

TITANS

NATION COMPONENTS
EXPLANATION



SOLO MODE



SECOND RULEBOOK

If this is your first time playing TITANS, you don't need to read this Rulebook.
The other Rulebook is the Main Rulebook. It contains all you need to set up and play Titans.

This Rulebook contains two sections:

- **Nation Components Explanation:** Contains thematic introductions to each Nation, as well as explanations of all the Nation-specific components. It explains Nation starting abilities, Titan abilities, and Nation Cards.
- **Solo Mode:** Contains rules for playing solo. It also contains set-up scenarios for Solo Mode as well as the 1st Scenario for the Solo Campaign.

1-4 PLAYERS | AGES 13+ | 80-160 MINUTES



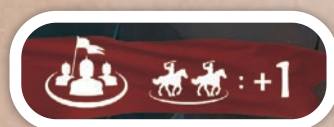
POLISH-LITHUANIAN COMMONWEALTH

I put on my noble robes, I sipped the mead, I walked on the grated floor of the church, and I heard them calling my name there. It has been a long time coming. At the threshold of the seventeenth century, our Polish-Lithuanian Commonwealth was strong and vast, stretching from sea to sea. Our dragoons and hussars beat the Russians, the Swedes, and the Turks. And the state stood firm upon the Law and upon the bravery of its citizens. But they were never rich enough. Never free enough.

They began to oppress their own peasants; they did not want to limit their own liberties and privileges even for the good of the kingdom. They only debated at the proceedings, quarrelled and argued, over and over. They even dared to form confederations against the ruler. And this invited a great danger to our beloved Poland. The golden age has passed, a century of wars has begun. Waves of Swedes, Russians, and Turks attacked our lands, and the Cossacks and the peasants raised their hands against their masters. The bells ring in terror. I can see the nobility crying, sipping their spirits, tearing the hair from their scalps as they pack their belongings and escape from their burning courts and cities, following their king's footsteps.

But with every step they take, with every arrow that just misses, they feel a desire to repent, a desire to fight. And so I give them this chance. I, the Great Magnate, the spirit of this Nation. I hum Bogurodzica, and they follow suit, just like at Grunwald, and together we awaken our Lech. This great knight with eagle wings, an angel or demon of war, wields a mace in his left hand, a sabre in his right. He charges at the head of the army to slay his enemies, and to return freedom to the Commonwealth.

NATION ABILITIES



Nation Starting Ability:

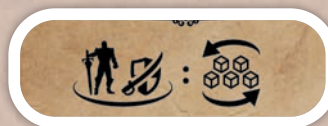
If you have 2 Cavalry in your Army, gain +1 Strength.



Titan Special Ability:

You may discard 1 Support Card and turn 1 chosen Die to the highest Strength outcome.

TITAN ADVANCED SPECIAL ABILITIES



4 Energy

Spend 4 Energy in your Battle Phase to reroll any Dice in your Pool. It can be used if you have the Titan in the Battle.



7 Energy

Before the Battle, spend 7 Energy to move 1 Cavalry Unit from a neighboring Region to the Battle. It can be used if you have the Titan in the Battle.

NATION CARDS



Can be used **after the Battle** if, at any point in the Battle, the player had Infantry. It can be used once-per-Battle.

Card Effect:

Draw 1 Support Card from the top of the deck.



Can be used if, **in the Battle**, you have Infantry and your opponent has Cavalry. It can be used once-per-Round.

Card Effect:

Roll 1 Artillery Die and add it to your pool.



Can be used **after the Battle** if, at any point in the Battle, you had Cavalry. It can be used once-per-Battle.

Card Effect:

After winning the Battle, gain 1 additional Victory Point.

Solo Mode:

If the Automa is playing this Nation, put this card back to the box.



Can be used if, **in the Battle**, you have Cavalry and your opponent has Infantry. It can be used once-per-Battle.

Card Effect:

Roll 1 Infantry Die and add it to your pool.



Can be used, if **in the Battle**, you have Cavalry and your opponent has Artillery. It can be used once-per-Round.

Card Effect:

Roll 1 Titan Die and add it to your pool.



Can be used if, **in the Battle**, you have Artillery. It can be used once-per-Battle, before the Battle.

Card Effect:

Draw 1 Support Card from the deck, then discard 1 Support Card.

Solo Mode:

If the Automa is playing this Nation, put this card back to the box.



Can be used **in the Battle** if you have Artillery and you are the Attacker. It can be used once-per-Round.

Card Effect:

Add 2 Strength.



Can be used **before the Battle**, when you are the Attacker and your opponent has at least 2 Units. It can be used once-per-Round.

Card Effect:

Opponent has to move 1 Unit from the Battle to a neighboring Region they control.



Can be used if, **in the Battle**, you are defending and you have a smaller Army than your opponent. It can be used once-per-Round.

Card Effect:

Roll 1 Titan Die and add it to your pool.



Can be used **in any Battle**. It can be used once-per-Round.

Card Effect:

Discard any 2 Dice from your pool and add 3 Strength.

Solo Mode:

If the Automa is playing this Nation, put this card back to the box.



TSARDOM OF RUSSIA

Mother Russia is suffering, trampled by foreign soldiers' boots and wounded by her own saber. In the past, when power was wielded by Ivan, the fourth of his name. "Terrible" they called him, while I was slumbering in the core of the earth. I was the Mother of the Nation, for our empire was vast and strong. I sometimes lifted my eyes, called by the cries from boyars and true believers, as Tsar Ivan, an enemy of the church, robbed the monasteries and oppressed his bearded brothers. When he left, with the tears of a thousand mothers bidding him farewell, the country fell into chaos.

