ADDING EXPANSIONS

This rulebook contains all of the setup and rules changes you need to play with each of the *Terraforming Mars* expansions. You can mix and match which expansions you want to play with, just follow the instructions for each one separately.

PRELUDE AND PRELUDE 2

Setup Changes

1. If playing with the Prelude 2 expansion, remove the Prelude card *Recession* from the deck before drawing Prelude cards for yourself, as it is not supported against MarsBot.
2. After picking your own Prelude cards and corporation, give MarsBot 3 extra cards from the project deck for its starting action deck, instead of giving it Prelude cards.

Gameplay Changes

When MarsBot resolves a project card with a Wild (?) tag, advance the least-advanced track, top-most if tied.

Game End Changes

If the game enters Round **18** before the game end trigger occurs, **you instantly lose!**

Adjust the points for MarsBot's MC, based on the round the game ended as follows:

Round #	VP / ? MC
	(fractional points rounded down)
Up to 10	1 VP per 8 MC
11	1 VP per 7 MC
12	1 VP per 6 MC
13	1 VP per 5 MC
14	1 VP per 4 MC
15	1 VP per 3 MC
16	1 VP per 2 MC
17	1 VP per 1 MC
18	**MarsBot instantly wins!**

VENUS NEXT

Setup Changes

1. Place the Venus Next MarsBot board next to the MarsBot board. Place a clear cube on the 0 space of this track.

2. Replace the *Lobbyists* (B06) bonus card with the Venus Next specific *Lobbyists* (B15) bonus card.

3. Set aside the *Government Intervention* (B16) bonus card.

Gameplay Changes

At the end of the Research Phase, if the *Hoverlord* Milestone is no longer available to be claimed, and MarsBot has at least 5 floater resources on its board:

- If drafting: MarsBot spends 5 floaters to keep its 4th drafted card, instead of discarding that card.
- If not drafting: MarsBot spends 5 floaters to gain a 4th card (from the project deck).
- If playing on Brutal difficulty (where MarsBot always keeps its 4th card), MarsBot spends 5 floaters to gain a *5th* card from the project deck.

Once MarsBot has its new action deck (including on the first round), shuffle the *Government Intervention* bonus card into the action deck.

Turns

Whenever MarsBot resolves a project card with a Venus tag, advance its tracker on its Venus track. The Venus track and its actions behave identically to every other track.

New MarsBot Track Actions

The following new actions appear on the Venus-specific MarsBot boards:

Raise Venus 1 Step

MarsBot raises the Venus global parameter 1 step, and raises its TR 1 step for advancing a global parameter, per the normal rules. If the track is maxed out, MarsBot takes a **Failed Action** instead.

Gain Floater

MarsBot places a resource token on the floater storage area to the right of the Venus track on its Venus Next MarsBot board.

Milestone Requirements

Hoverlord: Unchanged (has 7 floater resources).

When tied for choosing which milestone to claim based on "leftmost" priority, Hoverlord should be considered last in the list.

Changes to Existing Milestones

- **Planner** (Tharsis): Reached spot 4 on every track except Ⓥ.
- **Diversifier** (Hellas): Reached spot 3 on 7 of the eight tracks. (i.e., Ⓥ can substitute one other track).
- **Generalist** (Elysium): Reached spot 2 on every track except Ⓥ.

Award Evaluations

Venuphile: MarsBot's current position on its (V) track.

When tied for choosing which award to fund based on "leftmost" priority, Venuphile should be considered last in the list.

Solar Phase

Do not carry out Venus Next's Solar Phase Step 2 (*World Government Terraforming*): an equivalent effect is carried out by the *Government Intervention* card. You cannot use MarsBot with Venus Next without this card (even though in multiplayer you can choose to not carry out the Solar Phase).

New MarsBot Bonus Cards

- **Lobbyists**: Evaluate only the first effect possible:
  - If the temperature global parameter is 1–2 steps away from a bonus step or completion, MarsBot raises the temperature 2 steps and destroys this card.
  - If the oxygen global parameter is 1–2 steps away from a bonus step or completion, MarsBot places 1 greenery tile, raises oxygen 1 step for the greenery, then raises oxygen 1 more step and destroys this card.
  - If the Venus global parameter is 1–2 steps away from a bonus step or completion, MarsBot raises Venus 2 steps (and does *not* destroy this card).
  - MarsBot advances the Martian global parameter furthest from completion. If tied, prioritize raising oxygen, then placing an ocean tile, and finally raising temperature.
  - MarsBot raises its TM rating as usual for any global parameters increased.
- **Government Intervention**: Evaluate only the first effect possible. MarsBot does **not** receive TR, or MC from bonuses, for the effects of this card:
  - On an **even**-numbered generation, or if the Venus global parameter track is completed: MarsBot advances whichever (Martian) global parameter is furthest from being completed. If tied, prioritize oxygen, then ocean, then temperature.
  - Otherwise, raise Venus 1 step.
  - If this card causes another global parameter to be raised, resolve it, but MarsBot still does not receive TR/MC rewards for it.
- **Corporate Competition**: The following action is added to all versions of the card:
  - Venuphile: Advance (V) track.

