



# BARON VON AUTOMAT – SOLO RULES

In these rules, “the Baron” or “it” refers to the solo opponent, while “you” refers to the lone human player. You can play against one or two copies of the Baron, simulating a 2- or 3-player game, respectively. The steps that follow are for the setup of a single Baron opponent. If you wish to play against two, simply repeat the relevant steps of setup but use the 3-player setup of the core rules instead; additionally, both opponents will share one Logic deck.

# SOLO COMPONENTS

1 SIX-SIDED SOLO DIE (WITH VALUES: 1, 1, 2, 2, 3, 4)



15 LOGIC CARDS



# SETUP

Set up the game for 2 players but with the following changes.

1. Select an Experiment for yourself and a random Experiment for the Baron.
2. Set up for the Baron.
  - A. Return the Baron's player board, Experiment board (and the 2 Special Action tiles if this was Experiment B), Turbine Effect tile, and 8 Technology tiles to the box - you only need the action tiles.
  - B. Choose a color for the Baron, then separate Urban tiles by type, its Turbines and Mines. Place them in its supply. Stack the Urban tiles by type from bottom to top as follows: III, IV, II, I. Create three such stacks, one for each Building type.
  - C. Put aside its special directive tile. Take two unused Action tiles (without dots), and shuffle them together with the Baron's Starting Action tiles, then put them face up in a queue of six tiles. Finally, put the Baron's special directive tile **face down** at the end (right) of this queue; the Baron's special directive tile will be referred to as the "stopblock."
  - D. Give the Baron 3 Thaler and 3 Workers.
  - E. Place the Baron's Victory Point marker on the "0" space of the point track and its three Milestone markers on the milestone spaces on the sideboard as usual. Place another one of its Milestone markers on the "1" Achievement space (without removing the Nucleum). Return its remaining markers to the box.
  - F. Return the Baron's Income markers to the box.
  - G. Do not give the Baron an Initial Contract.

3. Reveal an additional Setup card, and place one of the Baron's Urban tiles in the city indicated on the first row of the card.
  - A. If the revealed card shows no city on the first row or it shows a city not present on the map (Karlsbad or Görlitz), draw another card.
  - B. Place the top tile of a type that is legal in that city ignoring the red bordered spaces and the Government building spaces; if multiple such options exist, choose a building with lowest energy requirement. If there's a tie, choose randomly between the main three types (Residential, Factory, Laboratory).
4. If you are already experienced with the game and wish to increase the difficulty, select one or more of Frederik's Challenges to use.
5. Shuffle the 15 Logic cards to form the Logic deck. Place this deck face down along with the solo die in the Baron's player area.
6. You take the First Player marker.





3

2E




2C



5



2D



SETUP

3

## YOUR TURNS AND GENERAL GAMEPLAY

You take your turns normally, as described in the core rules.

If you use any of the Baron's Turbines to Energize, you must pay 1 Thaler per Turbine it owns (as usual), but the Baron receives VP instead of the Thaler—your Thaler goes to the supply.

If you match one of the Baron's tiles when building railways, the Baron resolves its action as described under "Regular Turn," if able (see page [6]). When a railway link is completed, the Baron gains 1 VP instead of **each** point of VP income it would gain, while you gain your rewards normally.

If you trigger an endgame condition, place the Endgame Condition marker on the space for the condition just met and receive the 3 VP as usual. The Baron never triggers the 70 VP condition nor the 8 Technologies condition, but it can trigger the other two (empty Action Tiles stack and empty Contracts stacks).

## THE BARON'S TURN

### THE LOGIC DECK

When resolving the Baron's turn, you may be instructed to draw a card from the Logic deck. This card is used for the Baron's **entire current turn**; if another action requires another card to be drawn, use the **same card** that was drawn before. At the end of the Baron's turn, discard the used Logic card.

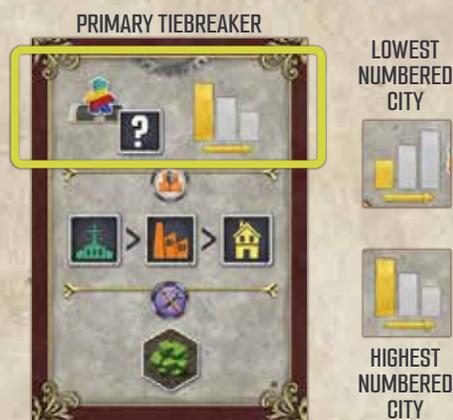
Every Logic card shows a **primary tiebreaker**, indicating **highest** or **lowest**. This points to the reference number of a city and will be used in multiple procedures. (I.e., if you need to select a city and the current Logic card shows highest, select the city with the **highest** reference number among the possible options.)