And so dropped the first layer of my indifference. Boyar against boyar fought, the church plotted conspiracies, and foreign powers spared no gold to make our Russia weak with fratricidal wars. Poles have captured our beloved Kremlin. The Time of Troubles has come, a time of anxiety and interregnum. And so dropped the second layer of my indifference. The Romanov dynasty took over and I rejoiced, because the new Tsars tried to control this foul disorder and, with a hard hand, smote the wicked who defiled their own motherland.

But when the Romanovs took what had been the Tsar's, and the people bent their knees before them, they became like the Tsars of old. They did not stop. They did not value peace. Yet more wars did they wage. Always wanting, more and more: more land, more rubles, more women, more power. They led their country to the edge of the abyss, for they had taunted great powers that now stood at the borders of Russia with mighty armies. And my suffering people begged me, called me through tears. And so I threw off the third and final layer of indifference. I showed the world my beautiful interior, inspiring peasants and boyars alike with a fighting spirit. Then I woke the Great Titan.

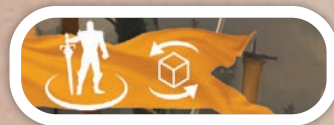
A Bogatyr from the old times, It emerged from the ruins of the Great Novgorod, claspings Its whip, leading the army of great Russia to crush our enemies and establish peace in a united Europe. United, under the rule of the Tsar.

NATION ABILITIES



Nation Starting Ability:

If you have exactly 1 Infantry in the Army, gain 1 additional Infantry Die.



Titan Special Ability:

You may reroll any 1 Die in the Battle.

TITAN ADVANCED SPECIAL ABILITIES



5 Energy

Before the Battle, spend 5 Energy and discard 1 random Support Card from your opponent's hand. It can be used if you have the Titan in the Battle.



7 Energy

In Phase A of your turn, spend 7 Energy and treat a "Move the Titan" Action on the chosen Order Card, as if it was "Move 1 to 4 Units" Action.

NATION CARDS



Can be used **after winning the Battle** if, in the Battle, both you and your opponent have Infantry Unit(s). It can be used once-per-Battle.

Card Effect:

After winning the Battle, gain 1 additional Victory Point.

Solo Mode:

If the Automa is playing this Nation, put this card back to the box.



Can be used if, **in the Battle**, you have Infantry and your opponent has Artillery. It can be used once-per-Battle.

Card Effect:

Draw 1 Support Card from the top of the deck.



Can be used if, **in the Battle**, you only have Infantry Unit(s). It can be used once-per-Round.

Card Effect:

Roll 1 Titan Die and add it to your pool.



Can be used if, **in the Battle**, both you and your opponent have Cavalry. It can be used once-per-Battle.

Card Effect:

Roll 1 Infantry Die and add it to your pool.



Can be used if, **in the Battle**, you have Cavalry. It can be used once-per-Round.

Card Effect:

Roll 1 Cavalry Die and add it to your pool.



Can be used if, **in the Battle**, you have Artillery and your opponent has Infantry. It can be used once-per-Round.

Card Effect:

Add 2 Strength.



Can be used if, **in the Battle**, you have Artillery and are the Attacker. It can be used once-per-Round.

Card Effect:

Roll 1 Titan Die and add it to your pool.



Can be used **before the Battle** if you have a **smaller Army** than your opponent. It can be used once-per-Round.

Card Effect:

Discard 1 Support Card and move 1 Unit from the neighboring Region to the Battle.

Solo Mode:

If the Automa is playing this Nation, put this card back to the box.



Can be used **before the Battle**, in which you are the **Defender**. It can be used once-per-Round.

Card Effect:

Look at your enemy's Support Cards and discard 1 of them.

Solo Mode:

If the Automa is playing this Nation, put this card back to the box.



Can be used **in the Battle**. It can be used once-per-Round.

Card Effect:

Turn 1 chosen Die to the highest Strength outcome.



KINGDOM OF SWEDEN



In my youth I filled Scandinavian hearts with such courage that, for more than three hundred years, the Vikings were the terror of Europe. Then I was deemed unnecessary, cast aside, chased away with holy water. So, I fell asleep under Ash, the World Tree. And I waited, waited for them to call me again. Years passed, then centuries, and my beloved Sweden entered into alliances, got richer and got poorer, sat on the edge of Europe, and her kings changed so often that it became impossible to name them. I began to slumber.

I woke in the sixteenth century to the outbreak of religious wars, aroused by the smell of heretics and witches sizzling on stakes. Oppressed sons of the fjords began to look to the olden days, when the Swedes did not tremble under anyone's boot. Indeed, foreign powers secretly trembled at the thought of the northmen's wrath. The throne was taken over by the Vasas, a magnificent, insatiable dynasty, who wanted to shape Europe to their will, and make the Baltic Sea a Swedish inland lake.

The seventeenth century gave my country power. It gave my country hope and a chance for a heroic fight with the Great Ones of this world. The people, tired of poverty and contempt, called for my help. So I woke. I, the heroic Spirit of the North, gave out a berserk cry and turned my frosty breath to the giant resting under the glacier. He stood, tearing the icicles from his beard and shaking snow from his neck. He pulled an oak tree from the ground and fashioned it into a club, leading the Swedish army to war. To a great victory, or a glorious death!