Setup Changes

1. Set up Colonies as if playing a two-player game, but all Colony tiles (including Titan, Enceladus, and Miranda) start with their tracker on the highlighted second step.
2. Replace the *Expedited Construction* (B05) bonus card with the Colonies-specific *Expedited Construction* (B16) bonus card.
3. Shuffle the *Outer System Foothold* (B17) bonus card into the bonus deck.
4. Place the MarsBot Colonies Shipping Board beside the MarsBot board.
5. Place one Trade Fleet for MarsBot (and yourself) on the Trade Fleets tile. Place a second Trade Fleet on the 9th space of the ⚡ track (⚡🥮 for Tharsis and Utopia Planitia, and 🏛 ⚡ for Vastitas Borealis).
6. Set aside the bonus cards *Shipping Lines* and *Extended Shipping Lines* (B18–B19).

Gameplay Changes

If playing with Venus Next, follow the rules for spending Floaters as written above.

If not playing with Venus Next, follow the rules for spending Floaters in the Venus Next section assuming that the Hoverlord Milestone is no longer available.

After the Research Phase, once MarsBot has its new action deck (**excluding** the first round), shuffle the *Shipping Lines* card into the action deck, and if MarsBot has unlocked its second Trade Fleet (see below) also shuffle in *Extended Shipping Lines.*

If at any point during MarsBot's Turn, MarsBot has 5 (or more) resources in a storage area, remove 5 resources from that area and advance the indicated track by one space. This does not apply to the Titan/Floater area.

New MarsBot Track Actions

The following new actions appear on the Colony-specific MarsBot boards:

Raise Venus 1 Step

Ignore this icon if playing without Venus Next. Otherwise, see the rules under Venus Next on page 2.

Gain Floater

If playing without Venus Next, place a resource token in the Titan storage area of the Colonies shipping board. Otherwise, see the rules under Venus Next on page 2.

New MarsBot Bonus Cards

- **Expedited Construction**: Evaluate only the first effect possible:
  - ○ MarsBot places a city tile adjacent to any mix of at least 2 greenery/ocean tiles (if tied: adjacent to most tiles of these types, then see *Tile Placement Tiebreakers*). The city placement must obey usual city placement rules. If it places a city tile, destroy this card.
  - ○ If MarsBot has 1 or 0 colonies (🏛) in play, it places one on a randomly selected colony tile where it doesn't have one.
    - » Flip a card from the project deck. Proceed counting and looping around if needed, count through each of the eligible colony tiles, up to the card's cost. Place the colony on the final tile, then discard the flipped card.
    - » Then, MarsBot gains 2 resources into the storage area on its Shipping Board corresponding to the selected colony tile.
    - » Note: this option does not destroy this card.
  - ○ Otherwise, no effect.

- **Outer System Foothold**: MarsBot places a colony (▲) on a randomly selected colony tile where it doesn't yet have one (using the method described under Expedited Construction). Then, MarsBot gains 2 resources into the storage area on its Shipping Board corresponding to the selected colony tile. Finally, draw a card from the bonus deck (reshuffling the discard pile if necessary, but *not* including the *Outer System Foothold* card itself in that reshuffle), and discard it without resolving the drawn card's effect. Note: this applies to MarsBot's bonus deck, not it's action deck.
- **Shipping Lines** and **Extended Shipping Lines**: Select the colony tile with the most-advanced track. If multiple options are tied, select one where MarsBot has a colony (▲). If still multiple options are available, select randomly (using the method described under Expedited Construction). MarsBot loses 1 MC and then trades (△) with the selected colony tile (see below).

