AUZTRALIA

Introduction

The idea of running a Solo Campaign is to make it possible to play all 10 Solo Goals by adding a Win or Defeat challenge to the next Round and receiving XP bonuses *. A difference is also calculated between the player and the Old Ones to maintain the victory advantage.

SETUP

The SETUP is identical to the Rulebook, except for the Port placement (see game round) and the Victory or Defeat challenges.

Use the eastern barracks board side.

For the bonus XP, take 10 Cubes of another color which will be placed during the game on a XP Line.

The 10 solo objective cards will be played in the order of the Campaign Table.



Game Round

In 1 bag, place 1 Cube of your Color and 19
Cubes of another Color. Draw the Cubes at
random and place them from Port Wallaroo to
Port Cabootture. The cube of your color will be
your Port.

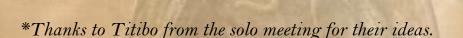
Before starting the Game, use (or keep) your Bonus XP to acquire one or more military units for free.

The differential is the total of the Player's VP minus the total of the Old Ones VP (Positive or Negative Differential).

End of Campaign

A total Positive will be a Victory for the New Australians. A total Negative, a Victory of the Old Ones.

CreditsAuztralia is a game by Martin Wallace
Illustrated by James Colmer
Published by Schilmil Games
Solo campaign by Sylvain | SoloGames
Translation to EN by Rafael Moreira (rafamsilva)









Challenge

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Well Equi <mark>pped</mark>	15 PV	Easy	Victory: Keep 1 Character card for the next Objective and earn 1XP. Defeat: Discard all Character cards.
Lean and Mean	15 PV	Easy	Victory: Start the next objective with 2 additional Gold and gain 1 XP. Defeat: Insane level instead of Easy for the next Objective.
Arms Length	15 PV	Easy	Victory: Remove a level 1 Old one tile from the game for the next objective and gain 1 XP. Defeat: Start the next objective with 1 less Gold.
Arms Length #2	15 PV	Easy	Victory: Keep 1 Character card for the next Objective and gain 1XP. Defeat: Reveal 3 Character cards instead of 5.
Unmanned	15 PV	Hard	Victory: Start the next Objective with 1 additional Coal and 1 Iron and gain 1 XP. Defeat: Discard 1 XP.
Losing your Mind	20 PV	Hard	Victory: Remove from the game a Old One Level 2 for the next Objective and gain 1 XP. Defeat: Before setting up the next Objective, remove the Kangaroo tiles.
Straight to the Top	20 PV	Hard	Victory: Remove a Level 3 Old one from the game for the next Objective and gain 2 XP. Defeat: Before setting up the next Objective, remove the Kangaroo tiles.
Frenetic Farmer	20 PV	Insane	Victory: Start the next Objective with 2 additional Gold and gain 2 XP. Defeat: Remove the 7 Discovery tiles with a Red Clamp.
Golden Glow	20 PV	Insane	Victory: Start the next Objective with 2 additional Gold. Defeat: Start at Position 6 of the Time Track.
Railroader	20 PV	Insane	It's time to face the old ones in a honour combat
XP			Total 2 XP = 1 Infantry at the start of the new Objective. 3 XP = 1 Artillery at the start of the new Objective. 4 XP = 1 Vehicle at the start of the new Objective.