NATION ABILITIES



Nation Starting Ability:

If you have 2 or more Infantry in the Army, gain 1 additional Cavalry Die.



Titan Special Ability:

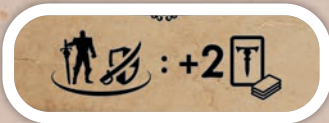
You may play 1 Support Card without paying its requirements.

TITAN ADVANCED SPECIAL ABILITIES



4 Energy

In Phase A of your turn, spend 4 Energy and treat a "Move the Titan" Action on the chosen Order Card, as if it was "Move the Titan twice" Action. The first Titan movement can't initiate a Battle.



7 Energy

Spend 7 Energy in your Battle Phase to draw 2 Support Cards from the top of the Deck. It can be used if you have the Titan in the Battle.

NATION CARDS



Can be used **before Phase A of your Turn**. It can be used once-per-Player's Turn.

Card Effect:

Move 1 Infantry Unit to a neighboring Region that you control.

Solo Mode:

If the Automa is playing this Nation, put this card back to the box.



Can be used if, **in the Battle, you only have Infantry Unit(s)**. It can be used once-per-Battle.

Card Effect:

Roll 1 Cavalry Die and adds it to your pool.



Can be used if, **in the Battle**, you have exactly 1 Infantry and your opponent has Cavalry. It can be used once-per-Round.

Card Effect:

Roll 1 Titan Die and add it to your pool.



Can be used if, **in the Battle**, you have Cavalry and your opponent has Artillery. It can be used once-per-Round.

Card Effect:

Roll 1 Artillery Die and add it to your pool.



Can be used **before the Battle** if, in the pending Battle, you will have Cavalry. It can be used once-per-Battle.

Card Effect:

Draw 1 Support Card from the deck.



Can be used if, **in the Battle**, you have Artillery and your opponent has Infantry. It can be used once-per-Battle.

Card Effect:

Add 1 Strength.



Can be used if, **in the Battle**, you are defending and you have Artillery in your army. It can be used once-per-Round.

Card Effect:

Roll 1 Titan Die and add it to your pool.



Can be used **after the Battle**. It can be used once-per-Round.

Card Effect:

Look through the Support Discard Pile and choose 1 Support Card. If the Support Discard Pile is empty, this Card has no Effect.

Solo Mode:

If the Automa is playing this Nation, put this card back to the box.



Can be used **after winning the Battle**, before resolving casualties. You can use it if, during the Battle, your Army was not larger than your opponent's Army. It can be used once-per-Battle.

Card Effect:

After winning the Battle, gain 1 additional Victory Point.

Solo Mode:

If the Automa is playing this Nation, put this card back to the box.



Can be used **after winning the Battle**, but before resolving casualties and awarding Victory Points. It can be used once-per-Battle.

Card Effect:

If you won the Battle, increase Strength by +1.



THE OTTOMAN EMPIRE



I laugh! My three bellies shake when I look at the neighboring pipsqueaks calling themselves countries. So bold and modern they are, threatening to destroy our Ottoman Empire. Fools! They try to divide our lands among themselves, unaware they are merely another pack of unruly dogs. They do not know our laws, they do not kneel before the Sultan. We will soon shackle them and take them in servitude to the Empire. Let them unite, let them win some worthless battles. Although the peoples subordinate to us have risen to rebellion, we will not lose this war.

I know this because I, the Spirit of the Turks, have been wielding the whip for years, and have been smacking the necks of my Janissaries so that they march evenly to battle. My armies never falter; they die for the glory of my country. We need only one ally to complete this victory. So I go to the desert. I struggle with the sun, the wind, and the dust, and I find the right dune. I cleanse myself, raise my hands, bless my whip, and beat on the mold. Striking faster and faster, until the sand parts itself at the sight of my anger and reveals an ancient urn.

I break it open and release the Titan. I watch It grow as big as a mountain. Its four paws are fierce, its sabers drip with venom. Donning a suit of armor made from thousands upon thousands of scorpions, our terrible genie still remembers the times of our darkness. It dismisses my call. And so I produce a golden rope and tell him that he will either support our cause or be strangled by it, just as I strangle the weakest khans and sultans in their sleep. It listens to me finally, dusts the sand off and leads my Turkish army to war. We march on Krakow, Vienna, and Paris.

NATION ABILITIES



Nation Starting Ability:

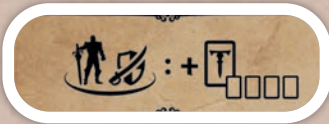
If you have Infantry and Artillery in the Army, gain +1 Strength.



Titan Special Ability:

Your opponent in the Battle resolves their Battle Stage first, then you resolve your Battle Stage.

TITAN ADVANCED SPECIAL ABILITIES



5 Energy

Spend 5 Energy in your Battle Phase to draw 1 chosen Support Card from the 4 revealed cards from the Pool. It can be used if you have the Titan in the Battle.



6 Energy

Before the Battle, spend 6 Energy to move the Titan to the Battle, from the Neighboring Region.

NATION CARDS



Can be used **after winning the Battle** if, at any point during the Battle, you had Infantry in your Army. It can be used once-per-Battle.

Card Effect:

After winning the Battle, gain 1 additional Victory Point.

Solo Mode:

If the Automa is playing this Nation, put this card back to the box.



Can be used **after Phase D of your Turn**. It can be used once-per-Round.

Card Effect:

Deploy 1 Infantry Unit to any one Region you Control.