Shipping Board and Trading △

- MarsBot has a Shipping Board with 11 storage areas, corresponding to the 11 colony tiles.
- When MarsBot places a colony (via *Expedited Construction* or *Outer System Foothold*), it ignores the printed reward of the tile, and instead it gains 2 resources into the storage area corresponding to the colony tile where it has built. Note: this rule is indicated on the bonus cards that cause this to occur.
- When MarsBot trades with a colony tile (via *Shipping Lines* or *Extended Shipping Lines*), it ignores the colony track's trade income, and instead it gains 2 resources into the storage area corresponding to the colony tile it is trading with. If it has a colony on the tile in question, it gains an additional 1 resource into the same storage area. If you have one or more colonies on the tile in question, you receive a colony bonus as described in the core rules.
- When you trade with a colony tile (as described in the core rules), you gain trade income and colony bonus as normal. If MarsBot has a colony on the tile in question, it gains 1 resource into the storage area corresponding to the colony tile you are trading with.
- Both you and MarsBot must observe the *One Trade Fleet per Colony Tile* rule.

Colony Tile-specific Rules

- The Titan storage area is only used if playing without Venus Next. MarsBot only spends floaters using the rules described under "Game Play Changes.
- **Europa** works differently than the other 10 colony tiles:
  - When placing a colony on Europa, instead of 2 resources, MarsBot places an ocean tile (which includes it raising its TR 1 step according to the usual rules). If that is not possible, it takes a **Failed Action** instead.
  - When trading with Europa, instead of 2 resources, MarsBot raises its TR 1 step (still losing the 1 MC, as usual).
  - When receiving the colony bonus for Europa, instead of 1 resource, MarsBot gains 1 MC.
  - Resources are never placed in Europa's storage area.
- Resources on **Ceres**, **Luna**, **Io**, **Enceladus**, **Ganymede**, **Callisto**, **Miranda**, and **Triton** are considered to be resources of the indicated type for the purposes of your cards. You may steal/remove from them as usual.
- MarsBot does not gain cards for **Pluto**. Instead it gains ⚛ resources into the corresponding storage area.

Unlocking the 2nd Trade Fleet

When the 🪙 track reaches the 9th space, **in addition** to resolving the space's effect, move the Trade Fleet from there to the Trade Fleet tile (and mark it with one of MarsBot's player markers). From the following generation onwards, shuffle *Extended Shipping Lines* into the action deck (as well as *Shipping Lines*), thus MarsBot will trade twice per generation.

TURMOIL

Setup Changes

1. Set up according to the Turmoil rules normally, however, leave all 7 delegates of MarsBot's color in the reserve.
2. You start normally, on 20 TR. However, MarsBot's starting TR is reduced by 10, to 10 TR.
3. After creating MarsBot's starting action deck, shuffle the *Party Politics* (B20) bonus card into it.

Gameplay Changes

You interact with all Turmoil components and rules the same way as described in the Turmoil rules. This section explains changes to the regular MarsBot rules for this expansion. Unless otherwise stated, play all regular MarsBot rules as written.

MarsBot **ignores** the ruling party's policy.

After the Research Phase each generation, shuffle the *Party Politics* card into MarsBot's action deck.

New MarsBot Bonus Card

Party Politics: If MarsBot has at least 1 delegate left in the reserve, place 1 of its delegates from the reserve into one of the delegate areas, then check whether the Party Leader or the Dominant Party changes because of this. To select which party to place it in, use the below priority list to narrow the options until a single party is selected:

1. A party where placing 1 delegate would cause MarsBot to become Party Leader AND the party to become Dominant.
2. A party where placing 1 delegate would cause MarsBot to become Party Leader.
3. A party where MarsBot is already Party Leader, and placing 1 delegate would make the party Dominant.
4. A party where you (the player) have the fewest (including zero) delegates (including possibly a Party Leader).
5. A party where MarsBot has fewest (including zero) delegates (including possibly a Party Leader).
6. The next party clockwise from the Dominance marker (circling around).

Then, if there is at least 1 MarsBot delegate remaining in reserve and MarsBot has at least 5 MC, flip a card from the project deck (and then discard it). If the flipped card's price is evenly **divisible by 3**, MarsBot spends 5 MC and repeats the above procedure to place a second delegate from the reserve.

Turmoil Step

1. **TR Revision**: You lose 1 TR normally. **MarsBot does not lose a TR**.

2. **Global Event**: Perform the Global Event (including influence) normally, however, it **only affects you**.
   - If there are any choices to be made by the first player, they are always made by you.
   - For Global Events *Revolution* and *Election,* resolve the effect for solo (instead of comparing yourself to MarsBot).
3. **New Government**: Perform this sub-step normally, with the following adjustments:
   - MarsBot ignores the Ruling Party bonus.
   - MarsBot **does** gain 1 TR if it becomes Chairman.
   - Do not place a MarsBot delegate in the Lobby.
4. **Changing Times**: Perform this sub-step normally.

