move.** Move all but three of your warriors from each clearing to the adjacent clearing with the most enemy pieces. Then battle in each clearing you moved into.

Mechanical Marquise 2.0 Example Turn

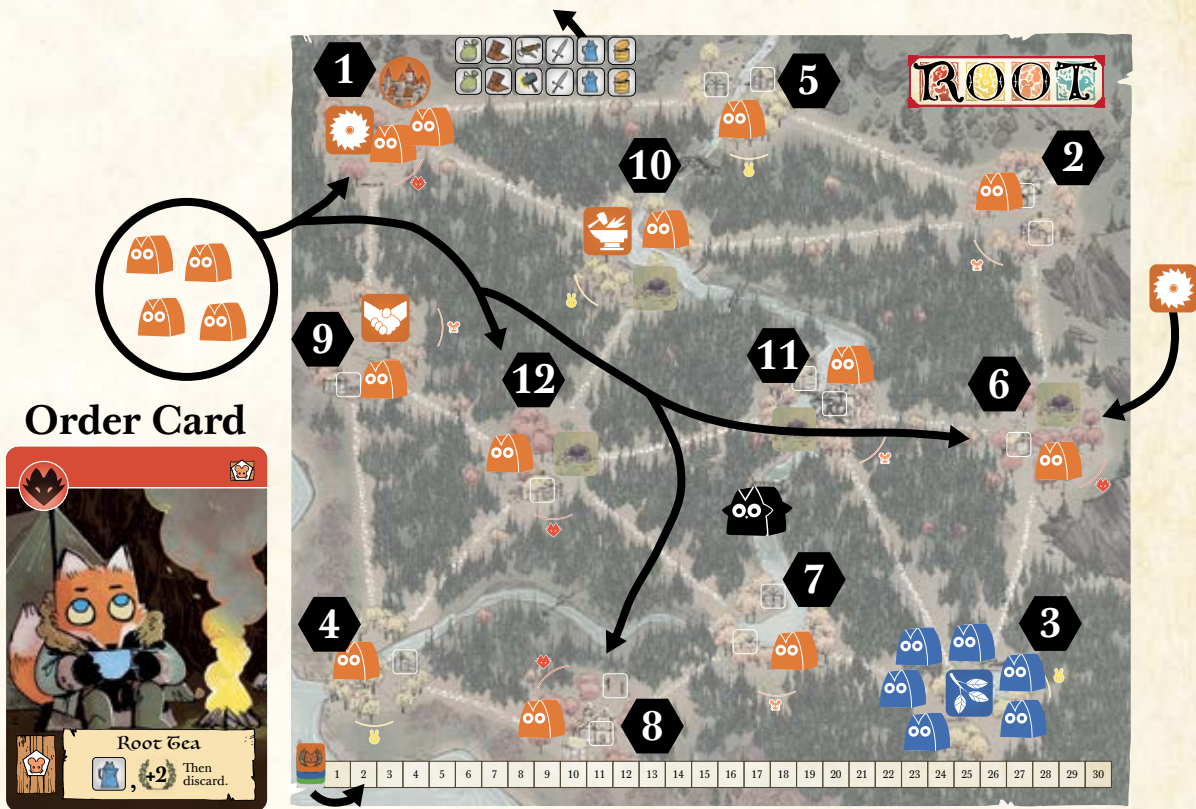
The Mechanical Marquise 2.0 takes the first turn of the game. First, it draws and reveals a card: Root Tea. This is the order card. Since this card has an item, the bot crafts it and takes the item from the supply. It doesn't need to activate, or even have, any workshops to do this. It scores one victory point, even though Root Tea lists two.

Then the bot goes to Daylight. The bot would battle but it cannot—the order card is a fox card, and no fox clearings have enemy pieces. Next, the bot recruits four warriors, placing one each in the four fox clearings it rules.

Then the bot builds. Clearing 1 has three warriors, but its slots are full, so it is skipped. Several clearings now have two warriors (6, 8, 12), so the bot builds in clearing 6 since it has the highest priority of those. The order card is a fox card, so it places a sawmill there.

It doesn't move because no clearing has more than three Marquise warriors. Likewise, it does not expand because it placed a building this turn.

In Evening, the bot scores one victory point—the fox order card means it scores from sawmills, and it has two sawmills on the map. Finally, the order card is discarded.



5. Electric Eyrrie

5.1 OVERVIEW

The Electric Eyrrie will inspire fear in the most stalwart of players. Like the Eyrrie Dynasties, this bot can ramp up its action potential aggressively.

5.2 FACTION RULES AND ABILITIES

- 5.2.1 **Lords of the Forest.** The Electric Eyrrie rule a clearing when tied for most combined warriors and buildings there. They do not rule empty clearings.

5.3 FACTION SETUP

- 5.3.1 **Step 1: Gather Warriors.** Form a supply of 20 warriors near you.
- 5.3.2 **Step 2: Place Roost and Starting Warriors.** Place 1 roost and 6 warriors in a random corner clearing that is not the starting corner clearing of another bot and, if possible, is diagonally opposite from a starting corner clearing.
- 5.3.3 **Step 3: Tuck Viziers.** Tuck your 2 Loyal Vizier cards, showing their suit, into the rightmost Decree column.
- 5.3.4 **Step 4: Fill Roosts Track.** Place your 6 remaining roosts on your Roosts track from right to left, filling all its spaces except the leftmost.

5.4 BIRDSONG

Your Birdsong has four steps in the following order.

- 5.4.1 **Reveal Order.** Draw and reveal an order card.
- 5.4.2 **Craft Order.** If the order card shows an available item, craft it.
- 5.4.3 **Add to Decree.** Add the order card to the Decree in the column matching the card's suit.
- 5.4.4 **A New Roost.** If you have no roosts on the map, place a roost and four warriors in the ordered clearing of highest priority where all those pieces can be placed. (*Intentionally not listed on board.*)

5.5 DAYLIGHT

Your Daylight has two steps in the following order.

- 5.5.1 **Resolve the Decree.** Recruit for each column in the Decree with at least one card from left to right. Then move in the same way. Then battle in the same way.
- I **Recruit.** Place warriors, equal to the number of cards in this column, in a clearing with a roost whose suit matches this column's suit.
 - a **First Tie for Target Clearing.** Such a clearing with the most enemy pieces.
 - b **Second Tie for Target Clearing.** Such a clearing with the fewest Eyrrie warriors.
 - c **Third Tie for Target Clearing.** Such a clearing of lowest priority.

- II **Move.** Move from the clearing you rule whose suit matches this column's suit and has the most Eyrrie warriors. Move to an adjacent clearing with no roost—if all adjacent clearings have a roost, move to an adjacent clearing with a roost, following the tiebreakers below. Leave warriors in the origin clearing so there are exactly enough to rule it or equal to the number of cards in this column, whichever is higher.

- a **First Tie for Destination Clearing.** Such a clearing with the fewest enemy pieces.
- b **Second Tie for Destination Clearing.** Such a clearing of lowest priority.

- III **Battle.** Initiate a battle in a clearing whose suit matches this column's suit. The defender is the player with the most buildings there (*even zero*). If this column has more cards than each other column, you deal one extra hit.

- a **First Tie for Target Clearing.** Such a clearing with no roost.
- b **Second Tie for Target Clearing.** Such a clearing with the most defenseless buildings.
- c **Third Tie for Target Clearing.** Such a clearing of lowest priority.
- d **First Tie for Target Defender.** Such a player with the most pieces there.
- e **Second Tie for Target Defender.** Such a player with the most victory points.

- 5.5.2 **Build.** Place a roost in a clearing you rule with no roost. (*If multiple, pick the clearing of highest priority.*) If you cannot place a roost for any reason, you immediately fall into turmoil. (*You will take this action regardless of which cards are in your Decree.*)

5.6 EVENING

Score the victory points listed on the rightmost empty space of your Roosts track.

5.7 TURMOIL

If you are prompted to place a roost but cannot for any reason, you fall into turmoil, as follows.

- 5.7.1 **Step 1: Humiliate.** Lose one victory point per bird card (*including Loyal Viziers*) on the Decree.
- 5.7.2 **Step 2: Purge.** Discard all of the cards on the Decree except your Loyal Viziers. Keep your Loyal Viziers in the bird column.
- 5.7.3 **Step 3: Rest.** Go to Evening (*as normal*).