When selecting a link, choose one that is touching the city indicated by the Logic card's tiebreaker (i.e. with the highest/lowest reference number among the possible options). If you have to select among multiple links touching the same city, start from the top of the city and proceed clockwise to find the first eligible link.

If at any point you need to draw a card from the Logic deck and the deck is empty, reshuffle all the Logic cards in the discard pile and create a new draw deck to draw from. If playing against two copies of the Baron, they use a shared Logic deck.

On the Baron's turn, it prioritizes taking a Recharge Turn, Railway Turn, then Regular Turn. Resolve the Baron's turn using the following steps:

1. The Baron takes a **Recharge Turn** (see page [9]) if either of the following conditions are met (skipping all remaining steps listed here):
  - A. The stopblock is at the front (left) of the queue, or
  - B. The Baron has no Workers **and** no Thaler in its supply.
2. If neither of the above conditions is met, roll the solo die to select an Action tile in its queue, counting from the left. If the selected tile is the stopblock or after the stopblock, the Baron selects the tile immediately to the left of the stopblock instead.
3. Determine which type of turn the Baron will take with the selected tile:
  - A. It takes a **Railway Turn** (see page [5]) if the selected tile meets at least one Railway requirement (see "The Baron's Railway Requirements").
  - B. Otherwise, it takes a **Regular Turn** (see page [6]).
4. Resolve the turn using the selected Action tile.
5. If it was a Regular Turn, move the selected tile to the (rightmost) end of the queue. Shift the tiles to the left to close up any gaps in the queue.
  - A. If the Baron forfeited **both** actions during a Regular Turn, return to step 1 to try again; otherwise, the Baron's turn is over.



# RAILWAY TURN

## THE BARON'S RAILWAY REQUIREMENTS

The Baron wants to place its selected tile on the map if a) it has at least 1 Worker, b) the Main action(s) (non-Subsidize) depicted on the tile are present on at least one more tiles in the Baron's queue - the Baron **never gets rid of the last tile depicting a Main action(s) (non-Subsidize)**, and c) **any** of the following apply:

- I. The selected tile can complete a rail line of two railway spaces or more and at least one of the tile's two sides will create a color match.
- II. The selected tile can complete a rail line of a single railway space and **both** of the tile's sides will create a color match (even if this starts a new network).
- III. *This condition is only possible on the 3/4-player map:* The selected tile can continue an incomplete rail line of three railway spaces with at least one of the Baron's links in it and at least one of the tile's sides will create a color match.
- IV. The selected tile can extend one of the Baron's existing networks that contains at least one of its own Buildings, Mines, or Turbines by starting an incomplete link (or completing a rail line of a single railway space) and at least one of the tile's sides will create a color match.

To summarize, as a principle, the Baron aggressively finishes rail lines (even the ones you started); otherwise, it extends its own network.

The Baron places the selected tile on the map onto the space where it met one of the Railway requirements, along with one of its available Workers. If multiple spaces meet the requirements, the Baron prefers meeting the I. requirement over meeting the II., and so on. Among spaces meeting the same requirement, the Baron prefers one that can create two color matches over creating one match. If still tied, reveal a Logic card and use the primary tiebreaker as described on page [4] to select a link.

Place the tile in the following way on the chosen space:

- If both sides can create a color match, place it so that they do.
- If either side can create a color match, the Baron prefers matching an action in the following priority order: Urbanize > Industrialize > Develop > Contract > Energize > Subsidize (ignoring actions unavailable due to lack of Thaler).

- If only one side can create a color match, place it so that it does.
- If the Baron can choose between what to match with, it prefers to match its own tile > a city > (in 3-player game) another Baron's tile > your tile.

Then, resolve every matching action in this priority order: Urbanize > Industrialize > Develop > Contract > Energize > Subsidize. If a matched action cannot be resolved or is unavailable, the Baron forfeits it. Then, if your action was matched, you may perform yours normally. When a railway is completed, the Baron gains 1 VP instead of each point of VP income it would gain, while you gain your rewards normally.