Solo Mode:

If the Automa is playing this Nation, put this card back to the box.



Can be used if, **in the Battle**, both you and your opponent have Infantry. It can be used once-per-Battle.

Card Effect:

Roll 1 Infantry Die and add it to your pool.



Can be used if, **in the Battle**, you have Cavalry and your opponent has Artillery. It can be used once-per-Battle.

Card Effect:

Roll 1 Infantry Die and add it to your pool.



Can be used if, **in the Battle**, you have 2 or more Cavalry Units. It can be used once-per-Round.

Card Effect:

Roll 1 Titan Die and add it to your pool.



Can be used if, **in the Battle**, you only have Artillery Unit(s). It can be used once-per-Battle.

Card Effect:

Roll 1 Cavalry Die and add it to your pool.



Can be used if, **in the Battle**, you have Artillery and the opponent has Cavalry. It can be used once-per-Battle.

Card Effect:

Add 2 Strength.



Can be used **after winning the Battle**. It can be used once-per-Battle.

Card Effect:

After winning the Battle, draw 1 Card from the Support Deck.



This Card can be used **before the Battle** if you have a smaller Army than your opponent. It can be used once-per-Battle.

Card Effect:

Opponent discards 1 Support Card from their hand.



Can be used **in the Battle**, once-per-Round.

Card Effect:

Discard 2 Support Cards, then roll 1 Titan Die and add it to your pool.

Solo Mode:

If the Automa is playing this Nation, put this card back to the box.

SOLO MODE

SETUP

Solo Mode consists of 12 Automa Cards played against an AI opponent. Solo players should use the last page in this Rulebook as a help-sheet for Solo Mode.

In the Rules below, the AI opponent will be referred to as "Automa." Solo players should familiarize themselves with the basic game rules before playing Solo Mode.

Solo Mode only works with the basic Game Rules. It does not work with expansions or other game modes that are featured in the main Rulebook.

1 Choose one of the 6 scenarios and prepare the game board accordingly.

- Each scenario setup shows which Regions are inactive, what Capitols are placed on the board, and what starting Units are placed for both Nations.
- Both Nations are participating in the game have all their components placed on the table – Nation Board, Nation Cards, Control Tokens, and Miniatures.
- All unused Nation Components are placed back in the game box.

2 Choose one of the two Nations to lead for that scenario.

- Keep all the Nation components for the chosen Nation in front of yourself.
- The Automa Nation components should be kept within easy reach.
- 3 cards marked  are taken away from the Nation Deck belonging to the Automa and placed aside. They will not be used in the game.

3 The Automa Cards are shuffled and placed besides the Main Board.

4 Choose a difficulty level – Basic or Advanced.

- This will affect some of the Automa Cards that are drawn during the game.

5 Shuffle both Nation Decks separately.

6 Draw 3 Support Cards for yourself. You may keep them face-up on the table. Then:

- Pick up 3 Nation Cards from the top of your Deck.
- You may purchase 1 of them by discarding the required number of Support Cards.
- You may decide to place 1 of the remaining Nation Cards on the bottom of the deck.
- Keep the 3 top Nation Cards face-up in front of you as a pool of available Nation Cards.

7 Draw 3 Support Cards for Automa and place them face-down beside the Automa Nation Board.

- Reveal the top Nation Card from the Automa Nation Deck and discard the required amount of Support Cards from the Automa Support Card pile.
- **Note:** Automa Support Cards should always be kept face-down, but in a way that you can see how many cards Automa has. Whenever Automa draws Support Cards, they are placed on the top of the face-down pile. Whenever Automa has to pay for a Nation Card or discard down to the 5 card hand-limit, take the available cards from the bottom of the pile.

8 Shuffle the Mission Cards and place them on the appropriate spot on the game board.

- Draw 2 Mission Cards and keep 1 of them. The other Card is placed on the bottom of the Mission Deck.
- Repeat that two more times, so you have 3 Mission Cards.
- You may keep your Mission Cards face-up beside your Nation Board.

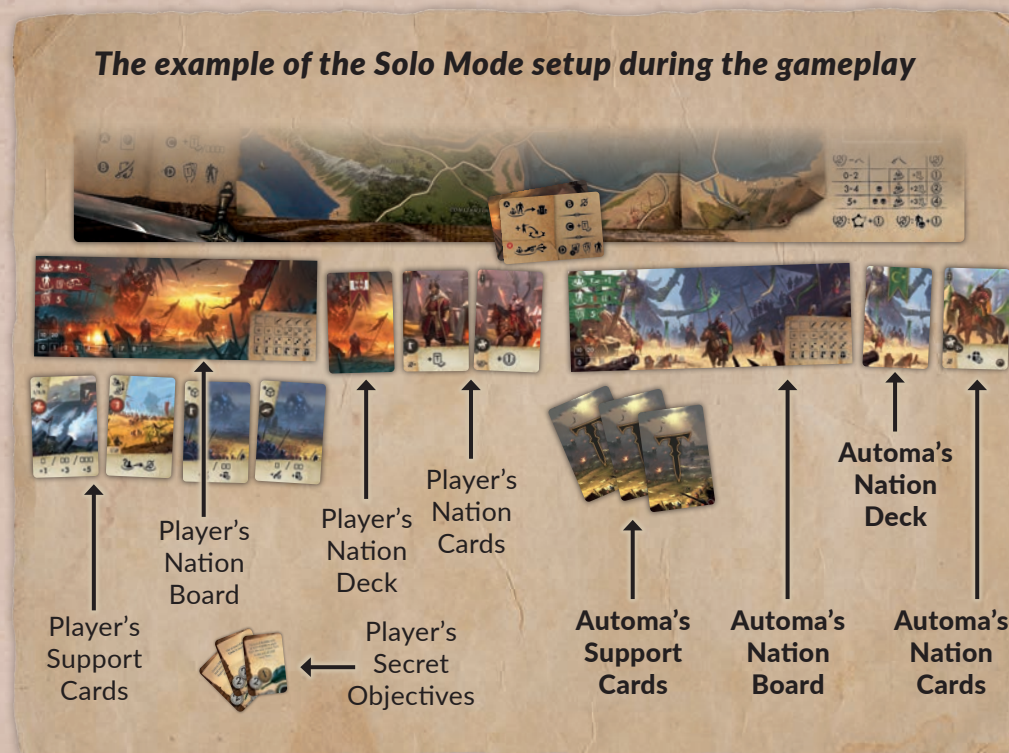
9 Take all 16 Order Cards, shuffle them, and place them on the appropriate spot on the game board.

