

⚠ EXPERIMENTAL PLAYTEST MODULE – SUBJECT TO BALANCE TUNING

NULL STATE: TERMINAL 01

🤖 AUTOMA SOLO AI MODULE – OFFICIAL RULEBOOK SUPPLEMENT

GHOST_ROOT

🤖 AI

⚙ ARCHETYPE

Aggressive Intruder

⚡ SPECIAL POWER

+2 Virtual Suit Strength when Hacking locations with Human control cubes.

🎯 TARGET PRIORITY

HACK > TRADE (Black Hat) > HARDEN

👤 [DOSSIER]

BOT // BOT_01

AI Identity Dossier

EXFILTRATION SWEEP

⚡ PWR: 4

> PRIMARY ACTION

> HACK

Highest Fame location matching AI priority

↪ FALLBACK ACTION

🛒 TRADE

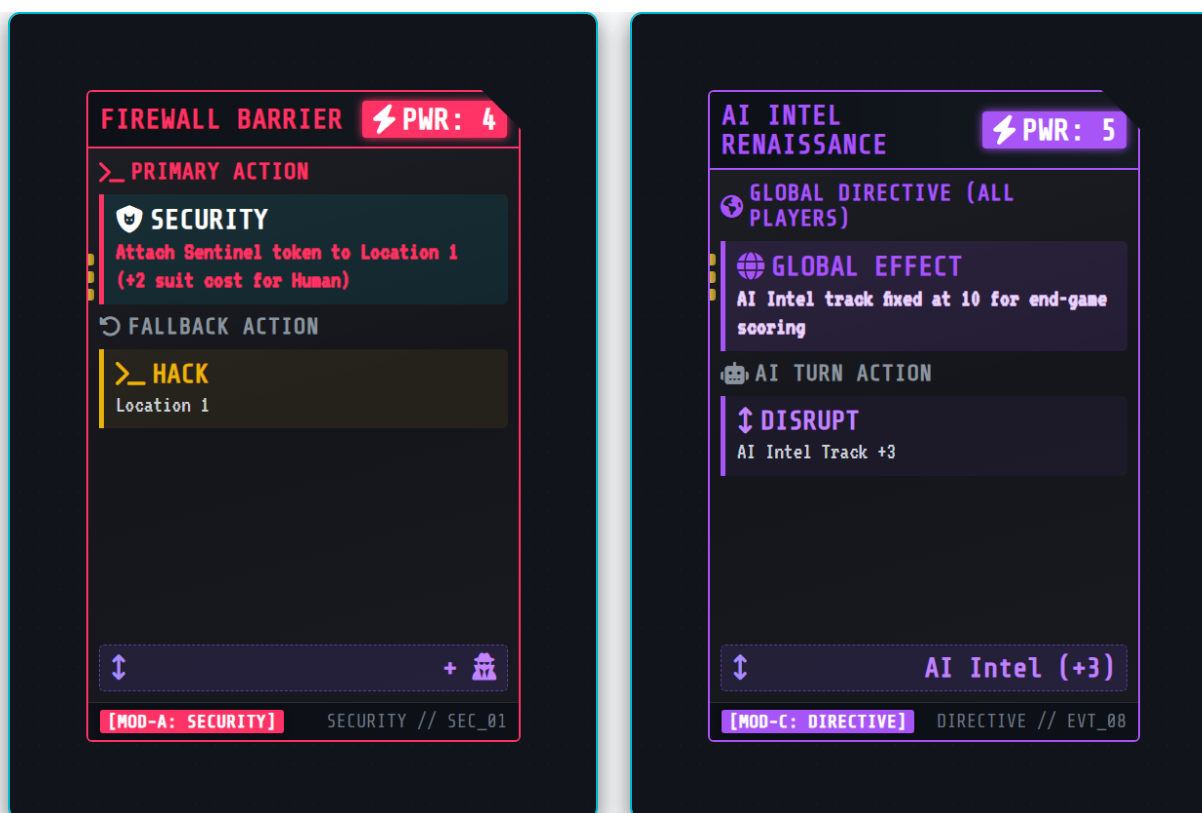
Black Hat Market Deck

↕ + 🤖 / + 📦

[AUTOMA]

CORE // AUTOMA_01

Core Automa Action



Security Protocol

Global Directive

The **Solo Expansion Pack** introduces an automated **AI Opponent System** ("**Syndicate Net AI**") formatted in standard **Mini Card Deck (1.75" x 2.5")** size. You can play **Null State: Terminal 01** solo against **1, 2, or 3 AI players** with zero manual hand-tracking or complex stack management for the AI.

⚠ EXPERIMENTAL PLAYTEST MODULE: The **AUTOMA Solo AI System** is currently in **Active Experimental Playtesting (ZeroDay Build)**. Balance parameters, AI decision logic, and Module scoring rules are highly experimental and subject to ongoing community playtest tuning. Please share your solo game logs and balance feedback on BGG or GitHub!

1. COMPONENTS & SETUP

Mini Deck Expansion Components (1.75" x 2.5")

- **1 Shared** **Automa Mini Deck** (24 Core Cards + up to 30 Module Expansion Cards).

- 6 AI Identity Dossier Mini Cards (*Ghost_Root*, *Satoshi_V*, *Vortex_Net*, *Cipher_Phreak*, *NetSec_Unit_09*, *Nexus_Overlord*).
- **Control Cubes** for each AI player (using unused player colors: e.g., Blue for Human, Red for AI 1, Yellow for AI 2, Green for AI 3).