**EXAMPLE:** *The tile that Baron (Red) wants to use is Industrialize/Energize. Baron still has Workers and Thaler in its personal supply. Also, there are other tiles with these actions in the queue, so Baron can use the selected tile as a railway.*



*The selected tile can complete a rail line of two railway spaces (started by Blue player) between Praha and Aussig, and at least one of the tile's two sides will create a color match (in fact both match).*



*Then, Baron resolves Industrialize action and Energize action (in that order). The Blue player gets 2 Achievement tokens. Finally the action tiles are flipped, Blue player increases VP income by 2 steps, and Baron gains 2 VP.*

## REGULAR TURN

On a Regular Turn, resolve both actions shown on the selected tile in the following priority order: Urbanize > Industrialize > Develop > Contract > Energize > Subsidize. The Baron always ignores all modifiers (discount, bonus, etc.) on Action tiles; it only pays for actions when explicitly mentioned in the actions' descriptions. If the Baron has no Thaler remaining, consider the Urbanize, Industrialize, and Energize actions unavailable: if such an action appears on the selected tile, the Baron forfeits the action.



### URBANIZE

**NOTE:** *Unavailable if the Baron has no Thaler*

Draw a Logic card. Use the Urbanization preferences depicted on it to select one of the three Building type stacks. The Baron builds the top tile of the indicated most preferred Building's stack. If either the stack is empty or there are no legal spaces on which to place the tile of that type within the Baron's network(s), continue to the next preference.

Then, the Baron selects a city within one of its networks where that Building type can be legally built using the following priority order:

1. Connected via completed rail lines to a power plant, **preferably one with a Nucleum**.
2. Praha.
3. A city in which the Baron does not yet have an Urban Building tile.
4. If multiple options still remain, use the Logic card's primary tiebreaker to select a city.

Within that city, the Baron places its Building on a legal urban site, preferring single-icon space > double-icon space > red space. The Baron does not pay for placing on red spaces.

The Baron must pay 1 Thaler after it has placed an Urban Building.

**EXAMPLE:** *The middle section of the Logic card shows priority list for Urbanize action. Baron wants to build a Factory.*



*It has presence in Dresden, Praha and Aussig, but only Dresden has a space for a factory.*



*Baron places a level 1 factory from the top of the stack in Dresden and pays 1 Thaler.*



### INDUSTRIALIZE

**NOTE:** *Unavailable if the Baron has no Thaler*

Draw a Logic card. Use the Industrialization preferences depicted on it to determine whether the Baron wants to build a Mine or a Turbine. Alternatively, the depicted icon may show "fewest built" (if tied, the Baron builds a Turbine first). If the Baron cannot build the selected type (because either all four have been built or no valid space is available in its network(s)), it attempts to build the other type. If neither can be built, the Baron forfeits its action.

If the Baron can choose between multiple cities, it prefers the one that's also in **your** network. For **Turbines**, it prefers to build at **power plants with Nucleums**. For **Mines**, the Baron prefers to build on **spaces with a higher Uranium bonus**. Among equally preferred cities, use the Logic card's primary tiebreaker shown on the Logic card to select a city. Among equally preferred spaces in the same city, the Baron prefers to build on non-red spaces (for both Turbines and Mines). Since the Baron does not place Uranium cubes on the Mine tiles, it does not matter in

what order its Mine tiles are placed. The Baron does not pay for building on red spaces.

The Baron must pay 1 Thaler after placing a Mine or Turbine.

**EXAMPLE:** *The Logic card shows that Baron should build whichever he has less on the board - Turbines or Mines.*



However, it did not place any Turbines or Mines yet. Baron does not have a presence in a city with a power plant, but it has a presence in Aussig, so it places a Mine from the top of the stack there. It pays one Thaler for that.



## DEVELOP

From the following list, choose (in order) two of the steps that would result in the Baron acquiring at least one Action tile (removing tiles from the offer immediately when the conditions are met):

1. The Baron takes the rightmost (cheapest) tile from the market that shows a Main action (non-Subsidize) the Baron has only one of in its queue (regardless if it's before or after the stopblock).
2. The Baron takes the rightmost (cheapest) tile from the market that shows a Main action (non-Subsidize) that appears in the offer only once.
3. The Baron takes the rightmost (cheapest) tile from the market.

If neither of the first two steps apply, the Baron gains a single tile; otherwise, it will gain two Action tiles.