- Draw 4 Order Cards and place them face-up on the Order Card Pool, then draw 4 more for the Upcoming Order Card Pool.

10 You can now begin the game.

- Note: The last page of this Rulebook can be used as a rule-summary and quick reference for Solo Mode.

The example of the Solo Mode setup during the gameplay



GAMEPLAY OVERVIEW

Solo mode is divided into 3 Rounds. In each Round, you will play 4 Turns. (You will have 12 Turns total over the course of a Solo Mode game.)

The number of Automa Cards, as well as the number of Order Cards, will help keep track of the current Turn.

After 4 Turns, go through the Round Summary and prepares for the next Round.

A Turn is divided into 2 phases:

- Automa's Turn
- Player's Turn

In Solo Mode, you win the game if you gather more Victory Points than Automa. You lose if you gather fewer Victory Points than Automa, or if Automa conquers your Capitol.

AUTOMA'S TURN

1 Draw top Automa Card

Draw the top card from the Automa deck and place it face-up on the used Automa Card pile.

2 Resolve Automa Actions

Each Automa Card has 2 or 3 Actions. Resolve them in the order they appear. In the Basic Mode, Actions marked with ★ are ignored. (Detailed descriptions of the Actions and the rules for resolving them are found later in this Rulebook.)

3 Battles

Resolve any Battles that Automa has initiated. If there are 2 Battles, resolve them in the order in which they were initiated.

4 Draw 1 Support Card

Draw the top Support Card from the deck and place it face-down on top of the Automa Support Card pile.

5 Clean-up Phase

If Automa exceeds its Support Card Limit, discard the excess number of Support Cards from the bottom of Automa's hand.

If Automa's Titan is defeated, place It on the Region containing the largest Automa Army. If there are two, equally large Armies, choose one.

6 Discard 1 Order Card

Each Automa Card shows a number (I - IV). That number corresponds to the number below the Order Pool on the game board. Discard the indicated Order Cards, leaving Automa with 3 Order Cards to choose from.

PLAYER'S TURN

1 Choose 1 of the 3 available Order Cards and resolve the Actions

2 Battle(s)

3 Draw 1 Support Card

4 Clean-up Phase

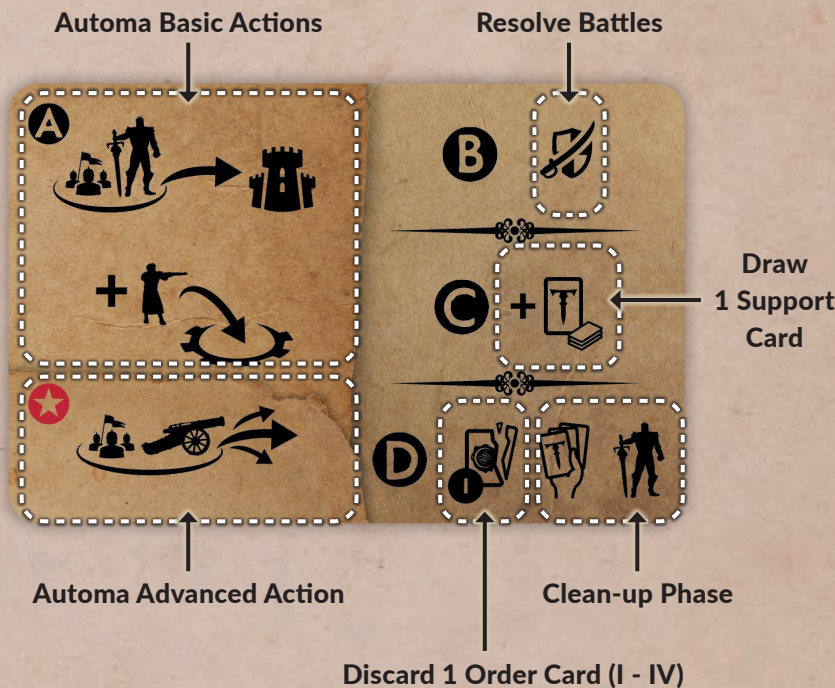
5 Discard 2 remaining Order Cards and reveal new ones

Note: Your Turn is nearly identical to a player's turn in the Basic Game Mode. The only difference is the 5th Step. Discard the 2 remaining Order Cards in the Pool. Then, the Upcoming Orders become the available Pool, and you draw 4 new Cards to create the Upcoming Order Pool. If there are no more cards in the Order Deck, there is no Upcoming Order Pool and the next Turn will be the last one in that Round.