End of Game

At the end of the game, both you and MarsBot score 1 VP for any Party Leader or the Chairman owned.

Increasing the Difficulty

If you find it too easy to predict MarsBot's activities on the Turmoil board, you may wish to increase the difficulty in one of the following ways:

- Reduce its starting TR by 7, instead of 10.
- After placing the neutral delegates during setup, select a random party (flipping a card from the project deck) and place 1 MarsBot delegate there (possibly taking the Party Leader position). For further challenge, repeat this procedure an additional time.
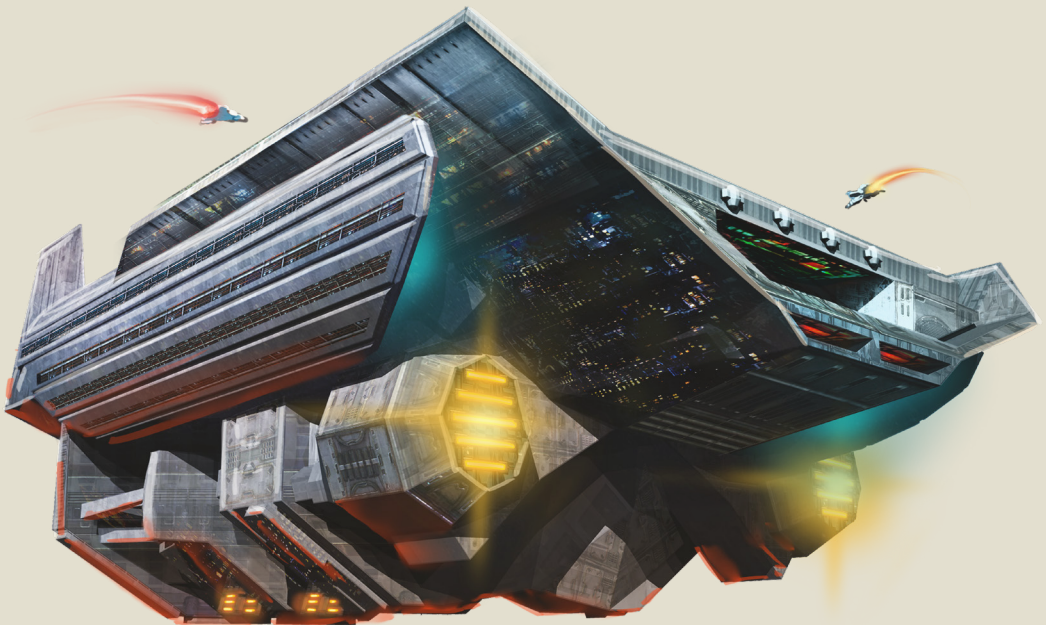
HELLAS, ELYSIUM, TERRA CIMMERIA, UTOPIA PLANITIA, AND VASTITAS BOREALIS

Setup Changes

1. Use the MarsBot board that corresponds to the map you are using. Set out the corresponding board reference card based on the map you are using.
2. Replace the bonus card *Corporate Competition* (B08) with the card of the same name that corresponds to the current map (B09–B13).

Gameplay Changes

The new map comes with a different MarsBot board with slightly tweaked tracks, and different milestones & awards.

Note the following changes:

Hellas and Elysium: the ⬭ tag is paired with ⚛, not with ⚡ (as it is on the Tharsis board).

Terra Cimmeria: the ⬭ tag is paired with 🌍, not with ⚡, and the ⛰ tag is paired with ⚛, not with 🌍.

Vastitas Borealis: the ⬭ tag is paired with ⚛, not with 🟢🐾, the ⛰ tag is paired with ⚡, not with 🌍, and the ⬭ tag is paired with 🌍, not with ⚡.

New MarsBot Track Actions

The following new action appears on the Utopia Planitia board:

Place a Colony

If playing with Colonies, place a colony using the method described under Colonies' *Outer System Foothold* and *Expedited Construction* bonus cards (including gaining 2 resources into the matching storage area on its Shipping Board).

