

CharterStone

FAQ v1.5

UPDATES AND CLARIFICATIONS (READ BEFORE GAME 1)

All cards (when opening shrinkwrap): Cards 163-199 and 399 do not exist for production reasons. *This is noted on the first page of the Chronicle.*

Rule vs. Story cards: Ensure you place rule and story card stickers in their corresponding places in the Chronicle (for example, do not place Story 1 on the Rule 1 slot).

Chronicle rulebook, page 4, rule 17: Cross out “face down or” from the last line (*this is a typo*). Whenever a player gains an advancement card, it’s from among the face-up cards, not the deck.

Unlocking a crate: When you unlock a crate on a constructed building card, it is *your* crate, no matter how you obtained the card or what is on it. You therefore gain any cards instructed by the Index Guide (note: the numbers on the Index Guide are card numbers, not rule numbers). *This is a common question answered on Rule 19 and the Index Guide.*

Missing cards: If you are missing a card, check to see if it is stuck to an adjacent card. If not, request an image of the card on the [Charterstone Facebook group \(bit.ly/charterstone-fb\)](https://www.facebook.com/charterstonefb); someone should provide it within minutes so you can keep playing. After the game, request the missing card on our [replacement parts form \(bit.ly/stonemaier-parts\)](https://www.stonemaier.com/replacement-parts), and we’ll send it to you ASAP.

Ties are friendly: Ties are consistently “friendly” in Charterstone, meaning that multiple players can win the game, have the most reputation (or the second most, or third most), achieve a guidepost, etc. *This is noted in the rules through the use of language like “winner(s)” and “player(s)”.*

End of game: At the end of Game 1, players keep all coins, resources, cards, etc.; you will carry them into Game 2. If you’d like an extra guide to help you move forward at the end of Game 1 (there’s a lot of important stuff to do), visit [bit.ly/aftergame1](https://www.stonemaier.com/aftergame1). Credit to Josh Ward.

AUTOMA: READ BEFORE GAME 1

Automa (multiplayer): In multi-player games, don’t use Automa for Game 1. *Read page 3 after Game 1.*

Automa (solo): Adjust the strength of the Automa to 1 during Game 1 of Charterstone. *Read page 3 after Game 1.*

UPDATES AND CLARIFICATIONS (READ AFTER GAME 1)

Adding players: You may add players at any time during the campaign. At minimum, to allow them to be competitive, give them an equitable amount of capacity and glory on their charter chests based on what you think is fair for the current state of the game. We also recommend that you consider fair and fun play in giving that player some cards, coins, resources, etc (again, based on the current state of the game).

Bumping workers: You can bump any regular worker on the board, including your own.

Advancement cards: Many advancement cards have icons in the upper right of the card that represent the card's benefits (which are described in detail on the card's text). The icons allow you to quickly see the card's effects from far away. *This is purely informational and is not explicitly mentioned in the rules.*

Advancement mat: If there are empty spaces on the advancement mat and there are cards in the deck, immediately fill the empty spaces.

Assistants: Some assistants' bonuses trigger when you use a building in a specific way. This only applies if you already have the assistant when you use the building, so if you gained the assistant by using the building, the bonus doesn't trigger.

Buildings with specific types of cards as the benefit: If you place a worker on a building that gives you a specific type of card as the benefit, after paying the cost, you may choose a card of that type from the face-up selection on the advancement mat. If there is no such card available, you don't gain anything. *This is noted under Rule 7 in the Chronicle (Advancement Mat & Cards) under "1. Gaining Cards".*

Discarding vs. Archiving: Whenever you "discard" or "pay" a card, it goes into the general supply (i.e., a discard pile near the advancement mat). Only place something in the Archive when the game specifically tells you to. An example of this is when you use a constructed building card to unlock a crate. As noted on rule 19, when you've finished opening the crate, place the card in the Archive.

Glory bonus for capacity: Completing this row of glory allows you to gain 1 capacity at the beginning of every game from then on (it is not a one-time capacity increase). As with all glory bonuses, you gain the bonus at the beginning of each game, after you have completed the rest of setup.