AUTOMA'S TURN DETAILS

Automa Actions

- Resolve Automa Actions from the top to the bottom.
- On the basic difficulty level, dismiss Actions marked with ★.
- If an Action cannot be resolved, dismiss it completely.
- Most of the Automa Actions indicate a specific Region or Army and what happens with that Army/Region.



ARMY SYMBOLS

Symbols that indicate an Army are:

	the Army that has the most Units among all Automa Armies.
	the Army that has the least Units (minimum 1) among all Automa Armies.
	the Army that has at least 1 Artillery Unit in it.
	the Army that has a Titan in it.

REGION SYMBOLS

Symbols that indicate an Region are:

	region with Automa Capitol.
	empty Region controlled by Automa.

ACTION SYMBOLS

Symbols that show what Action happens with the indicated Army/Region:

	1 Capitol Movement
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Choose the shortest path for the indicated Automa Army to your Capitol and move the whole Army 1 Region on that path.

If 2 or more Regions would bring the Army closer to the Capitol (ie. there are two equally short paths to the players Capitol), choose among them in the following order:

- 1) Empty Region controlled by the player.
- 2) Empty uncontrolled Region.
- 3) Region controlled by the player's smallest Army.
- 4) Region controlled by Automa's smallest Army.

	1 Expansive Movement
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Move the indicated Army to the neighboring Region using the following pattern:

- 1) Empty Region controlled by the player.
- 2) Empty uncontrolled Region.
- 3) Region controlled by the player's smallest Army.
- 4) Region controlled by Automa's smallest Army.

Reminder: The order for choosing Regions for Capitol and Expansive Movement is depicted on the back of this Rulebook.

AUTOMA CONTROL TOKEN LIMIT

If Automa has placed all the control tokens on the empty Controlled Regions, it ignores all Movement that would force it to lose control of a Controlled Region.

Reminder: Capitol Miniatures act as Control Tokens.



1 Infantry Unit appears on the indicated Region

If there are no Infantry Units in Automa's Pool, dismiss that action.



1 Unit, the strongest available, appears on the indicated Region

If there is Artillery available in Automa's Pool, place it on the Region. If there is no Artillery, place 1 Cavalry. If there is no Cavalry, place 1 Infantry.



Automa purchases a Nation Card

Reveal the top Nation Card from Automa's Nation Deck and discard the required amount of Support Cards from the Automa's Support Card hand.

To pay the cost, take the required amount of Support Cards randomly from Automa's hand and place them on the Discard Pile.

If there are not enough Support Cards in Automa's hand, place the drawn Nation Card on the bottom of the Automa Nation Card Deck and draw 1 face-down Support Card for Automa instead.

ARMY LIMIT RULE

If any Automa Action or Battle retreat movement would cause it to create an Army that exceeds the Battle Dice limit (3 Infantry, 2 Cavalry, 1 Artillery), choose the next best option for that Action, or retreat.

Examples:

- 1) If Expansive Movement would cause Automa to join a Battle and create an Army with 3 Cavalry Units, choose the next best option on the list in the "Expansive Movement" Action description.
- 2) If Capitol Movement would cause Automa to create an Army with 4 Infantry Units, choose the next best option on the list in the "Capitol Movement" Actions when moving the indicated Army closer to your Capitol. If there are no Regions that would move the indicated Army closer to the Capitol, ignore the Action altogether.

BATTLE FRONT RULE: REGIONS

If there are two or more Regions that fit the description of the Action, **pick the one closest to the Battle Front**.

Battle Front refers to the **Region neighboring with the largest number of player's Regions**.

2 Regions fit to the description of the Action



- 1 The smallest Automa's Army on the map is the 1 Cavalry Unit.
- 2 The Army isn't neighboring with any empty Region controlled by the player, so the Army moves to the empty, uncontrolled Region.
- 3 There are two empty uncontrolled Regions, so automa's Army moves to the Region neighboring the largest number of Regions controlled by the player, according to the **Battle Front Rule**.

In case of a tie, if two or more Regions fit the Battle Front Rule, **pick the Region (among the tied) that neighbors the largest number of empty Regions**.

In case of a further tie, pick among the tied Regions.

2 Regions fit the Battle Front Rule



- 1 The smallest Automa's Army on the map is the 1 Cavalry Unit.
- 2 The Army isn't neighboring with any empty Region controlled by the player, so the Army moves to the empty, uncontrolled Region.
- 3 Both empty uncontrolled Regions neighboring the largest number of Regions controlled by the player, so automa's Army moves to the Region (among the tied) that neighbors the largest number of empty Regions.

BATTLE FRONT RULE: ARMIES

Apply the same **Battle Front Rule** (page 13), if there are two or more **Armies** that fit the description of the Action.

First, **pick the one closest to the Battle Front** (Region neighboring with the largest number of player's Regions).

In case of a tie, if two or more Armies fit the Battle Front Rule, **pick the Army** (among the tied) **that neighbors the largest number of empty Regions**.

In case of a further tie, pick among the tied Armies.

2 Armies fit to the description of the Action



- 1 Both **largest Automa's Armies** are in the same distance to the **player's Capitol**.
- 2 The first of them may move to the Region neighboring **1 Region** controlled by the player's Army.
- 3 The second - the Region neighboring **2 Regions** controlled by the player's Control Token and Army, so the second one moves.