MILESTONES AND AWARDS FOR THESE MAPS

Milestone Requirements - Hellas
- **Diversifier** - At least space 3 on every track
- **Tactician** - It has at least 35 MC
- **Polar Explorer** - Unchanged
- **Energizer** - ⚡ track at space 6 or higher
- **Rim Settler** - 🪙⚛ track at space 6 or higher

Award Evaluation - Hellas
- **Cultivator** - Unchanged
- **Magnate** - Unchanged (green cards in **MarsBot's** played pile)
- **Space Baron** - ☀ track space
- **Eccentric** - Every 5 MC counts as 1 resource
- **Contractor** - 🪨 track space

Milestone Requirements - Elysium
- **Generalist** - At least space 2 on every track
- **Specialist** - Any one track at space 10 or higher
- **Ecologist** - Bio track at space 4 or higher
- **Tycoon** - Unchanged (15 green/blue cards in MarsBot's played pile)
- **Legend** - Unchanged (5 red cards in MarsBot's played pile)

Award Evaluation - Elysium
- Celebrity - As usual, but MarsBot includes events in this count unlike you
- Industrialist - ⚡ track space + 5
- Desert Settler - Unchanged
- Estate Dealer - Unchanged
- Benefactor - Reduce MarsBot's TR by 15 for the purpose of this award

> *Note that when considering your strength for Industrialist, MarsBot counts your current steel resources, your current steel production, and your current power production. (Your current power resources do not count since they cannot be carried over.)*

Milestone Requirements - Terra Cimmeria
- Planetologist - 🌍🪙 track and Ⓥ track has a combined value of 5 or higher
- Architect - ⚛🏔 track at space 6 or higher
- Coast Guard - Unchanged
- Forester - 🌿🐾🍃 track at space 10 or higher
- Financier - ⬇ track at space 10 or higher

Award Evaluation - Terra Cimmeria
- Electrician - ⚡ track space
- Founder - Unchanged, but the Neural Instance tile counts as a special tile for MarsBot but not for you!
- Mogul - The most-advanced track's space number doubled
- Zoologist - 🌿🐾🍃 track space + 5
- Forecaster - Every 7 MC counts as 1 card with requirement

Milestone Requirements - Utopia Planitia

- Specialist - 3 or more MarsBot bonus cards are destroyed
- Pioneer - Unchanged
- Trader - All 3 of the following tracks at space 2 or higher: ⚡🪐, 🌐⛰️, Ⓥ
- Metallurgist - 🪨 track and ☀️ track has a combined value of 7 or higher
- Researcher - ⚛️ track at space 4 or higher

Award Evaluation - Utopia Planitia

- Suburban - Unchanged
- Investor - 🌐⛰️ track space
- Botanist - 🌿🐾🍂 track space minus 2
- Incorporator - As usual, but MarsBot includes events in this count unlike you
- Metropolist - Unchanged

Milestone Requirements - Vastitas Borealis

- Agronomist - 🌿🐾 track at space 4 or higher
- Spacefarer - ☀️ track space 5 or higher
- Geologist - Unchanged
- Engineer - 🪐🌐 track and ⚡⛰️ track has a combined value of 10 or higher
- Farmer- Either ⚛️🍂 track or 🌿🐾 track at space 6 or higher

Award Evaluation - Vastitas Borealis

- Traveler - 🪐🌐 track space + 5
- Landscaper - Unchanged
- Highlander - Unchanged
- Promoter - 🔽 track space
- Blacksmith - 🪨 track space OR ☀️ track space, whichever is more-advanced

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Tiebreakers: in order below for all boards, on player aids for each individual board.

1. **Hellas**, **Elysium**, **Terra Cimmeria**, and **Utopia Planitia**: Adjacent to as many oceans as possible.
2. **Hellas**: **Polar Region** (bottom two rows).
3. **Terra Cimmeria**: **Adjacent to one or more special tiles** (including the Neural Instance tile).
4. Cover the most reward icons possible.
   - On **Utopia Planitia**, **edge spaces** are considered to have an **additional reward icon** for purposes of tiebreakers.
   - On **Vastitas Borealis**, **volcanic** spaces and spaces adjacent to them are considered to have an **additional reward icon** for purposes of tiebreakers.
5. **Elysium**: **Southern Region** (bottom four rows).
6. **Vastitas Borealis**: Edge spaces, if possible, otherwise adjacent to as many oceans as possible.
7. Flip a card from the project deck. Proceed counting from top-left to bottom-right and looping around if needed, and count through each of the remaining tied spaces, up to the card's cost. Place the tile on the final hex.

ADDITIONAL PLACEMENT BONUS RULES

The South Pole (Hellas)

The South Pole hex containing an ocean bonus and -6 MC:

- If there are oceans still available to place and MarsBot has at least 6 MC, this hex is treated as a higher priority than other 2-bonus-resource hexes, but otherwise is the same priority for other tiebreakers. If MarsBot places on here, it *doesn't* gain 2 resources, but places an ocean (gaining 1 TR) and loses 6 MC.
- If there are no more oceans available to place or MarsBot does not have 6 MC, this hex is treated as a hex without rewards for the purposes of tiebreakers. If MarsBot places on here, it doesn't gain or lose anything.