Spending influence tokens: When you spend influence tokens on certain buildings (such as the Cloud Port or Grandstand), the spent token is placed on something specific rather than the general supply. For example, in the Grandstand, you place the same influence token you spent on the cost on the objective card you scored. *This is noted under Rule 6 (Influence).*

Persona cards: The first persona card with an ability that each player receives will say, "After using a building with a [resource] cost, gain 1 VP." This ability only applies when the *printed* cost on the building includes that resource's icon, not buildings with the "any resource" icon. Some of your other personas may not look like your original persona. Also, at the end of the game, only mark personas as used if you actually used their ability during the game. *This wording on Rule 5 (card 15) is a little ambiguous.*

Zeppelin, Charterstone, and Grandstand (or any other building focused on constructing buildings, unlocking crates, and scoring objectives): Part of the requirements for using these types of buildings are (respectively) to have/use an unconstructed building card, to have/use a constructed building card, and to have currently achieved an unscored objective. You cannot, for example, use the Zeppelin during the campaign to pay any 4 resources and gain 5 VP—you must actually construct a building. *This isn't as clear as it could be in the rules.*

Buildings: Other than the basic resource buildings, buildings are not tied to any charter. Thus, you may otherwise build any building card. You may only ever build in your own charter, however. *This is noted on Rule 18 (card 14: Constructing a Building).*

Zeppelin: The cost printed on the Zeppelin (for constructing a building) refers to the 4 specific resources printed at the upper left of the specific building card you're constructing. *This is noted on rule 18.*

Don't be afraid to construct buildings: Without spoiling anything, you will have more opportunities to construct buildings in your charter than the original 6 slots provided. Don't let that original limitation stop you from constructing buildings. *This tip was informed by Rahdo's review.*

Game end: Even though the rule gets covered up, the rule for when the game ends is always the same: When the progress token advances to the last space, finish the round (so that each player takes the same number of turns), then the game ends.

Capacity: Each filled-in circle on your Charter Chest capacity chart represents exactly 1 component of that type you may keep into the next game. However, if you have capacity for two or more advancement cards or minions, they must be of different types. *This is noted on Rule 29 (card 29: Capacity).*

Guideposts: Make sure you don't overlook cards 19, 20, and 21, particularly the instruction on card 21 to place card 400 on the board for Game 2. By the end of Game 1, you should have unlocked cards 1-21. For each guidepost card, the goal players are trying to accomplish is indicated at the top of the card.

Inactive charters – Will they remain mostly empty? At the end of Game 2, you will unlock a new setup rule (card 126) that will have buildings automatically placed in inactive charters at the beginning of Game 3 and each subsequent game until those charters are full.

AUTOMA: READ AFTER GAME 1

Automa (multiplayer): If you had fun playing without Automa, continue to play without it—you don't need it for multiplayer games. After Game 2, you'll unlock a mechanism (not Automa) that constructs buildings in inactive charters. If you find yourself still wanting to unlock more stuff and have more active charters after that, feel free to try out one Automa in Game 4 to see if you like it. You can always stop using Automa after that or add in more Automatas. *This is mentioned on Story 5 but may be confusing.*

Automa (solo and multiplayer): Regardless of the outcome of Game 1, before the start of Game 2, set the Automa strength back to 2 and continue playing the campaign as outlined in the Automa rules. If you begin using the Automa after Game #1, please ignore this recommendation. If you had already completed Game 1 with Automa before reading this, you may remove 1 glory from each charter controlled by an Automa during Game 1.

Automa (advancing progress token): The Automa only advances the progress track when the Automa card shows the Advance Progress Track icon . It does not advance the progress token when taking the Charterstone, Zeppelin, or Grandstand actions.

Automa (unlocking crates): If the Automa gains cards by unlocking a crate that a player would normally keep, just place them in the discard pile. If the Automa unlocks cards that would normally be shuffled into a deck, shuffle them into the deck.

Automa (lowest/highest numbered card on the advancement mat): When a rule refers to the highest or lowest numbered card on the advancement mat (e.g. when the Automa picks a building), it refers to the card number on the bottom right.

Automa (using influence): The Automa only spends influence when visiting the Grandstand, on the Reputation track and Quota grid. It does not spend influence when building or unlocking crates, or moving the Progress token onto a Reputation  space.

UPDATES AND CLARIFICATIONS (READ AFTER GAME 2)

By the end of Game 1, you should have accessed cards 1-20 in the Index and then read card 21, which refers to your first Guidepost card (card 400). When you make a choice on that Guidepost at the end of Game 2, you should unlock (among other things) cards 125, 126, and 127. Do a quick check to make sure you've accessed all of those components before moving forward.