BATTLES

Battles are resolved the same way as in the Basic Game Mode:

- 1) Both sides roll Dice for their Controlled Units in the Battle.
- 2) Defender takes their Battle Stage.
- 3) Attacker takes their Battle Stage.
- 4) The Battle Outcome is resolved.

In Battles, you will handle Automa's Dice rolls and resolve Automa's Battle Stage in a specific order. Depending on the Battle, Automa may take its Battle Stage first or second.

Only when it's time to resolve Automa's Battle Stage will Automa's Battle Strength be revealed, following the specific Battle Scheme.

AUTOMA BATTLE STAGE

- 1 **Use the Automa Nation Starting Ability, if it's applicable in that Battle.**
- 2 **Use all active Automa Nation Cards that may be used in that Battle.**
 - Use all Nation Cards that work once-per-Battle and ensure Automa meets the requirements for those cards.
 - Use all Nation Cards that work once-per-Round and ensure Automa meets the requirements for those cards. After using them, rotate them 90°.

Note: Do not use a Nation Card that would have no effect on Automa's Strength at this point (e.g. it adds Battle Dice that are unavailable in Automa's pool).
- 3 **Reveal all of Automa's Support Cards.**
 - Use all the Support Cards for which the Requirement in that Battle is met. Cards are used in this priority order: **Move 1 Unit** > **Add Strength** > **Add Die**.
 - **Move 1 Unit explanation:** Move the strongest Unit from a neighboring Region that will add a Die to Automa's Pool. After moving the Unit, check if that allows Automa to use any Nation Cards or play more Support Cards.
- 4 **Rerolls**
 - If Automa has at least 1 Support Card in the pile and at least 1 Die with the lowest possible result, discard any 1 Support Card from Automa's pile and reroll all Dice showing the lowest possible result.
 - That step is repeated until there are no Support Cards in Automa's pile or there are no Dice showing the lowest possible result.
- 5 **Shuffle remaining Support Cards**
 - If Automa has any more Support Cards, shuffle them and places them in a face-down pile beside Automa's Nation Board.

Automa Battle Strength Difference Limit

If Automa is taking its Battle Stage second and reaches the maximum possible Strength difference, dismiss any other actions it may take and end Automa's Battle Phase.

For example: You attack Automa with an Army of 3 Units. You roll and get a Strength of 5. Automa then goes through the Battle Phase first, and if it reaches Strength 10 or more at any point, you dismiss any following steps Automa might take, and shuffle its remaining Support Cards face-down.

If Automa is fighting against a an Army of 1 Unit, the Strength Difference Limit for that Battle is 3.

Automa retreat

If Automa has lost the Battle as an Attacker, it retreats to the Region(s) it moved from.

If Automa has lost the Battle as the Defender, it retreats to the neighboring Automa Region in the following priority order:

- 1) Automa Capitol Region
- 2) Empty controlled Region closest to the Automa Capitol
- 3) Controlled Region closest to the Automa Capitol with the smallest Army

END OF THE ROUND

After each Round, go through the normal steps of the Round summary, with a few changes:

In the first Step, Automa is awarded 2 Victory Points per Region it controls, instead of 1.

In the Reinforcement Phase, Automa goes second. Automa always draws 2 Support Cards from the top of the Deck and, in the second step, purchases a Nation Card following the Rules explained before.

END OF THE GAME

Solo Mode can end in two ways. Either the 3rd Round ends, or your Capitol has been defeated. Automa immediately wins the game if your Capitol is lost..

After the 3rd Round is over, count your and Automa's Victory Points. You win if you have more Victory Points. Automa wins if there is a tie or it exceeds your Victory Points.



SWEDISH TITAN

If Automa is playing the Kingdom of Sweden and the Titan is in the Battle, it is allowed to play 1 Support Card without meeting the requirement. Choose such a card with this priority order: Move 1 Unit > Add Strength > Add Die.



RUSSIAN TITAN

If Automa is playing the Tsardom of Russia and the Titan is in the Battle, reroll 1 Die from Automa's Pool.

The rerolled Die is the strongest Die showing the lowest possible result. The priority order: Titan Die 2 > Artillery 1 > Cavalry 1 > Infantry 0.

If there are no Dice with the lowest possible result in Automa's Pool, ignore that step.



POLISH-LITHUANIAN COMMONWEALTH TITAN

If Automa is playing the Polish-Lithuanian Commonwealth and the Titan is in the Battle, discard 1 Support Card from Automa's pile and change 1 Die to the maximum result.

The changed Die is the strongest Die showing the lowest possible result. The priority order: Titan Die 2 > Artillery 1 > Cavalry 1 > Infantry 0.

If Automa doesn't have any Support Cards, or if there are no Dice with the lowest possible result in Automa's Pool, ignore that step.

SCENARIO SETUP

SOLO MODE





SOLO MODE SCENARIOS

Each Scenario for Solo Mode can be played by choosing to lead either of the two Armies involved. The Main Board setup is identical regardless of the chosen Army.



SOLO MODE CAMPAIGN

B



SOLO MODE CAMPAIGN

In Solo Campaign the **player lead the Polish-Lithuanian Commonwealth** through the most important wars of the 16th and 17th centuries. Below you find the first of eight Scenarios. Others are available online.

The rules for setting up the game and the gameplay during the Solo Campaign are almost the same as for the Solo Mode. All exceptions to the basic rules are included in the descriptions of individual Scenarios. All solo scenarios are played on side **B** of the Main Board.