MSL Curiosity (Terra Cimmeria)

The hex containing a colony and -5 MC:

- If there is still a colony tile without a MarsBot colony available and MarsBot has at least 5 MC, this hex is treated as a higher priority than other 2-bonus-resource hexes (but lower than the 3 resource ones), but otherwise is the same priority for other tiebreakers. If MarsBot places on here, it doesn't gain 2 resources, but places a colony (using the method described under *Expedited Construction* in the Colonies expansion, including gaining 2 matching resources) and loses 5 MC.
- If all colony tiles have a MarsBot colony or MarsBot does not have 5 MC, this hex is treated as a hex without rewards for the purposes of tiebreakers. If MarsBot places on here, it doesn't gain or lose anything.
- If playing without Colonies, treat this hex as empty for both MarsBot and the player.

The North Pole (Vastitas Borealis)

The North Pole hex containing a temperature bonus and -4 MC:

- If the temperature track is not maxed and MarsBot has at least 4 MC, this hex is treated as a higher priority than other 2-bonus-resource hexes, but otherwise is the same priority for other tiebreakers. If MarsBot places on here, it *doesn't* gain 2 resources, but increases temperature (gaining 1 TR) and loses 4 MC.
- If the temperature track is maxed or MarsBot does not have 4 MC, this hex is treated as a hex without rewards for the purposes of tiebreakers. If MarsBot places on here, it doesn't gain or lose anything.

Viking 1 and 2 (Vastitas Borealis)

These hexes show a delegate as a bonus.

- If playing with Turmoil, you gain the delegate when placing here, while MarsBot gains 1 MC as it would for any other benefit.

If playing without Turmoil, this hex is considered empty for MarsBot's tiebreakers, and if it does place here, it receives nothing.

CORPORATE COMPETITION HELPER ACTIONS

The helper actions on the changed *Corporate Competition* cards are:

- **Hellas**
  - **Cultivator**: MarsBot places a greenery tile and raises oxygen 1 step.
  - **Magnate**: Reveal cards from the project deck until a green card is revealed, resolve it, and discard the rest.
  - **Space Baron**: Advance ☀ track.
  - **Eccentric**: **You** (the player) must remove the highest-scoring animal/microbe cube from a card in your tableau, if possible.
  - **Contractor**: Advance ⬤ track.
- **Elysium**
  - **Celebrity**: Reveal cards from the project deck until a card with a cost of 20 MC or more is revealed, resolve it, and discard the rest.
  - **Industrialist**: Advance ⚡ track.
  - **Desert Settler**: MarsBot places a greenery tile in the Southern Region and raises oxygen 1 step. If MarsBot cannot legally place a greenery tile in the Southern Region, this action is impossible to resolve.
  - **Estate Dealer**: MarsBot places a greenery tile adjacent to an ocean and raises oxygen 1 step. If MarsBot cannot legally place a greenery tile adjacent to an ocean, this action is impossible to resolve.
  - **Benefactor**: MarsBot raises its TR 2 steps.
- **Terra Cimmeria**
  - **Electrician**: Advance the ⚡ track.
  - **Founder**: MarsBot places a city tile (respecting usual restrictions) adjacent to a special tile (including the LNI). If MarsBot cannot legally place this city tile, this action is impossible to resolve.
  - **Mogul**: Advance the most-advanced track, the topmost one of the tied ones in case of a tie.
  - **Zoologist**: Advance the 🌿🐾🌱 track, as if a 🐾 tag was resolved.
  - **Forecaster**: Reveal cards from the project deck until a card with requirements is found, and resolve it. This option does not cost MarsBot 5 MC.
- **Utopia Planitia**
  - **Suburban**: MarsBot places a greenery tile on an edge space and raises oxygen 1 step. If MarsBot cannot legally place a greenery tile on an edge space, this action is impossible to resolve.
  - **Investor**: Advance the 🌍 track.
  - **Botanist**: Advance the 🌿 track.
  - **Incorporator**: Reveal cards from the project deck until a card with a cost of 10 MC or less is found, resolve it, and discard the rest of the revealed cards.
  - **Metropolist**: MarsBot places a city tile.
- **Vastitas Borealis**
  - **Traveler**: Advance the ⬤ track.
  - **Landscaper**: MarsBot places a greenery tile and raises oxygen 1 step.
  - **Highlander**: MarsBot places a greenery tile and raises oxygen 1 step, **not** adjacent to an ocean or a space reserved for an ocean. If MarsBot cannot legally place a greenery tile on such a space, this action is impossible to resolve.
  - **Promoter**: Advance the ⬇ track.
  - **Blacksmith**: Advance the ⬤ or ☀ track, whichever more-advanced.

