

CIVILIZATION

A NEW DAWN & TERRA INCOGNITA

PLAYER REFERENCE

GENERAL CONCEPTS

Spaces and Terrain

The terrain difficulty matches the slot numbers on the Focus Row.

Forts are difficulty 3. Natural Wonders are 5. City-States are 2.

Water has a difficulty of 1, but players cannot interact with the spaces unless a card specifically allows them to do so.

Friendly and Rival

Control tokens, districts, and **plastic figures** of a player's color are **friendly** to that player. Pieces of other colors are rival.

Spaces that contain cities, districts, or control tokens of a player's color are friendly. Spaces with the above pieces of other colors are rival. However, caravans and armies do not cause a space to be friendly or rival.

Resources and Natural Wonders

Players can collect resources from the map and spend them when building world wonders.

A natural wonder token acts as a resource of the type shown, but it is not returned to the supply. The token cannot be used more than once per turn.

Spaces with natural wonder tokens do not have a terrain type, but the terrain **difficulty of all natural wonder spaces is 5**.

Cities and Mature Cities

Mature cities are fully developed and contribute to the well-being of a player's civilization. They act as starting points for caravans or armies and provide benefits from some districts.

A city is mature when each space adjacent to it contains a friendly control token, a friendly district, or water.

CULTURE

Control tokens are placed adjacent to a friendly city or per the card's instructions. If that space contains a resource or natural wonder token, the player takes the token.

Control tokens cannot be placed on barbarians, cities, city-states, rival control tokens, districts, rival armies, water spaces, forts, or any space whose terrain corresponds to a higher slot number.

SCIENCE

Players rotate the dial pointer clockwise equal to the number of the card's focus row slot. If the pointer reaches or passes a tech level, the player can gain a new focus card. They choose a card from their focus card deck (or their unique card) whose tech level exactly matches the level reached on the dial. If the dial would go past 24, the next space is 15.

ECONOMY

Caravans begin from the player's capital city or any other mature city as though it was already in that city's space.

A caravan cannot move into a barbarian token's space.

The player cannot move more than one caravan to the same city or city-state during the same turn.

When a player moves a caravan to a city-state/rival city, they first return the caravan to their economy card.

City-State: Two trade tokens are placed on the card that shares the city-state's type (max 3). The player gains a copy of that city-state's diplomacy card (if available and doesn't have it already).

Rival City: Two trade tokens are placed on any cards distributed as desired (max 3). The player may then take a diplomacy card from the owning player. If the player already has one, they must return it before taking another one.

GROWTH

Reinforcing Control Tokens: Flip a number of control tokens up to the number of the Growth card's slot.

Building Districts: Districts may be placed individually or may replace existing control tokens. If it replaces an existing control token, the district is placed on its unreinforced side. If an ability allows a player to replace an opponent's control token, it may replace a district token only with a non-district control token.

INDUSTRY

Building Cities

The player cannot build...

- On a space containing any component other than a caravan, friendly army, friendly control token, or friendly district.
- Adjacent to a city-state, city, or fort.
- On or count through a water spaces, rival spaces, barbarian token space, or any space whose terrain corresponds to a higher focus row slot than the industry card's slot

If built on a caravan, the components share the space; if built on a friendly control token or district, the token is removed from the map and returned to its player.

Building World Wonders

Trade tokens on Wonders reduce their cost by one. Resources that can be spent are shown in the lower-right corner.

Production = Card Slot # + 2/resource + 1/trade token

The player places the matching wonder token under a friendly city that does not already have a wonder token. A player cannot build a wonder if all of his or her cities already have a wonder token.

Civilization: A New Dawn & Terra Incognita Expansion design -

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MILITARY

An army on a military card moves out of its player's capital city or a mature city as though it was in that space. When an army enters a space with a **barbarian**, **city-state**, or **rival piece**, it ends its movement and attacks.

Abilities that remove pieces or replace pieces with another player's piece cannot target a space with an army.



Performing Attacks

The player chooses a piece to attack on a space with their army. If one of these pieces is a barbarian, it must be the defender.