POST-CAMPAIGN UPDATES AND CLARIFICATIONS

Guideposts: While guideposts aren't used in post-campaign games, a viable variant is to shuffle the guidepost cards you used during the campaign and reveal 1 each game at random to create a shared goal and/or temporary rules. Player(s) who achieve the guidepost gain 10 VP. *Credit to Richard Ham.*

Persona cards: At the end of the campaign, you'll combine all persona cards with abilities into a deck to be used for future games. This includes all persona cards in personal supplies, Charter Chests, and the Archive, as well as cards 363-374 in the Index (you unlocked half of those cards during the campaign). *This is partially explained on card 375.*

Recharge Pack: To use the Recharge Pack, place Charter Chest stickers on the chests, peril tokens in tuckbox i, the spectral worker in tuckbox ii, the candle in tuckbox iii, and all minions in tuckbox iv. No cards from the first campaign are reused, and there will be gaps between some of the cards (this is for production reasons).

Board Sharing: If you want to share your finished board in photos (or exchange them with other groups), feel free to join the [Charterstone Spoiler Group \(bit.ly/charterstone-fb-spoiler\)](https://bit.ly/charterstone-fb-spoiler).

MINOR SPOILER UPDATES AND CLARIFICATIONS

Storehouse typo: The benefit for using the Storehouse building is listed as 2 VP, but it should be 4 VP. *This is a typo on card 68 in the first printing.*

Minions: A minion is a type of worker that you may place only on unoccupied buildings in your charter.

- Any player may gain and use any unlocked minion token. A minion is a type of worker that you may place only on unoccupied buildings in your charter. When you do, gain the minion benefit, then pay the building cost, then gain the the building benefit. In this way, a minion may be used to gain something that you can use to play the cost of the building on which you placed it.
- The “minion’s building” is the building your minion token is on— if an opponent places a worker on that building, the minion stays there, and you gain the minion’s bonus.
- All cards that refer to “workers” apply to both regular workers and minions. The reference card for that minion type goes in the general supply for all players to see. *This is noted on Rule 16 (card 33: Minions).*
- **Automa:** During each game (except Game 10), the Automa gains one of each unlocked minion during setup and returns them to the general supply at the end of the game. The Automa retains nothing between games (except the persona cards).

Income buildings: When you use an income building, place the influence token you pay on the building. From then on, whenever the progress token moves onto or over the income icon , you gain the benefit on the income building. It’s tough to build on top of these buildings after peril has been unlocked (since you can’t construct over a token), but there is a way to do it: Get the ongoing glory bonus for peril, and at the end of setup, use that bonus to remove the peril token from the income building.

Friends: Friend cards give you a bonus when you use a building (i.e., place a worker on) in a specific charter to gain either coins or VP, even if that benefit comes from a source other than the building (e.g., a persona, assistant, etc). *This isn’t clarified as well as it should in the rules.*

Items: On any of your turns—in addition to your standard action—you may complete an item card in your personal supply by paying the 3 resources listed on the item. If you do, gain the benefit shown on the upper-right of the item card, then discard the card to the general supply. This isn’t clarified as well as it should in the rules.

Peril: Peril tokens can be unlocked in a number of ways. The key to remember is that when you unlock peril, *all* peril tokens are included in the game from then on. You won’t use them in the current game, but they’ll be a part of setup in the next game. *See rule 3 (card 36).*

Scrolls (type of treasure): A scroll can be played (discarded) to avoid paying the cost of a building in your charter when using it. However, if that cost requires the *placement* of an influence token from your personal supply for the purpose of tracking information (like on an income building or scoring an objective), you must still pay that part of the cost even if you discard a scroll to avoid the rest of the cost.

Archive is full: At a certain point, your Archive tuckbox will likely be full of cards. You can throw away the cards, but just in case you need to backtrack on a potential unlocking mistake, we recommend moving some of these cards to the open space in the Index, separating them from the unlocked cards by a small tuckbox (i, ii, or iii).

(After Game 3) Automa deck and reshuffling: Starting with game 4, you will set aside 3 cards after each shuffle (and bring them back before you shuffle again). You use the same deck for any number of Automas, drawing one card for each Automa’s turn. When the deck is empty, reshuffle *all* of the Automa cards (including any set aside previously).

(After Game 4) “Tuckbox” V (Sky islands): This isn’t actually a tuckbox—as noted on the note at the bottom of the Index Guide, this content is hidden in the bottom of the box under the insert. The sky island rules read that you can construct buildings on top of empty sky islands. However, this rule is trumped by the second version of rule 18, which says you can build on top of buildings in your charter. So if a sky island is in your charter, you can build on top of it even if there’s a building on it. *This is ambiguous in the rules.*

(After Game 6) Spectral worker: This worker acts exactly like a regular worker except that it also gives you an optional reputation when you place it or when an opponent bumps it.

(Game 10): You cannot use the Coach persona in game 10.

(Before Game 10) Automa: Automas should not have any minions at the start of Game 10. All minions should *still be in the supply* and available for the special rules associated with Game 10 setup.