Place the newly acquired tile(s) (in the order they were taken) to the **front** (left) of the Baron's queue, then refill the market. If this reveals the last Action tile, place the Endgame Condition marker on the space for the condition just met, and the Baron scores 3 VP.

**EXAMPLE:** *These are Baron's tiles. It selected the tile with Develop action.*



It chooses the cheapest tile with a Main action it has only one of (Contract action, shown in green), and the cheapest tile with a Main action that appears in the offer only once (Energize action, shown in red).



Then, Baron adds the new tiles to the queue, performs the second action from the activated tile (if possible) and finally moves it to the back (arrow).



## CONTRACT

If the Baron has three face-down Contracts in its play area, it does **not** take another Contract but receives 1 Thaler instead.

Otherwise, the Baron takes the highest-scoring Silver Contract. If the Baron has already recharged once, it takes the highest-scoring Gold Contract instead. In a tie, it selects the Contract with higher leveled Technology; if still tied, the Baron takes the topmost tile.

Then, refill the Contract offer. If this reveals the last Contract tile, place the Endgame Condition marker on the space for the condition just met, and the Baron scores 3 VP.

The Baron receives the VP printed on the Contract and converts any gain Technology to VP equal to their level (receiving those VP as well), ignoring any other printed benefits. Place the resolved Contract tile face down in the Baron's player area.

**EXAMPLE:** *Baron is still before its first recharge and takes a Contract action, so it can only take a Silver contract. It chooses the 6 Achievement contract (since the other one is worth only 1 VP to the Baron) and gains 4 VP.*



## ENERGIZE

**NOTE:** *Unavailable if the Baron has no Thaler*

The Baron can only energize an Urban Building (either its own or a Neutral one) if the Building in question meets both of the following conditions:

- It is connected to a power plant (via completed rail lines belonging to you or the Baron, as usual).
- That power plant is connected to a coal production area and/or at least one of the Baron's Mines.

If no such Building exists, the Baron forfeits this action. Otherwise, it spends 1 Thaler and selects a Building to energize, in this priority order:

- Its own Government building,
- Its own Building with a lower requirement, or
- a Neutral Building.

If there are multiple equally preferred Buildings the Baron could energize, reveal a Logic card and use the primary tiebreaker to choose among them.

If possible, Baron chooses a power plant in his own network. If the power plant is connected to one or both coal production areas, the Baron imports 1/2/3/4 coal (without paying Thaler) depending on the level of the Building (I/II/III/IV), always importing the cheapest one and always from the area that has the most coal with the cheapest cost first (choosing randomly if tied). For a Neutral Building, the Baron imports 1 coal.

The Baron scores **1 VP per Turbine** it owns in the same network as the activated power plant. If the power plant has a Nucleum, the Baron also scores **1 VP per Mine it owns** in the same network as the activated power plant. It never activates your Turbines, thus never paying you Thaler.

Finally, flip the selected Building to its energized side, ignoring all benefits.

**EXAMPLE:** *Baron performs Energize action from the tile [A]. It wants to energize the Neutral Urban Building in Praha [B] that is connected to the power plant with Nucleum [D]. There is no connection to Coal, but there is Baron's Mine in Aussig [C], so Baron can perform the action. It will pay one Thaler, flip the building and gain 1 VP for its own Mine in the same network.*



# SUBSIDIZE

	The Baron gains 1 Thaler or 1 Worker, whichever it has fewer of, gaining the 1 Worker if tied. If there are no more Workers in its supply, it gains 1 Thaler.
	The Baron gains 1 (or 2) Thaler and 1 (or 2) VP.
	The Baron gains 1 (or 2) Workers. For each Worker it cannot gain (due to the Baron's supply being empty), it gains 3 VP instead.
	The Baron gains 3 (or 6) VP.
	The Baron gains 1 (or 2) VP.
	The Baron gains 3 VP.
	The Baron gains 3 VP — without paying 1 Thaler.

# RECHARGE TURN

When it recharges, the Baron gains 4 Thaler and 3 Workers (if it cannot gain more Workers due to its supply being empty, the excess is simply ignored). Then, the Baron places its milestone marker on the milestone track **six spaces** above its previous milestone marker (including the one placed during setup). The Baron does not trigger the construction of Nucleums (nor the level 3 Technology reward). It places its milestone markers only for the purposes of King's Day Scoring.

Discard all of the Baron's face-down Contracts.