Attack Value = Die result + Military Slot # + Other Bonuses

Defense Value = Die result + (see below)

City-State (unoccupied): 8

Barbarian, Army, or Caravan: Difficulty of the terrain

City: Difficulty of the terrain x 2 + Bonuses as per a Control Token

Control Token: Difficulty of the terrain. Add to this any defense bonuses on the defending player's cards and leader sheet.

+1 for each friendly reinforced control token adjacent to the defender (including the defender itself if it is a reinforced control token).

Unclaimed Fort: 6

If there is at least one army friendly to the defender (other than the defender itself) in the space, the defender adds two to its combat value.

Trade tokens from a military card can add to combat value (+1) or allow a re-roll of the combat die (attacker decides first then defender).

Defender wins: The attacking army returns to the military focus card.

Attacker wins (see below)

Barbarian: The barbarian is removed and the attacker places one trade token on any card in their focus row.

Control Token or District: Replace the token with an unused (non-district) control token from the attacker on its unreinforced side. If it's a natural wonder, the attacker takes the token. All rival armies and caravans are defeated and returned.

City-State: Place the city-state's token on the attacker's card that shares the same type then place a city in the space. The city-state's diplomacy cards are placed facedown off to the side.

Non-Capital City: Replace the city with one of the attacker's unused cities. If this was a city-state, the attacker conquers or liberates it. Rival armies/caravans are returned to focus cards.

Capital City: Take up to two trade tokens from the defender's focus cards and place them on the attacker's focus cards, distributed as desired. Rival armies and caravans are returned.

Unclaimed Fort: Place one of the attacker's unused cities on the fort.

The attacker takes any matching wonder cards for a city. If the city was a capital city, the attacker moves the wonder token to one of their cities. If the attacker cannot move the token it stays in place.

The attacking army remains in the attacked space unless it still contains a city-state, unclaimed fort, or rival piece. If so, the army returns to the last space it occupied before its attack that does not contain one of these.

EXPLORATION

Only possible when initiated from a Capital City map tile.

1. Draw the bottom tile from the map tile stack.
2. Place that tile on either side so that it touches four spaces already on the map, including the space from which the player is exploring. If the tile cannot be placed because it cannot fulfill the requirements, it is discarded to the top of the map tile stack and the exploration ends.

3. Populate the new tile with any barbarian, resource, natural wonder, and city-state tokens printed on it.
4. Completely enclosed holes in the map are filled with water tokens.

After an army or caravan explores, it may continue to move using its remaining spaces of movement (minus the one spent to explore), but cannot explore again during the same move.



GOVERNMENTS

To change their government, players choose one of their focus cards in either of their "1" slots and places the government token of the same type on that card. If that player had a government token on another card, they remove that token.

BARBARIANS

Movement: Each barbarian moves one space in the direction of a die roll. If it moves into a space that contains a player component, that player resolves the below:

- **Caravan or Army:** The component is destroyed/returned to its player's economy or military focus card respectively.
- **Unreinforced Control Token or Non-Capital City:** The component is destroyed and returned to its player. A city-state becomes "liberated".
- **Reinforced Control Token:** The token is flipped and the barbarian returns to the space it moved from.
- **Capital City:** The player chooses and discards a total of two trade tokens from the cards in their focus row.



If a **barbarian moves into a water space**, it continues to move in the rolled direction until it reaches a non-water space. If it would move off the map, it moves in the opposite direction instead.

Spawning: A barbarian respawns only if its space is empty or occupied by a caravan or army (the caravan or army is destroyed).

CITY STATES

When a player **conquers a city-state**, that player places one of his or her unused cities in that space and places the city-state token on the card matching the city-state's type. All of that city-state's diplomacy cards are placed off to the side. Players can spend the city-state token as a trade token. It remains on the card, but it cannot be spent more than once per turn.

If a player **defeats a rival city** on a conquered city-state, they may conquer or liberate it. If the player liberates it, the city-state is returned to its space. The player flips the city-state's cards faceup and takes one of them.