Electric Eyrrie Example Turn

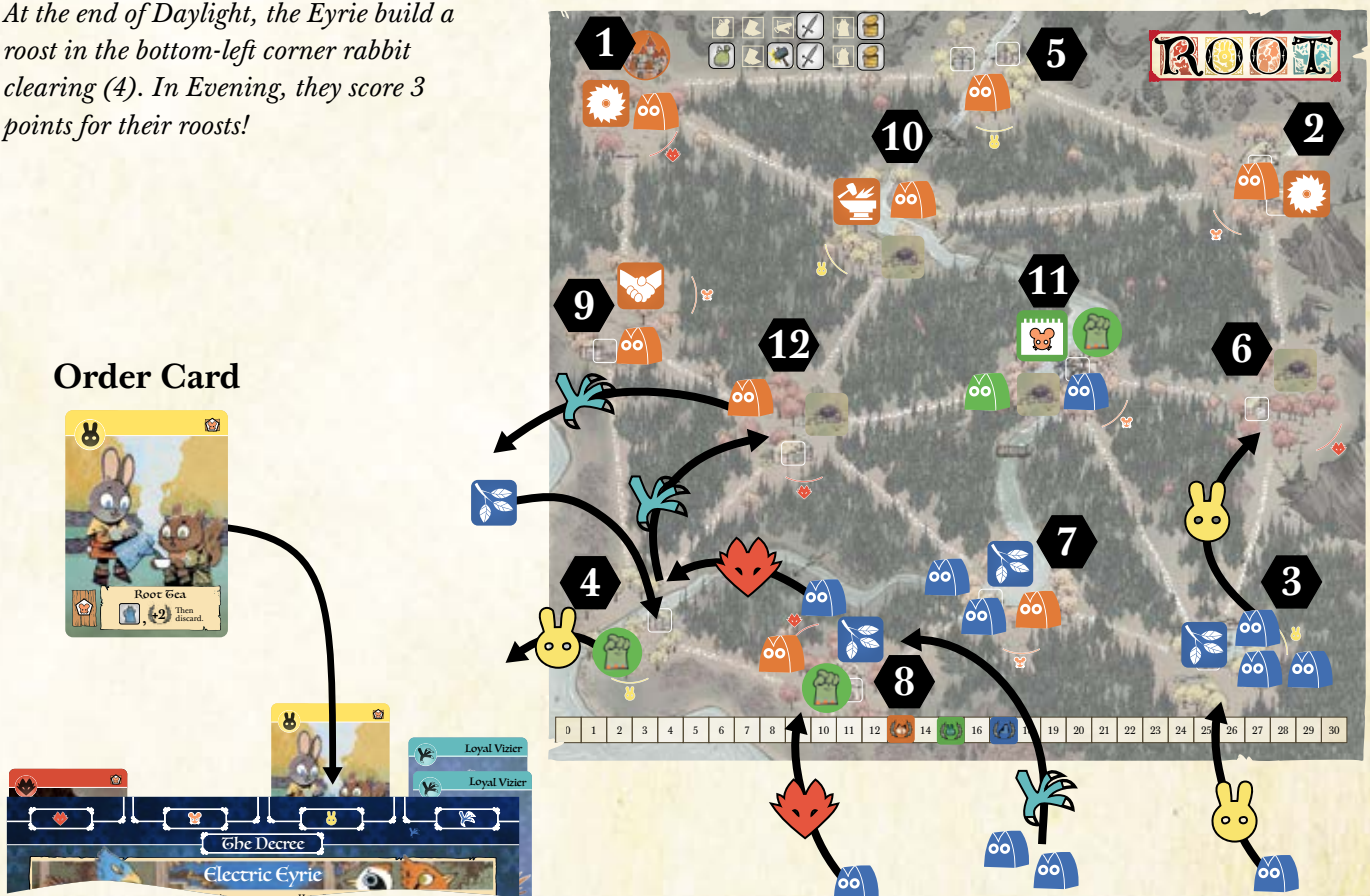
It's midway through the game, and it's the Electric Eyrrie's turn. First, they draw and reveal a card: Root Tea. This is the order card. Though this card has an item, it cannot be crafted because there are no teapot items left in the supply on the map. They add the order card to the Decree in the rabbit column.

Then the Eyrrie resolve their Decree, starting by recruiting from left to right. The fox column has one card, so they place one warrior in their only fox clearing with a roost (8). The mouse column has no cards, so the Eyrrie skip it and go to the rabbit column, placing one warrior in their only rabbit clearing with a roost (3). Then they recruit for the bird column, placing two warriors in the same fox clearing (8), since that clearing has more enemy pieces than the rabbit clearing (3) and the mouse clearing (7), the other two clearings where they have a roost.

Then, they start moving. First, they move out of the bottom fox clearing (8) to an adjacent clearing with no roost. The only one with no roost is the corner rabbit clearing (4), so they move three warriors there. The fox column has one card, so they must leave one warrior behind. The Alliance is a human, so moving into the clearing with sympathy causes Outrage—the Alliance draws a card and adds it to their Supporters stack. (If the Alliance were a bot, the move would not cause Outrage.) For the rabbit move, they move from the bottom-right rabbit clearing (3) because it has the most Eyrrie warriors, and they move into the rightmost fox clearing (6) because it has no roost and fewer enemy pieces than the central mouse clearing (11). Finally, for the bird move, they move from the bottom-left rabbit clearing (4), since it is tied for having the most Eyrrie warriors and has higher priority than the fox clearing (6), and they move into the central fox clearing (12), since it has fewer enemy pieces than the leftmost mouse clearing (9). They move one warrior, leaving two behind because the bird column has two cards.

Finally, they start battling. First they battle in the central fox clearing (12) since it does not have a roost. They roll 0-0! Then they battle in the corner rabbit clearing (4) because it is the only rabbit clearing where they can battle. They remove the sympathy token, score one victory point, and cause Outrage once more! For the bird column, first they battle in the central fox clearing (12) again—among the clearings they could battle in, this clearing has no roost, is tied for most defenseless buildings (zero), and has the lowest priority. They roll 0-0 again, but the bird column has the most cards, so they deal an extra hit, removing the Marquise warrior! Whew.

At the end of Daylight, the Eyrrie build a roost in the bottom-left corner rabbit clearing (4). In Evening, they score 3 points for their roosts!



6. Automated Alliance

6.1 OVERVIEW

The Automated Alliance is especially zealous and will revolt frequently. Keep in mind their potential targets so you avoid any unpleasant surprises. Once they do establish a foothold, timing is critical. Don't let them consolidate their warriors or you'll be in trouble!

6.2 FACTION RULES AND ABILITIES

- 6.2.1 **Sympathy Tokens.** The Alliance has 10 sympathy tokens.
- I **Placement Limits.** A clearing can hold only one sympathy token.
 - II **Terms.** A SYMPATHETIC CLEARING is one with a sympathy token. An UNSYMPATHETIC CLEARING is one without a sympathy token.
- 6.2.2 **Automated Ambush.** In battle as defender with at least one Alliance warrior, the Alliance deals one extra hit.
- 6.2.3 **Automated Outrage.** Whenever a human removes a sympathy token or moves any warriors into a sympathetic clearing, that player must discard a matching card. If they cannot, the Alliance scores one victory point. *(This does not trigger Poor Manual Dexterity.)*
- 6.2.4 **Crackdown.** Whenever an Alliance base is removed, remove all sympathy tokens from clearings matching the suit of the base removed.
- 6.2.5 **Martial Law.** If the Alliance places a sympathy token in a clearing with three or more warriors owned by the same enemy, the Alliance scores one fewer victory point, to a minimum of zero.

6.3 FACTION SETUP

- 6.3.1 **Step 1: Gather Warriors.** Form a supply of 10 warriors near you.
- 6.3.2 **Step 2: Place Bases.** Place your 3 bases on the matching spaces in your Bases box.
- 6.3.3 **Step 3: Fill Sympathy Track.** Place your 10 sympathy tokens on your Sympathy track.

6.4 BIRDSONG

Your Birdsong has four steps in the following order.

- 6.4.1 **Reveal Order.** Draw and reveal an order card.
- 6.4.2 **Craft Order.** If the order card shows an available item, craft it.

- 6.4.3 **Revolt.** If the order card is not a bird card and the ordered base is not on the map, remove all enemy pieces from the ordered sympathetic clearing with the most enemy pieces matching a base on your faction board, then place the ordered base there.
- 6.4.4 **Public Pity.** If you did not revolt this turn in Birdsong (6.4.3), spread sympathy (6.5.1) based on the number of sympathy tokens on the map, as follows. If you have zero to four, spread sympathy twice; if you have five or more, spread sympathy once. *(You will spread sympathy again in Daylight.)*

6.5 DAYLIGHT

Your Daylight has two steps in the following order.

- 6.5.1 **Spread Sympathy.** Place a sympathy token in an ordered unsympathetic clearing with the fewest enemy warriors adjacent to any sympathetic clearing. Score the victory points listed on the space revealed on your faction board *(remembering Martial Law)*.
- I **No Such Clearings.** If there are no such clearings to target, place a sympathy token in the clearing with the fewest enemy pieces.
 - II **Cannot Spread.** If you cannot place a sympathy token *(because your Sympathy track is empty, or because there is no clearing where you could place a sympathy token)*, score 5 victory points.
- 6.5.2 **Surprise Revolt.** If the order card is a bird card, remove all enemy pieces from the sympathetic clearing with the most enemy pieces matching a base on your faction board, then place the matching base there. *(If multiple, revolt in the clearing of highest priority.)*

6.6 EVENING

Your Evening has three steps in the following order.

- 6.6.1 **Organize.** In each clearing with a base and three or more Alliance warriors, remove all Alliance warriors from that clearing, and then spread sympathy (6.5.1).
- 6.6.2 **Recruit.** Place one warrior in each clearing with a base.
- 6.6.3 **Discard Order.** Discard the current order card.