AWARDS & MILESTONES EXPANSION

Setup Changes

1. Use the MarsBot board and reference card for Tharsis (base game), regardless of which board you are using.

2. Replace the bonus card *Corporate Competition* (B08) with the card *Corporate Competition* (B14) showing the (MA) icon.

Below is the list of the awards and milestones from that expansion and how they apply to MarsBot.

> *We recommend not using multiple milestones or awards that use identical or very similar ways of calculating the MarsBot's value in the same game. Due to the nature of this expansion, the MarsBot's behavior around claiming Milestones can become more swingy or easier to game. If you want to guarantee the pressure, we recommend using the second Hard difficulty adjustment rule detailed on page 11 of the Automa rulebook.*

MILESTONES

- **Briber** - Has 20 MC+, lose 12 MC
- **Builder** - Reached 🟤 track space 7
- **Coastguard** - Owns 4+ tiles adjacent to ocean tiles
- **Diversifier** - Reached track space 3 on 7+ tracks
- **Ecologist** - Reached space 4 on the 🟢 track
- **Energizer** - Reached space 6 on the ⚡ track
- **Engineer** - ⚡ and 🌍 track spaces combined at 10+
- **Farmer** - Reached space 7 on the 🟢 track
- **Filantrope** - As usual (5 cards with non-negative VP in played pile)
- **Forester** - Reached space 6 on the 🟢 track
- **Fundraiser** - Reached space 8 on ⬇️ track
- **Gardener** - As usual (owns 3+ greenery)
- **Generalist** - Reached space 2 on every track except Ⓥ
- **Geologist** - As usual (owns 3 tiles on or adjacent to volcanic sites)
  - Volcanic sites & adjacent spaces are considered to have +1 placement bonus icon
- **Hydrologist** - As usual (4 oceans placed)
  - Track both your and MarsBot's oceans separately
- **Landshaper** - Owns 1+ city and 1+ greenery, and reached space 5 on the 🟤 track.
- **Legend** - As usual (4 red cards in played pile)
- **Lobbyist** - Controls the Chairman and at least 2 Party Leaders
- **Mayor** - As usual (owns 3+ cities)
- **Merchant** - Reached space 2 on every track except Ⓥ
- **Metallurgist** - 🟤 and ☀️ tracks combined at 9 or higher

- **Pioneer** - As usual (owns 4 colonies)
  - Place a cube on ⭐ track #7 and #10 and ⚡ #8. When any of these cubes are reached, MarsBot loses 5 MC and resolves a "Build a Colony" action as described in the MarsBot Colonies rules. Remove that cube
- **Planetologist** - Reached space 3 on two tracks out of ⚡, 🌑, Ⓥ
- **Planner** - Reached space 4 on every track except Ⓥ.
- **Producer** - Any three tracks (except Ⓥ) combined at 16+
- **Researcher** - Reached space 4 on the ⚛ track
- **Rim Settler** - Reached space 5 on the ⚡ track
- **Spacefarer** - Reached space 4 on the ⭐ track
- **Sponsor** - 3 cards costing 20 MC or more in Marsbot's played pile, BUT including events
- **Tactician** - Has 30 MC+
- **Terraformer** - NOT SUPPORTED AGAINST THE AUTOMA
- **Terran** - Reached space 5 on the 🌍 track
- **Thawer** - As usual (Has increased temperature 5 times)
  - Track both your and MarsBot's increases separately
- **Trader** - Reached space 2 on 🍃, 🌑, Ⓥ
- **Tycoon** - As usual (10 blue/green cards in played pile)

AWARDS

- **Administrator** - Cards without tags in Marsbot's played pile +2
- **Banker** - Sum of 🔰 and 🔽 track spaces
- **Benefactor** - Reduce MarsBot's TR by 15 for this
- **Biologist** - 🍃 track space +5
- **Botanist** - 🍃 track space -2
- **Celebrity** - Cards costing 20 MC or more in played pile, BUT including events
- **Collector** - Number of tracks that reached space 3
- **Constructor** - As usual (Cities and colonies owned)
  - Place a cube on ⭐ track #7 and #10 and ⚡ #8. When any of these cubes are reached, MarsBot loses 5 MC and resolves a "Build a Colony" action as described in the MarsBot Colonies rules. Remove that cube
- **Contractor** - 🔰 track space
- **Cultivator** - As usual (greenery owned)
- **Electrician** - ⚡ track space
- **Estate Dealer** - As usual (Tiles owned next to ocean)
- **Excentric** - 5 MC = 1 requirement
- **Forecaster** - 7 MC = 1 requirement