In the Solo Campaign, Automa is called the Enemy General. The Enemy General's Units are deployed according to the Scenario. The player places their Infantry Units according to the Scenario, and then freely deploys 1 Cavalry Unit, 1 Artillery Unit, and - unless the Scenario says otherwise - the Titan on the Regions with their Infantry.

In the Solo Campaign, the Enemy General performs Advanced Actions  from the Automa Cards.

At the end of each Scenario, record the number of Victory Points earned by the player and the Enemy General. They will be needed for the final summary of the Campaign result.

SCENARIO 1 - BÁTHORY

The second half of the 16th century was a time of long, bloody war between the Polish-Lithuanian Commonwealth and the Russian Empire, Sweden and allies. The conflict, which dates back many years, is exacerbated by competition for Livonia. Tsar Ivan IV the Terrible personally heads the army to lead them to fight for these Baltic territories. The forces of the Russian Empire set out to conquer and plunder.

In the Polish-Lithuanian Commonwealth, the period of interregnum and fights over the crown ends. Stefan Báthory sits on the throne. Fate is not kind to him - from the beginning the new king has to face a huge threat coming from the east, which is increasingly prevailing in the lands of the Commonwealth.

Russia's tsar will not rest until his country has gained access to the Baltic Sea, which will allow it to gain a strong position in Europe. On the other hand, the new king of Poland has too much to lose, so he has to do everything to win.

The war for Livonia is just beginning.

SCENARIO SETUP

- 1 Four Regions marked with Victory Points are Livonia. Taking control over them allows the player to gain additional Victory Points at the end of the Round:
 - 1 additional Victory Point for each Livonia Region controlled at the end of the 2nd Round;
 - 2 additional Victory Points for each Livonia Region controlled at the end of the 3rd Round.



- Livonia Region

- 2 The Automa's Action "1 Capitol Movement" does not apply to the player's Capitol. Automa's Army makes a movement toward the nearest Livonia Region.
- 3 Contrary to the basic rules of Solo Mode, the player does not lose automatically when the Enemy General conquers their Capitol. The game ends automatically at the end of the Round, after which the player or the Automa controls all four Livonia Regions. In this case, the one who controls Livonia, wins. If this does not happen, the game ends after the 3rd Round, and you count gathered Victory Points.
- 4 The defeated Titan of the Automa is reborn in its Capitol.
- 5 The Region marked with the Starting Player Token (in the Solo Campaign called Crown Token) allows the player to complete the Cossack Rise side quest. To complete this side quest, player have to control the indicated Region at any time during the game. Completing this quest affects the gameplay later in the campaign.

The army of the Polish-Lithuanian Commonwealth, appearing there, is motivating the Cossacks to fight the Russian Empire. Brave and tough Cossacks from that moment will bother the Russian Empire, weakening its position and morale of units.

END OF THE GAME

Save the game result and additional information about the game in a table available online with other materials for the Solo Campaign.

MORE SCENARIOS

A historical Solo Mode Campaign is available online in a print-and-play version. This scenario is the first one in that Campaign, setting the stage for the whole Campaign. The whole Campaign can be found in the Files section of Titans' BGG listing, or in our social media.

AUTOMA'S TURN (page 11)

- 1 Draw top Automa Card
- 2 Resolve Automa Actions in Order they appear
- 3 Resolve Battles initiated by Automa
- 4 Draw 1 Support Card for Automa
- 5 Clean-up Phase - Support Card Limit / Defeated Titan
- 6 Discard 1 Order Card (I - IV)

SYMBOLS (pages 12-13)



1 Capitol Movement
If 2 or more Regions would bring the Army closer to the player's Capitol, they move the Army in this order:
1) Empty Region controlled by the player,
2) Empty uncontrolled Region,
3) Region controlled by the player's smallest Army,
4) Region controlled by Automa's smallest Army.



1 Expansive Movement
The player moves the indicated Army to the neighboring Region in this order:
1) Empty Region controlled by the player,
2) Empty uncontrolled Region,
3) Region controlled by the player's smallest Army,
4) Region controlled by Automa's smallest Army.



1 Infantry Unit appears on the indicated Region.



1 Unit, the strongest available, appears on the indicated Region.



Automa purchases a Nation Card.

AUTOMA BATTLE STAGE (page 13-14)

- 1 Use the Automa Nation Starting Ability, if it's applicable in that Battle.
- 2 Use all active Automa Nation Cards that may be used in that Battle.
- 3 Reveal all of Automa's Support Cards.
 - Use all the Support Cards for which the Requirement in that Battle is met. Cards are used in this priority order: **Move 1 Unit** > **Add Strength** > **Add Die**.
- 4 Rerolls
 - If Automa has at least 1 Support Card in the pile and at least 1 Die with the lowest possible result, discard any 1 Support Card from Automa's pile and reroll all Dice showing the lowest possible result.
 - That step is repeated until there are no Support Cards in Automa's pile or there are no Dice showing the lowest possible result.
- 5 Shuffle remaining Support Cards
 - If Automa has any more Support Cards, shuffle them and places them in a face-down pile beside Automa's Nation Board.



the Army that has the most Units among all Automa Armies.



the Army that has the least Units (minimum 1) among all Automa Armies.



the Army that has at least 1 Artillery Unit in it.



the Army that has a Titan in it.



region with Automa Capitol.



empty Region controlled by Automa.