What Can Stop a Revolt?

Revolts can fail for three reasons: First, if the order card is a bird. Second, if the ordered base is already on the map. Third, if no sympathetic clearing matches a base that is not on the map. Because the creatures of the Woodland like a good uprising, these failures trigger public pity (6.4.4).

Automated Alliance Example Turn

The Automated Alliance is taking the first turn of the game. First, they draw and reveal a card: *Birdy Bindle*. This is the order card. Bird cards are exceptionally powerful for the Alliance, especially on the first turn, because they trigger both public pity and a surprise revolt!

First, they craft the bag and score one victory point.

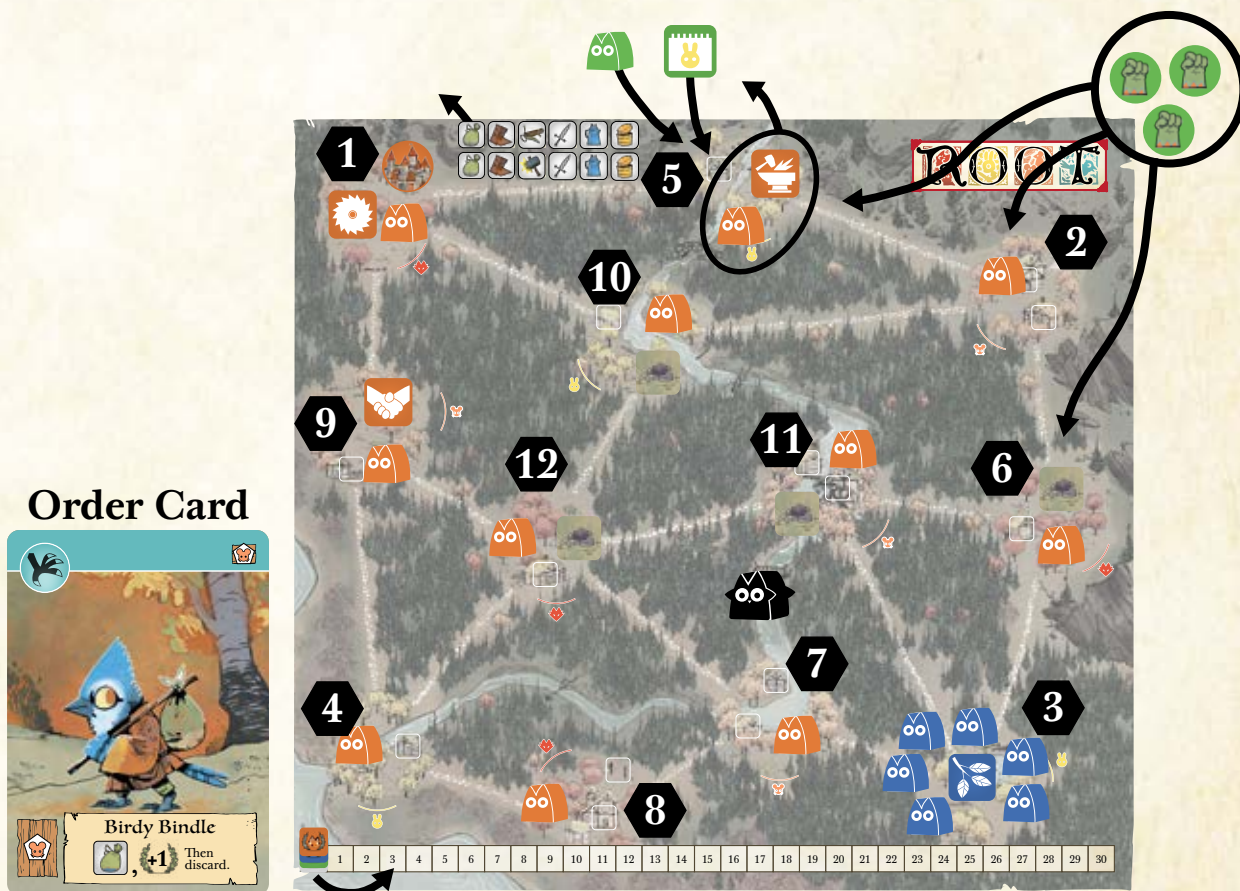
Next they check for a revolt. Because the order card is a bird, they do not revolt right now. They did not revolt, triggering Public Pity (6.4.4), which lets them spread sympathy. Right now they are unpopular—they have fewer than five sympathy tokens on the map—so they spread sympathy twice. Because there is no sympathy on the map, they place a sympathy token in the clearing with the fewest enemy pieces. There are many clearing with one enemy piece, so it goes in the clearing of highest priority—in this case, the corner mouse clearing (2). For their second sympathy, they only consider clearings adjacent to existing sympathy tokens. All three of these clearings match the order card, since it is wild, so sympathy spreads to the clearing of higher priority—the rabbit clearing (5). They score a point!

In Daylight, the Alliance once again spreads sympathy, this time into the fox clearing below the corner (6). While the corner fox clearing (1) has higher priority, that action is not legal (2.3) since this clearing has the keep token. This scores another point.

Finally, because the card was a bird, there is a surprise revolt (6.5.2) in the clearing with the most enemy pieces (5). The Alliance removes the Marquise warrior and workshop there, scoring a victory point, and then places their rabbit base there.

In Evening, the Alliance places a warrior in the clearing with their base (5).

In total, the Alliance scored four points this turn—one for crafting the item, one for removing the workshop, and two for placing their second and third sympathy tokens.



7. Vagabot

7.1 OVERVIEW



The Vagabot makes for a capricious friend or foe. Like a human player, he will reward those who craft items. But be careful, he can make for a dangerous enemy once he gets enough items to boost his maximum hits.


7.2 FACTION RULES AND ABILITIES

7.2.1 **Lone Wanderer.** The Vagabot pawn is not a warrior (*so he cannot rule a clearing or stop another player from ruling one*). The Vagabot pawn cannot be removed from the map.

I **Full Removal.** Whenever an enemy player uses an effect that says it removes all enemy pieces from a clearing (*such as Alliance revolts, Favor of the Mice cards, Conspiracy bombs*) with the Vagabot, he damages three items.

7.2.2 **Nimble.** The Vagabot can move regardless of who rules his origin or destination clearing (Law of Root, 4.2.1).

7.2.3 **Items.** To take actions, the Vagabot must exhaust items. Unlike the Vagabond, the Vagabot treats all items as identical (*for example, there is no difference between*  *and* ). Items on the Vagabot's faction board can be face up or face down. He EXHAUSTS undamaged items, flipping them face down, to take many actions. When gained, all items are placed face up in his Satchel.

7.2.4 **Battle Track.** The Vagabot's maximum rolled hits (Law of Root, 4.3.2.I) in battle begins at one. (*The Vagabot does not count*  *toward this.*) While the Vagabot has at least six, nine, and twelve undamaged items, one, two, or three items, exhausted before unexhausted, are placed on the spaces of the Vagabot's Battle Track from left to right. The sixth and ninth items each increase his maximum rolled hits by one, and the twelfth item makes him deal one extra hit as attacker in battle. Items on the Battle Track cannot be exhausted, but they can be damaged.

7.2.5 **Taking Hits.** When the Vagabot takes hits, he damages exhausted items or, if he has no exhausted items, unexhausted items. (*Damaging items may move items from its Battle Track to its Satchel.*)

7.3 FACTION SETUP

7.3.1 **Step 1: Choose Character.** Pick a character card and place it in your Character Card slot. (*These are different from the character cards for the Vagabond.*)

7.3.2 **Step 2: Place Pawn.** Place your Vagabot pawn in the forest adjacent to the most clearings. If there are multiple such forests, decide randomly among those.

7.3.3 **Step 3: Get Quests.** Shuffle the quest deck, draw 1 quest card, and place it face up near you. This quest can only be completed by the bot.

7.3.4 **Step 4: Populate Ruins.** Take the 4 items marked "R" and place one randomly under each ruin. (*This is the same as the human Vagabond.*)

7.3.5 **Step 5: Take Starting Items.** Take any 4 items marked "S" and place them in your Satchel. (*The Tinker starts with 3 items instead of 4 items.*)

7.4 BIRDSONG

Your Birdsong has three steps in the following order.

7.4.1 **Reveal Order.** Draw and reveal an order card.

7.4.2 **Craft Order.** If the order card shows an available item, craft it.

7.4.3 **Slip.** If you have two or fewer undamaged items, move into a random adjacent forest, then skip Daylight and begin Evening.

7.5 DAYLIGHT

The current order card determines the sequence of actions that you will take this turn, as follows. Often, you will be prompted to take an action in the NEAREST clearing. If you can take the action without moving, remain in your current clearing. If you cannot, move to a clearing where you can take the action, exhausting one item per move, in the way that exhausts the fewest items. You move even if you do not have enough unexhausted items to take the action after moving.