- **Founder** - As usual, but for MarsBot the Neural Instance also counts as special tile.
  - Spaces adjacent to special tiles (including the Neural Instance) are considered to have +1 placement bonus icon
- **Highlander** - As usual (tiles not adjacent to ocean)
  - The "adjacent to ocean" tie-breaker is considered lower than the "most placement bonus" tiebreaker
- **Incorporator** - Cards costing 10 MC or less in played pile, BUT including events
- **Investor** - 🌍 track space
- **Landlord** - As usual (tiles owned on the board)
- **Landscaper** - As usual (group of connected tiles)
- **Magnate** - As usual (blue and green cards in played pile)
- **Manufacturer** - Sum of ⬢ and ⚡ tracks combined
- **Metropolist** - As usual (Cities owned)
- **Miner** - ✴ track space +5
- **Mogul** - Highest track space doubled
- **Politician** - MarsBot is always considered to have 5 for this award
- **Promoter** - ⬇ track space
- **Scientist** - ⚛ track space
- **Space Baron** - ✴ track space
- **Suburbian** - As usual (Tiles owned on the edge of the board)
  - Edge spaces are considered to have +1 placement bonus icon
- **Supplier** - ⚡ track space +5
- **Thermalist** - ⚡ track space +5
- **Traveller** - ⚡ track space OR 🌍 track space, whichever is higher +5
- **Visionary** - Lowest track space (2nd lowest if playing with Venus) doubled
- **Zoologist** - 🍃 track space +5

CORPORATE COMPETITION HELPER ACTIONS

- **Administrator** - Reveal cards from the project deck until a card without a tag is revealed. Resolve it, and MarsBot gains (an additional) 5 MC
- **Banker** - Advance the 🟤 or 🟡 track, whichever is least advanced, building if tied
- **Benefactor** - MarsBot raises its TR 2 steps
- **Biologist** - Advance the 🟢 track
- **Botanist** - Advance the 🟢 track
- **Celebrity** - Reveal cards from the project deck until a card costing 20+ MC is revealed. Resolve it
- **Collector** - Advance the least advanced track
- **Constructor** - MarsBot places a city tile
- **Contractor** - Advance the 🟤 track
- **Cultivator** - MarsBot places a greenery tile and raises oxygen 1 step
- **Electrician** - Advance the ⚡ track
- **Estate Dealer** - MarsBot places a greenery tile adjacent to an ocean and raises oxygen 1 step
- **Excentric Eccentric** - You must lose 1 🐾 or 1 🟢 (highest scoring if you have multiple)
- **Forecaster** - Reveal cards from the project deck until a card with requirements is revealed. Resolve it, and MarsBot gains 5 MC
- **Founder** - MarsBot places a city tile adjacent to a special tile
- **Highlander** - MarsBot places a greenery tile not adjacent to an ocean and raises oxygen 1 step
- **Incorporator** - Reveal cards from the project deck until a card costing 10 MC or less is revealed. Resolve it
- **Investor** - Advance the 🌍 track
- **Landlord** - MarsBot places a greenery tile and raises oxygen 1 step
- **Landscaper** - MarsBot places a greenery tile and raises oxygen 1 step
- **Magnate** - Reveal cards from the project deck until a green card is revealed. Resolve it
- **Manufacturer** - Advance the 🟤 or ⚡, whichever is least advanced, building if tied
- **Metropolist** - MarsBot places a city tile
- **Miner** - Advance the ☀️ track
- **Mogul** - Advance the most advanced track
- **Politician** - (This award has no corresponding competition effect to resolve)
- **Promoter** - Advance the 🟡 track
- **Scientist** - Advance the ⚛️ track
- **Space Baron** - Advance the ☀️ track
- **Suburbian** - MarsBot places a greenery tile on the edge of the map and raises oxygen 1 step
- **Supplier** - Advance the ⚡ track
- **Thermalist** - Advance the ⚡ track
- **Traveller** - Advance the 🟡 or 🌍 track, whichever is more-advanced
- **Visionary** - Advance the least advanced track, excluding the Venus track
- **Zoologist** - Advance the 🐾 track