Finally, move the stopblock to the end of the queue, sliding the other tiles to the front to close any gaps.

**EXAMPLE:** *It is Baron's first recharge. It gains 4 Thaler and 3 Workers. It puts the milestone marker on "7" on the milestone track. It triggers King's Day Scoring, because the Blue player already recharged earlier. Baron gains 6 VP and Blue player gains 2 VP.*



*Then, Baron discards the face down Contracts from its player area and moves the stopblock to the end (right) of the queue.*



## KING'S DAY SCORING

King's Day Scoring is unchanged from the core rules, triggered when both you and the Baron have recharged the first, second, and third time.

## END OF THE GAME

The end of the game is triggered in two ways:

- **Two** (not three) of the four Endgame Condition markers have been placed.
- The Baron has Recharged three times (or if playing against two Barons, once they both have Recharged three times).

Either way, finish the current round and then you and the Baron play one additional turn as in the multiplayer game. However, the Baron takes two Energize actions **without** paying Thaler on its last turn instead of its usual selection procedure.

## FINAL SCORING

Your score is calculated normally, as described in the core rules. The Baron scores its energized Urban Buildings normally and scores all four milestone conditions, regardless of where its milestone markers are:

- It scores 2 VP for each time it meets the lowest milestone condition.
- It scores 4 VP for each time it meets the second milestone condition.
- It scores 6 VP for each time it meets the third milestone condition.
- It scores 8 VP for each time it meets the top milestone condition.

The Baron scores 1 VP for each of its remaining Thaler and Workers.

**EXAMPLE:** Baron has 85 VP gained during the game. For energized Urban Buildings it gained 32 VP. For resources it gained 11 VP. Finally it scores the milestone track:

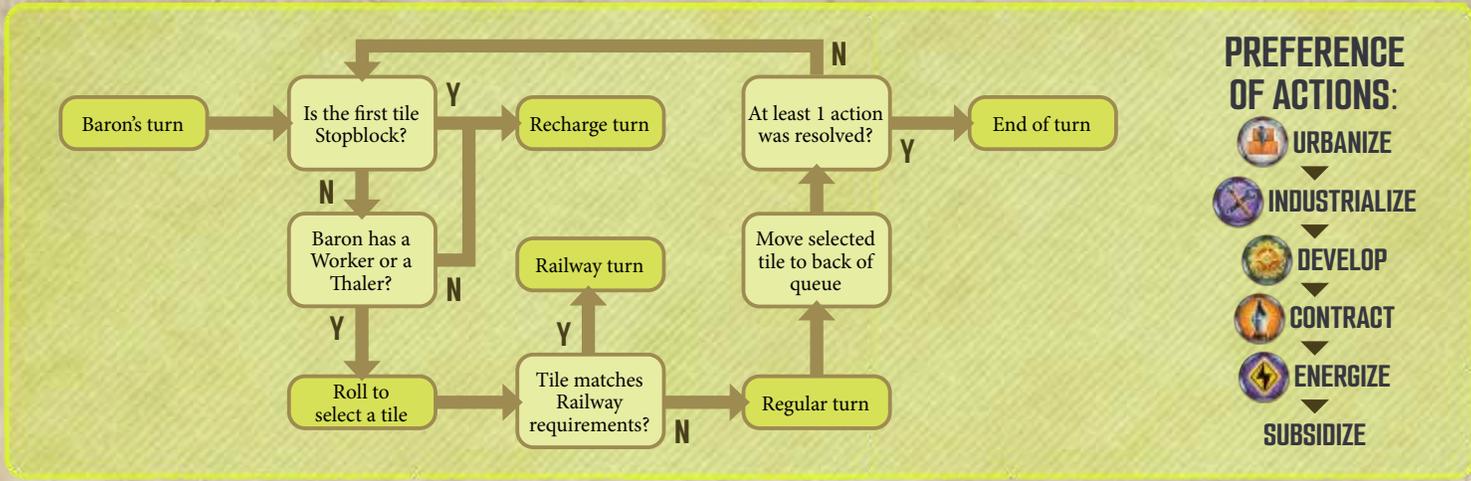
Baron gains 2 VP for built Laboratory, because it has only 1. For the pairs of built Urban buildings it gets 12 VP ( $3 \times 4$  VP for 6 built Urban Buildings). It has 3 built Factories, so it gets 18 VP ( $3 \times 6$  VP). Finally, it gets 16 VP for built Residences, because Baron has 2 ( $2 \times 8$  VP). Overall Baron scores  $85 + 32 + 11 + 2 + 12 + 18 + 16 = 176$  VP.