I **Bird: Explore, Quest, Aid, Battle**

II **Fox: Explore, Battle, Special**

III **Rabbit: Battle, Repair, Special**

IV **Mouse: Quest, Aid, Battle, Repair**

7.5.1 **Explore.** Move to the nearest ruin. Then, exhaust one item to take one random item under the ruin in your clearing, reveal it, and place it face up in your Satchel. If you remove the last item from the ruin, remove the ruin. (*Do not score victory points for exploring.*)

7.5.2 **Quest.** Move to the nearest clearing matching the current quest. Then, exhaust two items to complete the quest. (*Ignore the listed item types on the card.*) Discard the quest and score one victory point. (*Ignore the text effect of the card.*) Then, draw a new quest and place it face up near you.

7.5.3 **Aid.** Target the player in your clearing with at least one piece there, at least one item in their Crafted Items box, and the fewest victory points of such players there. Exhaust as many items as possible up to the number of items in their Crafted Items box. Take that many items from the target player and score that many victory points, then the target player draws that many cards. (*You can aid other bots. Because of their Poor Manual Dexterity, aided bots simply score one victory point.*)

7.5.4 **Battle.** Move to the nearest clearing with at least one piece of the player with the most victory points. Then, exhaust one item to initiate a battle against that player. If any pieces of that player

remain, exhaust two items and battle again, repeating this until you do not have enough items to exhaust. Score one victory point per enemy warrior you remove. *(Do not score this if you are the defender. You still score points for removing tokens and buildings.)*

- I **First Tie for Destination Clearing.** Such a clearing where the target defender has the most buildings and tokens.
- II **Second Tie for Destination Clearing.** Such a clearing where the target defender has the fewest warriors.

- 7.5.5 **Repair.** If you have at least one damaged item, exhaust one item to repair it. All unexhausted, damaged items must be repaired before any exhausted, damaged items can be repaired. *(Do not flip the repaired item face up if it is face down.)*
- 7.5.6 **Special.** Exhaust one item to take the action listed on your character card. If the special action listed on your character card would have no effect or is impossible, skip this action.

7.6 EVENING

Your Evening has three steps in the following order.

- 7.6.1 **Refresh.** If you have at least one damaged item, refresh four undamaged items. If you have no damaged items, refresh six undamaged items instead.
- 7.6.2 **Repair.** If you are in a forest, repair all items. If you are not in a forest, repair one item. Repair unexhausted items before exhausted items.
- 7.6.3 **Discard Order.** Discard the current order card.

7.7 VAGABOT CHARACTER REFERENCE

- 7.7.1 **Thief (Easy).** Take a random card from the enemy in your clearing with the most victory points. On a tie, take it from such an enemy with the most pieces there.

- 7.7.2 **Tinker (Moderate).** Search the discard pile for the topmost card with an available item and craft it. *(Remember to only score one point.)* You start with one fewer item.
- 7.7.3 **Ranger (Difficult).** If you have three or more damaged items, slip into a random adjacent forest.

The following three Vagabots are in The Clockwork Expansion 2.

- 7.7.4 **Vagrant.** Initiate a battle in your clearing. You choose the attacker and then the defender *(using setup priority)*, and you remove pieces for each.
- 7.7.5 **Scoundrel.** If your clearing has three or more enemy pieces, including one building or token, remove all enemy pieces there. Place any one of your items in your clearing, covering a building slot. Buildings cannot be placed in this slot. Score one point.
- 7.7.6 **Arbiter.** Before rolling in battle, the defender may enlist the Arbiter if he is in the battle clearing. *(If other bots are in play, they will interact with the Arbiter, whether played by a human or bot, in the same way.)* The Arbiter scores one victory point and adds the number of items on his Battle Track to the defender's maximum rolled hits. Defending bots will enlist the Arbiter if they meet all three of the following conditions:
- I **One.** Their maximum rolled hits is less than three.
 - II **Two.** Their maximum rolled hits is less than the number of enemy pieces in the battle.
 - III **Three.** They have more victory points than the Arbiter.



Vagabot Example Turn

After a few rounds of play, it's the Vagabot's turn. At this point he has five items. Remember, all items for this bot are treated as identical, so it doesn't matter if one happens to be a boot or a sword. For clarity, the example illustration does not show items being exhausted as the Vagabot takes actions.

The order card is a bird. The Vagabot will craft its item. Normally the item would go into the Satchel, but, because this is the Vagabot's sixth item, it is placed on the leftmost place on the Battle Track. This item cannot be exhausted but will increase the bot's maximum hits to two. Finally, as the Vagabot has plenty of undamaged items, he won't need to slip. He scores one point for crafting the item.

Now it's time for Daylight. The order card is a bird so the bot will take the following actions: Explore, Quest, Aid, and Battle. Each time an action is taken, the Vagabot must exhaust at least one item. The Vagabot will continue taking actions until it takes all four actions or has exhausted all of its items.

First, he explores the nearest ruin. This requires that he move to the fox clearing (12) as it is the nearest clearing with a ruin. He exhausts a second item to explore the ruin, taking the sword beneath it. This is his seventh item, so it is placed in his Satchel. He has four items left.

Next, he quests. He exhausts an item to move south to the mouse clearing (7), and then exhaust two more items. He scores one point. He has one unexhausted item left.

The third action is aid. The Vagabot exhausts his last item to aid. This clearing contains both the Eyrie and the Marquise. Only the Marquise has crafted an item, so only she can be aided. (This is different from the human Vagabond!) The Vagabot takes an item and scores a point, and the Marquise draws a card. Because he got another item, he can keep taking actions!

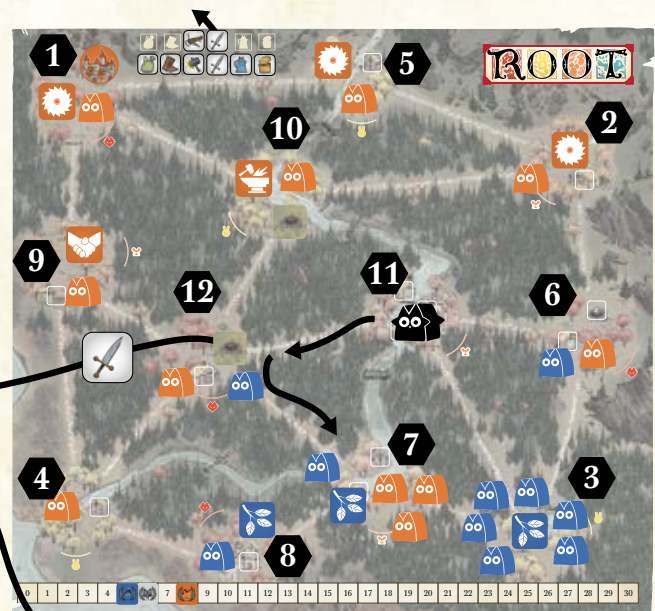
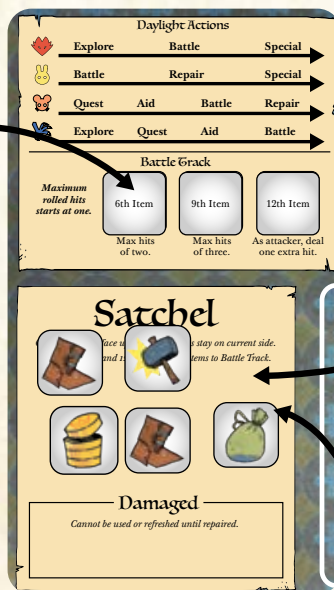
The fourth action is battle. The Vagabot exhausts its final item to battle in its clearing. The Marquise has the most victory points there, so they are the defender. The roll is a pair of threes. Bad luck! Two Marquise warriors are removed, netting the Vagabot two points, but the bot must damage three items. This brings the bot down to five undamaged items, so the sword falls off the Battle Track into the Satchel.

The Vagabot cannot battle again since it would need to exhaust two items, so it moves on to Evening. Since the bot has at least one damaged item, it only refreshes four items.

Order Card



Quest Card



Bag crafted by the Marquise.





The next four sections refer to factions in The Clockwork Expansion 2.

8. Logical Lizards

8.1 OVERVIEW

The Lizards will convert all unbelievers to their cause, whether they're willing or not. Keep an eye on their Lost Souls, and prepare for a flood of warriors if you see lots of cards matching the clearings you're in. Try to hurt them whenever possible by removing their gardens, and watch out if you give them too many acolytes.

8.2 FACTION RULES AND ABILITIES

- 8.2.1 **Pilgrims.** You rule clearings that have a garden. (*As normal.*)
- 8.2.2 **Robot Revenge.** Whenever any number of Lizard warriors are removed, place one of them in the Lizards' Acolytes box instead of their supply.
- 8.2.3 **Gardens.** When a garden is removed from the map, place the top card of the Lizards' Lost Souls into the discard pile.
- 8.2.4 **Lost Souls.** Whenever a card is spent or discarded, place it on the Lizards' Lost Souls pile face up.