Setup Steps

1. **Set Up standard gameboard & decks** as described in `GAME_RULES.md` for your target player count (e.g., 2-player setup for 1 Human vs 1 AI; 4-player setup for 1 Human vs 3 AI).
2. **Choose AI Opponents:** Select 1 to 3 AI Identity Cards at random (or choose your preferred rivals). Place each AI Identity Card face-up next to the board.
3. **Assemble the Automa Deck:**
4. **Normal Difficulty:** Shuffle the **24 Core Automa Cards**.
5. **Advanced Difficulty:** Add **Module A (Security Protocols Module - 10 Cards)**.
6. **Expert Difficulty:** Add **Module B (Overdrive Module - 10 Cards)**.
7. **Custom Event Play:** Add **Module C (Corporate Directives Module - 10 Cards)**.
8. **Place Automa Deck:** Shuffle the chosen Automa Deck and place it face down beside the board.

2. TURN SEQUENCE

Turn order proceeds clockwise: **Human Player** → **AI Bot 1** → **AI Bot 2** → **AI Bot 3**.

On an AI Player's Turn:

1. **Draw Top Automa Mini Card:** Reveal 1 card from the Automa Deck.
2. **Calculate Virtual Script Strength:**
Virtual Script Strength = Top-Right PWR Value + Current Network Scan Die Value
3. **Evaluate** Primary Action: Check if the AI can legally perform the Primary Action listed on the card (see Section 3).
4. **Execute** Primary Action **OR** Fallback Action:
5. If **Valid**: Perform the Primary Action.
6. If **Invalid / Blocked**: Skip Primary Action and execute the Fallback Action listed at the bottom of the card.

7. **Apply** **Disrupt Vector**: Adjust the market track, Network Scan die, or Crypto Die as indicated in the vector box at the bottom of the Automa card.
8. **Discard Automa Card**: Place the card in the Automa discard pile.
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3. HOW AI ACTIONS WORK

A. **HACK**

- **Feasibility Check**: AI can **Hack** if:
 - AI is below its per-player control cube limit (6 in 2P, 9 in 3–4P).
 - There is at least one active location where AI's **Virtual Script Strength** $\geq$ location's required Scripts (plus \$+1\$ extra Script per opponent cube present).
- **Target Selection**:
 - Priority rule printed on the AI's Identity Card (e.g. **Ghost_Root** targets locations with Human cubes).
 - If neutral, target location with the highest Fame reward.
 - Tie-breaker: Leftmost location.
- **Execution**: Place 1 AI control cube on an available reward spot on that location card.
- **Hat Reward**: Take the top card of that Hat deck and place it face-down into the **AI Vault** (worth 2 Fame at game end).
- **Blockchain Reward**: Draw top card of Data deck into the **AI Blockchain** pile.
- **Scan Reward**: Draw 1 Data card into the **AI Blockchain** pile.

B. **TRADE**

- **Feasibility Check**: AI's Virtual Script Strength $\geq$ target Hat Market Track cost (2 / 4 / 6 Scripts).
- **Execution**: Take the top face-up card of the specified Hat market deck (Black, Grey, or White) and place it face-down into the **AI Vault**. Reveal the next card of that market deck.

C. **HARDEN**

- **Feasibility Check**: AI has available control cubes AND already has presence on a location with an unoccupied reward spot.

- **Execution:** Add 1 AI control cube to that location and claim the second reward spot.

D. BLOCKCHAIN

- **Execution:** Draw the top card of the general Data Card deck and place it face up directly into the AI's personal **Blockchain** pile (building market multiplier scoring). Max 20 cards per **AI Blockchain**.

E. DISRUPT

- **Execution:** Adjust the target market track or die as directed by the card vector:
- If increasing track: AI increases the track if it holds matching cards in its **Blockchain**.
- If decreasing track: AI crashes the track where the Human player has high **Blockchain** investments.

F. DEPLOY SECURITY PROTOCOLS & MALWARE (Module A)

- **Execution:** Attach a **Security Protocol** or Sentinel token to the designated location or human player aid:
- **Firewall Barrier:** Adds +2 required Scripts for Human Hacks on that location until cleared by a White Hat card or successful **Hack**.
- **Keylogger Malware:** Reduces Human maximum hand limit to 5 until AI's next turn.

4. GAME END & VICTORY SCORING

End Game Trigger

The game ends when all available locations for your player count are revealed and each location has been Hacked at least once (same as core game rules).

Final Scoring

Calculate final score for the **Human Player** and **each AI Bot**:

Final Score = Fame + **AI Vault Bonus + **Blockchain** Market Multipliers**

- **Fame:** Sum of Fame from locations where the player/AI holds **full control** (more cubes than any other player).

- **AI Vault Bonus:** AI receives **+2 Fame** per Hat card stored in its **AI Vault** (or +3 if **Cipher_Phreak**).
- **Blockchain Multipliers:** Calculated identically to the core rules (Track tier 1-3 = 1pt/10 SYSM, Tier 4-7 = 2pt/10 SYSM, Tier 8-10 = 3pt/10 SYSM, plus +10 points for Crypto Multiplier Leader).

The player or AI bot with the highest score wins!