If after calculating the Baron's score you have **more** VP than the Baron, you win. Otherwise, you lose.

## INCREASING DIFFICULTY: FREDERIK'S CHALLENGES

- After the Baron resolves a Develop action, remove the rightmost (cheapest) Action tile from the market (and refill).
- After the Baron resolves a Contract action, remove the lowest-scoring Silver Contract from the offer (and refill).
- When the Baron takes a Railway Turn, always resolve both actions (treat tiles as wildcards on both sides).
- Repeat Step 4 of setup (placing a second starting Building for the Baron on the map).
- The Baron scores 1 VP for all of its connected Turbines when energizing a Building, even if connected via other players' networks. If the power plant has a Nucleum, the same rule applies to the Baron's Mines as well.
- After taking a Recharge Turn, the Baron immediately takes another turn.
- Whenever **you** are able to place a Nucleum, draw a Logic card and use its primary tiebreaker to place it instead, and receive **no** reward.
- Whenever the Baron has completed a Turbine-Mine pair, it scores 5 VP.
- Whenever the Baron energizes a Building, it scores VP equal to the requirement of that Building.
- During step 5 of setup, draw another setup card to select a city and place a random unused Action tile on a link (preferring to complete a rail line of a single railway space, if possible) with one of the Baron's (additional) Workers on it.



- PREFERENCE OF ACTIONS:**
- URBANIZE
  - INDUSTRIALIZE
  - DEVELOP
  - CONTRACT
  - ENERGIZE
  - SUBSIDIZE

## URBANIZE

*What to build?* Logic card's middle row  
*Where to build?* City connected to power plant (Nucleum if possible)  
 > Praha > New City  
 > Logic card breaks ties

## INDUSTRIALIZE

*What to build?* Logic card's bottom row (Turbine first if all equal)  
*Where to build?* **Turbine:** Nucleum preferred  
**Mine:** highest bonus

## DEVELOP

1. Action the Baron has 1 of (except Subsidize)
2. Action that appears in the offer once (except Subsidize)
3. Rightmost tile

Use up to 2 conditions to take tiles, place tiles in front of the queue.

## CONTRACT

(max 3 per Recharge, otherwise gain Thaler)

*Before 1st Recharge:* Highest VP Silver  
*After 1st Recharge:* Highest VP Gold  
*Tiebreaker:* Higher leveled Technology



## ENERGIZE

*What to energize?* Building connected to a power plant and to Baron's Mine and/or a coal production area.  
*Tie-breaker:* Government > Lower requirement > Neutral  
 > Logic card breaks ties

Import 1/2/3/4 coal for I/II/III/IV level Building.

Import 1 coal per Neutral Building.

1 VP per Turbine it owns within the same network.

*If Nucleum present:* 1 VP per Mine it owns within the same network.

## SUBSIDIZE

	The Baron gains 1 Thaler or 1 Worker, whichever it has fewer of, gaining the 1 Worker if tied. If there are no more Workers in its supply, it gains 1 Thaler.
	The Baron gains 1 (or 2) Thaler and 1 (or 2) VP.
	The Baron gains 1 (or 2) Workers. For each Worker it cannot gain (due to the Baron's supply being empty), it gains 3 VP instead.
	The Baron gains 3 (or 6) VP.
	The Baron gains 1 (or 2) VP.
	The Baron gains 3 VP.
	The Baron gains 3 VP — without paying 1 Thaler.

## RAILWAY TURN

Only if Baron has another tile with the same action(s)

- I. The selected tile can complete a two (or longer) length rail line, with at least one of its two sides color-matching.
- II. The selected tile can complete a one length rail line, with both of its sides color-matching (even if this starts a new network).
- III. *This condition is only possible on the 3/4-player map:* The selected tile can continue an incomplete three-length link with at least a Baron's link in it, with at least one of its sides color-matching.
- IV. The selected tile can extend one of its existing networks that contains at least one of its own Buildings, Mines, or Turbines, by starting an incomplete link (or completing a one length rail line), with one of its sides color-matching.

## RECHARGE TURN

Baron gains 4 Thaler and 3 Workers and places a Milestone marker 6 spaces above its previous one. Discard Baron's contracts and move the stopblock to the end of the queue.