8.3 FACTION SETUP

- 8.3.1 **Step 1: Gather Warriors.** Form a supply of 25 warriors.
- 8.3.2 **Step 2: Place Warriors.** Place 4 warriors and 1 garden of matching printed suit in a random corner clearing that is not the starting corner clearing of another bot and, if possible, is diagonally opposite from a starting corner clearing. Then place 1 warrior in each adjacent clearing.
- 8.3.3 **Step 3: Set Conspiracy.** Place the outcast marker on the Sanctify space of the Conspiracy track on your faction board.
- 8.3.4 **Step 4: Fill Gardens Tracks.** Place your 14 remaining gardens on the matching spaces of your Gardens tracks from right to left.
- 8.3.5 **Step 5: Draw Lost Souls.** Draw 3 cards and place them face up in your Lost Souls in the order drawn.

8.4 BIRDSONG

Your Birdsong has two steps in the following order.

- 8.4.1 **Set Order.** The order is the most common suit in your Lost Souls. On a tie, the order is bird.
- 8.4.2 **Perform Conspiracies.** If you have any acolytes, move the Conspiracy marker one space to the right; if you move it off the right end, move it to the leftmost space. Then, perform the conspiracy of the covered space if able, and remove an acolyte if you do perform the conspiracy. Continue this process until you have no acolytes. Determine the target player first, then determine the target clearing.

- I **Convert.** In an ordered clearing, replace an enemy warrior with a Lizard warrior.
 - a **First Tie for Target Player.** Player with the most points.
 - b **First Tie for Target Clearing.** Clearing with the most enemy buildings.
- II **Crusade.** Battle in each ordered clearing with two or more Lizard warriors.
 - a **First Tie for Defender.** Player in the battle clearing with the most points.
- III **Sanctify.** In an ordered clearing, replace an enemy building with a garden matching the clearing's printed suit.
 - a **First Tie for Target Player.** Player with the most points.
 - b **First Tie for Target Clearing.** Clearing with the fewest enemy warriors.

8.5 DAYLIGHT

Reveal the top four cards from your Lost Souls pile, one at a time. (*They're already face up, so just put them in your play area.*) For each, perform a ritual based on the suit of card.

- 8.5.1 **Rabbit, Fox, or Mouse Card.** Place a warrior in a matching clearing. Then, if you rule that clearing, place a matching garden there.
 - I **First Tie for Target Clearing.** Place the warrior in a clearing with free building slots, then most enemy buildings.
- 8.5.2 **Bird Card.** Remove one Lizard warrior from the clearing with the most Lizard warriors and place it in the Acolytes box instead of your supply. Put the revealed card in the discard pile (*not the Lost Souls*).

8.6 EVENING

Your Evening has four steps in the following order.

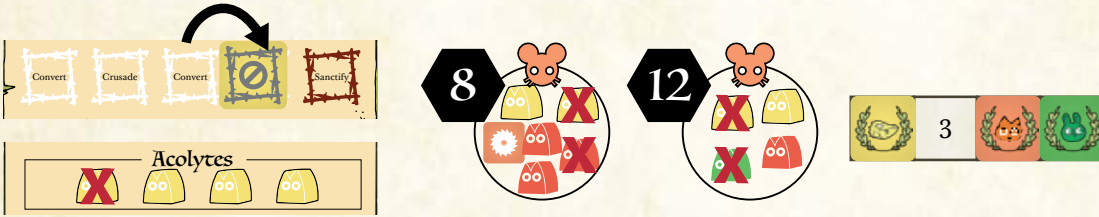
- 8.6.1 **Score.** Score the points shown above the Gardens track for the rightmost empty, ordered Gardens space. (*If your order is bird, score the track that has the fewest gardens.*)
- 8.6.2 **Discard Lost Souls.** Discard all cards in your Lost Souls pile.
- 8.6.3 **Return Revealed Cards.** Return all your revealed cards to your Lost Souls, maintaining the order that you revealed them in. (*The first card revealed goes on top.*)
- 8.6.4 **Craft.** Reveal the top card of the deck and craft it, scoring one victory point, if it shows an available item. Then, add the revealed card to the top of your Lost Souls (*even if you did not craft it*).

Logical Lizards Example Turn

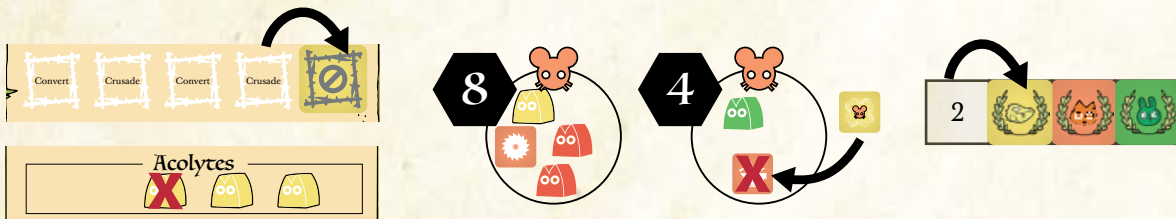
It is your Birdsong. You have 1 bird, 2 fox, and 3 mouse cards in your Lost Souls. The Order is a mouse card. You have four Acolytes, so you will perform four conspiracies this turn.



First, you move the conspiracy marker to the right and crusade. There are two mouse clearings with at least two Lizard warriors, so you battle in each, starting with the clearing of higher priority. You battle the Marquise in the 8 mouse clearing and the Alliance in the 12 mouse clearing, since those are the players in those clearings who have the most points. Because you performed this conspiracy, you remove an acolyte.



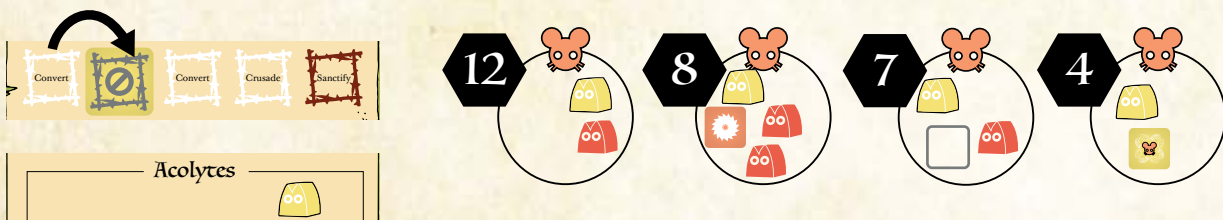
Second, you sanctify. The Alliance has the most points overall, but they do not have any buildings on the map. The Marquise has the next most points, so you sanctify their workshop. Two mouse clearings have Marquise buildings, but the one with the workshop has fewer enemy warriors. You gain 1 victory point for this.



Third, you convert. The Alliance has the most points overall, so you convert their warrior in the 4 mouse clearing.



Fourth, you try to crusade again, but no mouse clearing has two or more Lizard warriors anymore, so you cannot. You do not remove an acolyte.



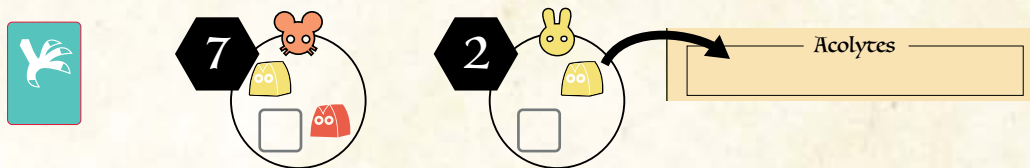
Fifth, you convert. The Alliance has the most points overall but has no more warriors in mouse clearings, and the Marquise has the next-most points. The 8 mouse clearing has the most enemy buildings, so you convert a Marquise warrior there. You remove your last acolyte. Since you are out of acolytes, you stop performing conspiracies.



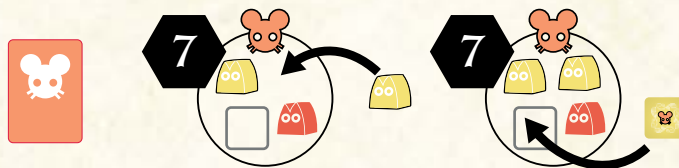
Now it is your Daylight. You are playing on easy difficulty, so you will perform three rituals in total. First, you reveal a fox. Two fox clearings have free building slots, so you place a warrior in the 10 fox clearing, which has more enemy buildings than the other one. You do not rule it, so you do not place a garden.



Second, you reveal a bird. You remove a Lizard warrior from the 2 rabbit clearing and put it in your Acolytes box. This clearing has the same number of warriors as the 7 mouse clearing, but the rabbit clearing has higher priority.



Third, you reveal a mouse. You place it in the 7 mouse clearing. You do rule this clearing now, so you place a garden.



Now it is your Evening. You score two points, since you have three mouse gardens on the map. Then, you discard all the cards left in your Lost Souls. Then you return the cards you revealed, putting the mouse on the bottom, then the bird, then the fox on top.



Finally, you draw and reveal Brutal Tactics. You do not craft it, since it does not show an item, then you add it to the top of your Lost Souls.



9. Riverfolk Robots

9.1 OVERVIEW

If you need a shiny sword or a good boat, the Riverfolk can supply. The more services you buy from them, the stronger they become, but they'll turn nasty if no one buys anything from them. Watch out—these robots don't rust!

9.2 FACTION RULES AND ABILITIES

- 9.2.1 **The Market.** The Market is a row of five face-up cards. The order of its cards cannot be changed.
- 9.2.2 **Trade Posts.** Unlike for the Riverfolk human, trade posts that are removed from the map return to the Riverfolk bot's faction board.
- 9.2.3 **Services.** At the start of their Birdsong, another player may buy one service plus one service per clearing that has their faction pieces and a trade post. They pay for services by placing warriors in the Riverfolk's Payment box. If their faction owns no warriors, the Riverfolk place an equal number of Riverfolk warriors instead. A service's cost depends on the buyer's current victory points: two warriors if they have 0 to 9 points; three warriors if they have 10 to 19 points; four warriors if they have 20 or more points. *(They won't sell to players with a dominance victory condition.)*
- I **Hand Card.** Take any card from the Market and add it to your hand. *(As normal.)*
 - II **Riverboats.** Treat rivers as paths until the end of your turn. *(As normal.)*
 - III **Mercenaries.** For battle and rule in Daylight and Evening, treat Riverfolk warriors as your own except for battle against the Riverfolk. In battle, you must split hits between your faction pieces and Riverfolk warriors. *(As normal.)*
- 9.2.4 **Protectionism.** Whenever you Organize (9.5.3), you will check whether you fulfill the shield and sword Protectionism conditions, as follows. If the Payments box is empty, you fulfill the shield condition. If you have no warriors in your supply, you fulfill the sword condition. If you fulfill the shield or sword condition, you will take every action that shows the matching icon for the rest of this turn.

9.3 FACTION SETUP

- 9.3.1 **Step 1: Gather Warriors.** Form a supply of 15 warriors.
- 9.3.2 **Step 2: Place Warriors.** Place 1 warrior in each clearing on the river.
- 9.3.3 **Step 3: Fill Trade Posts Tracks.** Place 9 trade posts on the matching spaces of your Trade Posts tracks.
- 9.3.4 **Step 4: Gain Starting Payment.** Place 1 warrior in your Payments box.
- 9.3.5 **Step 5: Stock Market.** Draw 5 cards and add them to your Market.

9.4 BIRDSONG

Your Birdsong has three steps in the following order.

- 9.4.1 **Stock the Market.** Draw cards and add them face up to the Market's right side until it has five cards.
- 9.4.2 **Craft.** Craft the first card added to the Market this turn that shows an available item, scoring one victory point. *(Discard it, leaving four cards.)*
- 9.4.3 **Set Order.** The order is the rightmost Market card.

9.5 DAYLIGHT

Your Daylight has four steps in the following order.

- 9.5.1 **Build and Garrison.** Place a trade post and a warrior in an ordered clearing without a trade post.
- I **First Tie for Target Clearing.** Such a clearing with any faction pieces of the player who has the most warriors in Payments.
- 9.5.2 **Recruit.** Place one warrior in each ordered clearing. If the order card is a bird card, instead place one warrior in each clearing on the river.
- I **Warrior Limit.** If you will run out of warriors when placing these warriors, place in highest priority clearings first.
- 9.5.3 **Organize.** Check whether you fulfill Protectionism conditions (9.2.4). Then, if the sword or shield Protectionism condition is fulfilled, score one victory point and place two warriors in a clearing that has Riverfolk pieces and the most enemy pieces.
- 9.5.4 **Battle.** If the shield Protectionism condition is fulfilled, battle in each clearing, and skip to Evening *(ignoring the sword condition)*. Then, if the sword condition is fulfilled, battle in each ordered clearing.
- I **First Tie for Defender.** Battle the player with the fewest warriors in the Payments box.

9.6 EVENING

Your Evening has three steps in the following order.

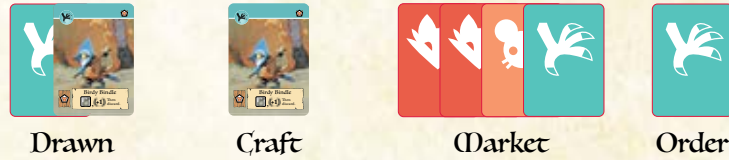
- 9.6.1 **Score.** Score one point for each warrior in the Payments box of the player who has the most warriors in your Payments box. Remove all of those warriors *(returning them to their faction's supply)*.
- 9.6.2 **Racketeering.** If the sword or shield Protectionism condition is fulfilled, take all but two Riverfolk warriors from each clearing, and place them in the Payments box.
- 9.6.3 **Discard.** Discard the leftmost card in the Market. If the shield Protectionism condition is fulfilled, discard the leftmost card in the Market again.

9.7 BOT SERVICES

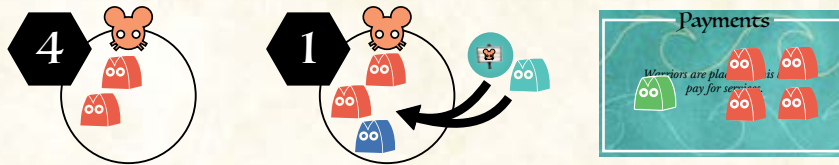
The rules for bots interacting with the Riverfolk's services, whether the Riverfolk is a human or a bot, are listed on two sets of cards: 3 Basic Services and 8 Advanced Services. You can use only the Basic Services, or you can use both the Basic Services and the Advanced Services for any bots in play.

Riverfolk Robots Example Turn

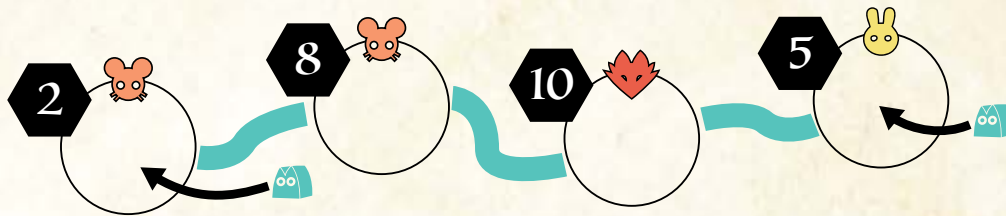
It is your Birdsong. Your Market has three cards, so you draw and add two cards to its right side. The first card shows a boot, which you craft and then discard the card. In total, your Market has four cards in it. The rightmost card is a bird, so the order is bird.



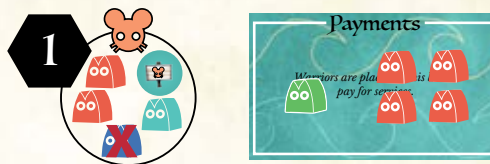
Now it is your Daylight. First, you build and garrison. You place a trade post and one warrior in the 1 mouse clearing. This clearing is the highest priority among the clearings that have pieces from the Marquise, who has the most warriors in your Payments.



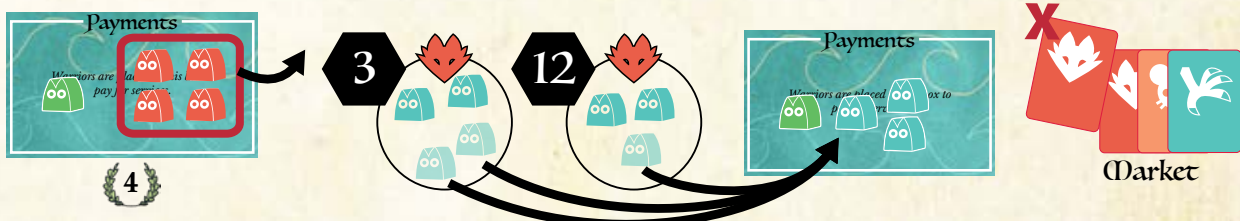
Then you recruit. You place one warrior in each clearing along the river. Since you only have two warriors left in your supply, you place one each in the 2 mouse and 5 rabbit clearings, since they have the highest priority. Now you have no warriors left in your supply.



Then you check for protectionism. Your Payments box is not empty, so the shield condition is not fulfilled. Then you battle. Again, the shield condition is not fulfilled. You have no warriors in your supply, so your sword condition is fulfilled for the rest of the turn. You battle in every clearing that has Riverfolk warriors and enemy pieces. Only the 1 mouse clearing has pieces of multiple enemies—there, you battle the Eyrie since they have fewer warriors in your Payments than the Marquise.



It is now your Evening. You score four points—the Marquise has the most warriors in your Payments, four. You remove those four Marquise warriors and return them to the Marquise. Then you check for racketeering. Your sword condition is still fulfilled, so you take one Riverfolk warrior from the 12 fox clearing and two from the 3 fox clearing and put them in your Payments. Finally, you discard the leftmost card from your Market.



10. Drillbit Duchy

10.1 OVERVIEW

The Duchy has begun their invasion of the Woodland from the great lands below, emerging from fresh tunnels at a moment's notice. As they secure their foothold, their ministers will grow bold and add to the Duchy's capabilities. Punish them by destroying their buildings, driving them back into the dark.

10.2 FACTION RULES AND ABILITIES

10.2.1 **Cost of Errors.** Whenever any number of Duchy buildings are removed, remove the crown from the minister with a crown closest to the bottom.

10.2.2 **The Burrow.** THE BURROW is an unsuited clearing adjacent to each clearing with a tunnel token. Non-Duchy pieces cannot be placed in or moved into the Burrow. The Duchy always rules the Burrow (*even with no pieces there*). (*As normal.*)

10.3 FACTION SETUP

10.3.1 **Step 1: Gather Pieces.** Form supplies of 20 warriors, 3 tunnel tokens, and 9 crowns.

10.3.2 **Step 2: Prepare the Burrow.** Place the Burrow board near the map.

10.3.3 **Step 3: Surface.** Place 2 warriors and 1 tunnel in a corner clearing that is not the starting corner clearing of another bot and, if possible, is diagonally opposite from a starting corner clearing. Then place 2 warriors in each clearing adjacent to the chosen corner clearing, except the Burrow.

10.3.4 **Step 4: Fill Buildings Tracks.** Place 3 citadels and 3 markets on your matching Buildings spaces.

10.3.5 **Step 5: Sway Starting Ministers.** Draw 2 cards and discard them. For each, place a crown on the topmost matching unswayed minister on your faction board.

10.4 BIRDSONG

Your Birdsong has three steps in the following order.

10.4.1 **Set Order.** Reveal the top card of the deck as the order card.

10.4.2 **Craft.** Craft the order card, scoring one victory point, if it shows an available item.

10.4.3 **Recruit.** Place two warriors, plus one per Mole icon showing on your faction board, into the Burrow.

10.5 DAYLIGHT

Your Daylight has four steps in the following order.

10.5.1 **Dig.** If the Burrow has four or more warriors, place a tunnel in an ordered clearing that has no tunnel and no Duchy buildings, then move four warriors from the Burrow to that clearing.

- 1 **First Tie for Target Clearing.** If the order is not a bird, target such a clearing with the most empty building slots, then the fewest warriors. If the order card is a bird, target

such a clearing with the most enemy buildings and tokens.

- II **No Tunnel in Supply.** If you have no tunnels in your supply to place, take a tunnel from clearing with the fewest Duchy warriors in order to place it.

10.5.2 **Battle.** Battle in each ordered clearing.

- I **First Tie for Defender.** Battle the player with the most buildings there, then the most pieces there, then the most points there.

10.5.3 **Build.** In the clearing you rule with the most Duchy warriors, place a citadel if you have nine or more warriors in your supply, or otherwise place a market. If you cannot place a building and have any buildings on your faction board, score one victory point.

10.5.4 **Act with Ministers.** Take the actions of all swayed ministers, from top to bottom. (*The Captain and Foremole have abilities. Do not take actions for them.*)

10.6 EVENING

Your Evening has four steps in the following order.

10.6.1 **Rally.** In each ordered clearing with no Duchy buildings and two or fewer Duchy warriors, move all Duchy warriors there to an adjacent clearing with a Duchy building. Then, in each clearing you rule, take all but four Duchy warriors from that clearing and place them in the Burrow.

- I **First Tie for Destination.** Such a clearing with the fewest Duchy warriors.

- II **No Such Destination.** If there is no adjacent clearing that has no Duchy buildings, instead take all Duchy warriors there and place them in the Burrow.

10.6.2 **Score.** Score one victory point per market on the map.

10.6.3 **Sway.** Place a crown on the topmost ordered minister that has no crown. If no minister is ordered (*including if the order is a bird*), place a crown on the bottommost minister that has no crown.

10.6.4 **Discard Order.** Discard the order card.

10.7 MINISTERS

10.7.1 **Captain.** As attacker in battle, deal an extra hit if the battle clearing has a tunnel. (*This is an ability.*)

10.7.2 **Marshal.** Place a warrior in the clearing that has fewest Duchy warriors and at least one Duchy building.

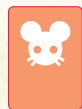
10.7.3 **Foremole.** In your Recruit step, place one more warrior in the Burrow. (*This is an ability.*)

10.7.4 **Brigadier.** If the Burrow has three or more warriors, take the Dig action. For this Dig action, its First Tie for Target Clearing is "such a clearing with the most enemy buildings and tokens."

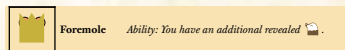
10.7.5 **Banker.** Take the Build action.

Drillbit Duchy Example Turn

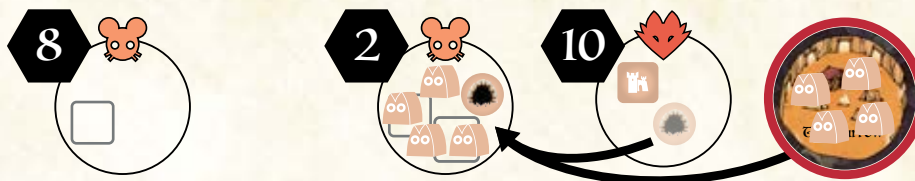
It is your *Birdsong*. You draw and reveal a card, setting the order to be mouse. You do not craft the card, since it does not show an available item. Finally, you place four warriors in the Burrow—you are playing on easy difficulty, you have two citadels on the map, and you have the Foremole minister swayed.



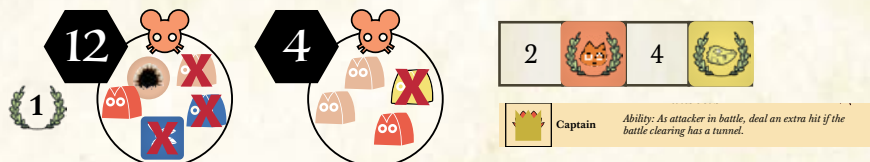
Order



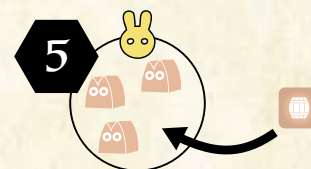
Now it is your *Daylight*. First, you dig. You place a tunnel in the 2 mouse clearing, then move the four warriors from the Burrow to it. It has no tunnel and no Duchy buildings, and it has more empty building slots than the other mouse clearings with no tunnels and Duchy buildings. However, you have no tunnels left in your supply to place, so you take one from the 10 fox clearing, since it has the fewest Duchy warriors.



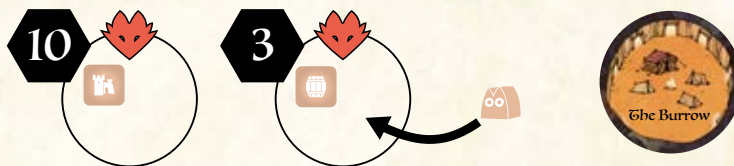
Then you battle. In the 12 mouse clearing, you battle the Eyrie, since they are the only one with buildings there. In the 4 mouse clearing, you battle the Lizard Cult, since the Cult and Marquise have no buildings there, but Cult has more points than the Marquise. In the battle in 12, you deal an extra hit since you have the Captain swayed.



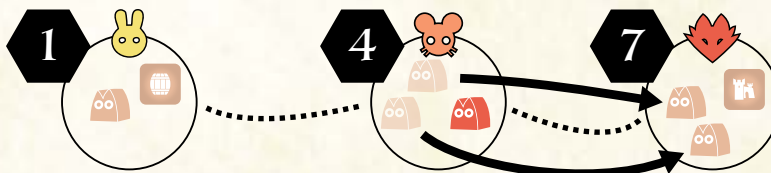
Then you build in the 5 rabbit clearing, since it has the most Duchy warriors and you rule it. You place a market there because you only have three warriors left in your supply.



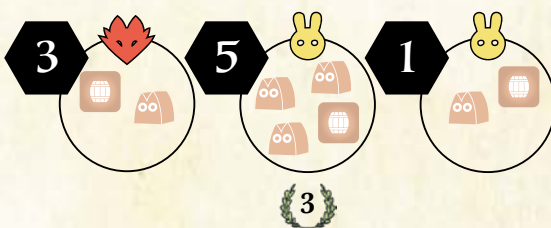
Finally, you take your swayed ministers' actions, from top to bottom. For the Marshal, you place a warrior in the 3 fox clearing, since it has the fewest Duchy warriors, at least one Duchy building, and has higher priority than the 10 fox clearing, which has the same number of Duchy warriors. You skip the Brigadier action because the Burrow does not have three or more warriors.



It is now your *Evening*. First you rally. Only the 4 mouse clearing has no Duchy buildings and two or fewer Duchy warriors, so you move the warriors there to the adjacent 7 fox clearing, since it has a Duchy building and fewer Duchy warriors than the 1 rabbit clearing, which is also adjacent and has a Duchy building.



Then, you score three points, since you have three markets on the map. You sway the Mayor, placing a crown on its space, since it is the topmost unswayed mouse minister. Finally, you discard the order card.



Order

- 10.7.6 **Mayor.** Remove a Duchy warrior from the clearing you rule that has the most Duchy warriors. If you do, score one victory point.
- 10.7.7 **Earl of Stone.** Score one victory point per citadel on the map.
- 10.7.8 **Baron of Dirt.** Score one victory point per market on the map.
- 10.7.9 **Duchess of Mud.** Score two victory points if all tunnels are on the map.

11. Cogwheel Corvids

11.1 OVERVIEW

The Corvids want to rule by fear—and you will fear them unless you crush them with an iron fist. Snuff out their plots before they have a chance to resolve them, and watch out for large build-ups of warriors, as this will let them hatch plots and resolve them immediately.

11.2 FACTION RULES AND ABILITIES

- 11.2.1 **Nimble.** The Corvids can move regardless of who rules their origin or destination clearing. (*As normal.*)
- 11.2.2 **Embedded Agents.** As defender in battle, if the Corvids have a facedown plot token (*even defenseless*) in the clearing of battle, they deal an extra hit. (*As normal.*)

11.3 FACTION SETUP

- 11.3.1 **Step 1: Gather Warriors and Plots.** Form supplies of 15 warriors and 8 plot tokens face down.
- 11.3.2 **Step 2: Scatter.** Place 1 warrior in the lowest priority clearing of each suit (*total of 3*).

11.4 BIRDSONG

Your Birdsong has four steps in the following order.

- 11.4.1 **Set Order.** Reveal the top card of the deck as the order card.
- 11.4.2 **Craft.** Craft the order card, scoring one victory point, if it shows an available item.
- 11.4.3 **Recruit.** Place two warriors in each of two ordered clearings.
 - I **First Tie for Target Clearing.** Such a clearing with no plot tokens, then with most Corvid warriors.
 - II **No Warriors Left in Supply.** If you have no warriors to place (*even in the middle of this action*), immediately do The Plot Thickens before placing the remaining warriors.
- 11.4.4 **Flip Plots.** Flip each facedown plot token. (*A warrior is not needed to flip. Remember to resolve in priority order.*) Each time you flip a plot, score one victory point for each face-up plot token on the map, then resolve the plot's flip effect, if any.

11.5 DAYLIGHT

Your Daylight has four steps in the following order.

- 11.5.1 **Battle.** Battle in each ordered clearing that has two or more Corvid warriors.
 - I **First Tie for Defender.** Player with the most buildings and tokens there, then with the most victory points there.
- 11.5.2 **Move.** Move all but two Corvid warriors from each ordered clearing that has a face-up plot token to an adjacent clearing that has no plot token.
 - I **First Tie for Destination.** Move to the clearing with the most Corvid warriors.
 - II **No Destination.** If every adjacent clearing has a plot, move to the adjacent clearing of lowest priority.
- 11.5.3 **Plot.** In the ordered clearing that has the most Corvid warriors and no plot, remove one Corvid warrior there to place a random facedown plot there.
- 11.5.4 **The Plot Thickens.** If any clearing has no plot and three or more Corvid warriors, remove one Corvid warrior from it to place a random facedown plot token there.
 - I **First Tie for Target Clearing.** Do this in the clearing with the most Corvid warriors.

11.6 EVENING

Your Evening has two steps in the following order.

- 11.6.1 **Score.** Score one victory point per Extortion plot token face up on the map.
- 11.6.2 **Discard Order.** Discard the order card.

11.7 PLOTS

- 11.7.1 **Bomb.** When flipped, remove all enemy pieces in its clearing, then swap this token with a random plot token from your supply, placing the swapped plot face up. (*The replacement token does not trigger, and it can be another bomb.*)
- 11.7.2 **Snare.** While face up, enemy pieces cannot be placed in or moved from its clearing (*as normal*).
- 11.7.3 **Extortion.** When flipped, each player with any faction pieces in its clearing must discard one card at random.
- 11.7.4 **Raid.** When removed, place one warrior in each adjacent clearing (*as normal*).

11.8 BOT INTERACTIONS

The plots of the Corvids, whether played by a human or bot, interact with bots as follows.

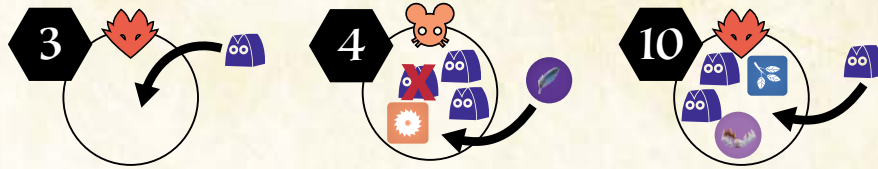
- 11.8.1 **Bomb.** When flipped, remove two pieces of each bot in the clearing, warriors first, instead of all their pieces.
- 11.8.2 **Snare.** Bots ignore snare tokens for the purpose of targeting clearings to place or move pieces. If a bot would place in a clearing with a snare or move out of a clearing with a snare, remove the snare but do not perform this part of the action.

Cogwheel Corvids Example Turn

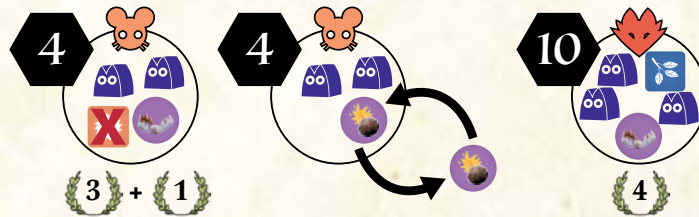
It is your Birdsong. You draw and reveal the top card and set the order to be fox. It does not show an available item, so you do not craft it.



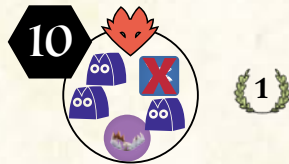
Then, you recruit. You are playing on easy difficulty, so you place one warrior each in two fox clearings. Only the "3" fox clearing has no plot, so you place one warrior there. You have no more warriors in your supply to place the second warrior, so you immediately do The Plot Thickens. The 4 mouse clearing has no plot and the most Corvid warriors, so you remove one of the warriors there to place a random plot facedown. Now that you have a warrior in your supply, you continue recruiting. Among the fox clearings with plots, the 10 fox clearing has the most Corvid warriors, so you place one there.



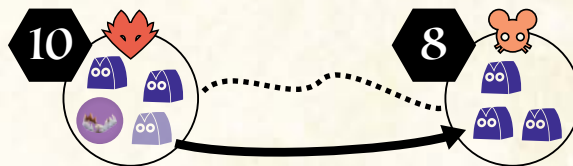
Finally, you flip plots, starting in the highest priority clearing. First you flip a bomb, removing the sawmill there and scoring you a point. You score three points for the plot because there are three face-up plots on the map. You take a facedown plot from your supply at random, and swap it with the bomb, placing the new plot face up. It is a bomb, but does not trigger. Lastly, you flip a snare, scoring four points.



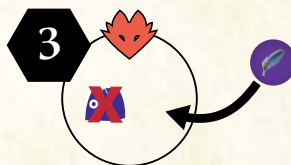
Now it is your Daylight. First you battle in each fox clearing with two or more Corvid warriors. There is only one, the 10 fox clearing, and you battle the Eyrie there, since they are the only faction with buildings there.



Then you move. The only ordered clearing with three or more Corvid warriors is the 10 fox clearing. You move one warrior out into the 8 mouse clearing, since it has no plot and has more Corvid warriors than all other adjacent clearings with no plot.



Then you plot. Only one fox clearing has no plot, so you remove one Corvid warrior there and place a random facedown plot there.



Finally, you do The Plot Thickens. There is one clearing that has no plot and three or more Corvid warriors, so you remove one Corvid warrior there and place a random facedown plot there. It is now your Evening. You score one point because there is one Extortion plot on the map, then you discard the order card.



12. Map Interactions

12.1 LAKE MAP

- 12.1.1 **Ferry.** The bots use the Ferry following normal movement rules, treating the Ferry as if the clearing with the Ferry and all other coastal clearings were linked by a path. *(They score one victory point instead of drawing a card, as normal for bots.)*

12.2 MOUNTAIN MAP

- 12.2.1 **Closed Paths.** The bots treat closed paths as paths, and they ignore rules for opening closed paths.
- 12.2.2 **The Pass.** When a bot attempts to target a clearing based on highest or lowest priority, the Pass will always meet this condition. *(Bots will likely target the Pass, and it will win all tiebreakers.)*

Need a replacement part?

ledergames.com/replacements

Learn more about *Root*:

ledergames.com/root

CREDITS

CLOCKWORK

Benjamin Schmauss (lead design), Kyle Ferrin (illustration), Joshua Yearsley (editing), Marshall Britt (development), Alex Werner (development), Nick Brachmann (development, graphic design), Cole Wehrle (development, rulebook layout)

CLOCKWORK 2

Benjamin Schmauss (lead design), Kyle Ferrin (illustration), Marshall Britt (lead development), Pati Hyun (lead graphic design), Joshua Yearsley (editing), Nick Brachmann (development, graphic design), Cole Wehrle (development, graphic design), Alita Robertson (development), Kayli Williams (development)

STAFF AT PRINTING

Patrick Leder, Kyle Ferrin, Caryl Tan, Cole Wehrle, Nick Brachmann, Marshall Britt, Clayton Capra, Pati Hyun, Brooke Nelson, Joshua Yearsley, Ted Caya, Claire Donaghue, Alita Robertson, Kayli Williams

PLAYTESTING

Ted Caya, Alita Robertson, Kayli Williams, and the many players who contributed to the Better Bot project

