

Guide to Auztralia

SET-UP

- Place the Eastern map side of the board on the table.
- Each player selects a color and takes the corresponding set of pieces – 7 of each Farm, 20 Railway tiles, 20 cubes, 3 discs, 1 Port, and a Player Board.
- Players place their Player Boards with the Eastern Barracks showing and place their cubes in the HQ box.
- Place the resources – Coal, Iron, Gold, and Phosphate by the board in a supply.
- Each player starts the game with 2 Coal, 2 Iron, and 4 Gold, placed in their Warehouse and 3 Sanity markers on their Player Board.
- Set aside the 8 Old One tiles with X or XX on the front. Separate the rest into stacks of the same level (1, 2, and 3). Shuffle each stack and place them face down by the side of the board.
- Shuffle the 20 Survey tiles face down. Draw and place one tile in each hex marked with a Survey triangle (13 in all). Flip each tile face up and orient so that the arrow is pointing to the top of the board.
- Place resources and Old One tiles as indicated. If an Old One tile needs to be placed in a hex, the level of the tile must match the level indicated on the map.
 - **Old One tiles are placed FACE DOWN.**
 - Resources are **NEVER** placed in **COASTAL** hexes. –
 - Old Ones are **NEVER** placed in **HILL** or **COASTAL** hexes.
 - There may be overlap. More than one type of resource **CAN** be placed in a hex. Resources **CAN** be placed in a hex with an Old One.
 - If an Old One needs to be placed in a hex that already has one, remove the existing tile and replace it with one of the next higher level. Level 3 tiles are NOT upgraded. If you run out of a particular level of tile, just place the next level up.
- Remove Survey tiles after placing resources/Old Ones.
- Separate the Revelation cards into 3 decks – 1 / 2 /3. Shuffle the 3 deck, draw 5 cards and place in a face down stack. Do the same with the 2 deck and place those 5 on top. Do the same with the 1 deck and place those 5 on top of the other 10 cards. Unused cards go back in the box.
- Shuffle the Personality cards and draw the top 5 cards to form a display going left to right (being the end of the line). The order in which they are drawn is important. Place the remaining cards as a draw deck to the left of the display.
- Shuffle the Old One cards and place them near the board.
- Place the purple Old One disc on the 22 space of the Time Track.
- Place the Military Units in stacks in their corresponding spaces on the board.
- Randomly determine a first player. Each player places one disc on the correct space of the time track with clockwise player order going top to bottom.
- In reverse player order, each player places their Port disc in a Coastal hex containing a Port symbol (anchor).

GAMEPLAY

The player disc in the lowest numbered position on the Time Track is the active player. If there are multiple discs in a space, the highest disc in the stack is the active player.

When you are the active player, you take one of your cubes from HQ and place it in an Action Box of your choice on your Player Board, performing the corresponding action.

Each action has a Time Point cost, which moves your disc that number of spaces on the Time Track. If your disc ends up in a space with other disc(s), place yours on top.

If your disc reaches or passes space 53, **you CANNOT take any more actions.**

You **MAY** select an action you have already performed, but you **MUST** pay 1 Gold for **EACH** cube already in the box.

AVAILABLE ACTIONS

There are 8 available actions:

- Build Railway
- Mine
- Recruit Help
- Buy Military Unit
- Import/Export
- Farm
- Attack
- Retrieve Cubes

1.) Build Railway (2TP/3TP): There are two boxes for this action. The first box has a cost of 2 Time Points and allows you to build in Coastal and Outback hexes. The second box has a cost of 3 Time Points and allows you to build in all 3 terrain types.

You **MUST** spend 1 Coal and 1 Iron, which allows you to place 2 Railway tracks. The first piece **MUST** connect to **YOUR** Port. After that, tracks **MUST** connect to other track of **YOUR** color or your Port – your rail network **MUST** be contiguous. When you build track, place it across the border of two hexes, which now connects these hexes.

- There can **ONLY** be **ONE** Railway across a single hex side.
- A hex **CAN** have Railways from different players connecting to it.
- You **CANNOT** build a Railway into a hex containing an Old One tile (face up or down).
- To be able to extend your network, you **MUST** be able to trace a path that is **FREE** from Old Ones back to your port via your existing network.
- The number of tracks you have in your supply is limited to what you have and you **CANNOT** remove tracks once they have been placed.

2.) Mine (1TP): You take **ALL** of **ONE** type of resource from a hex that you are connected to by your Railway. Place them in your Warehouse. The Railway line from your Port to the hex you wish to mine **MUST** be free of Old Ones.

- If there are multiple resource types, you choose.
- If you take Phosphate (worth 3 VP at game end), you **ALSO** take 1 Gold from the supply.

3.) Recruit Help (1TP): Take ONE Personality card from the display. After taking a card, move the remaining cards to the right, filling the empty space and draw a new card to place to the left of the line.

- You **MAY** pay 1 Gold to take **TWO** cards from the draw pile, looking at them, and replacing the other face down on top of the deck.
- You **MAY** exchange the one that you took with one from the display.
- There is **NO** limit to the number of Personality cards you can have and **NO** limit to how many you play on your turn.

4.) Buy Military Unit (1TP): The cost, in Gold, of each Military Unit is shown in the corresponding box of your Expeditionary Force and on the main board.

- Take the Military Unit and place it in your Barracks.
- You can **ONLY** buy **ONE** Unit in a single action. However, if you buy Infantry, you can buy either **ONE OR TWO** at the cost of 1 Gold per Unit.
- Military Units are **PIECE LIMITED**.
- The white hex on the tile is the off-rail range and the black shield is its damage capacity.

5.) Import/Export (1TP): You can perform TWO of these sub-actions in any combination.

- **Import** – Take 1 Coal or 1 Iron from the supply and place it in your Warehouse.
- **Export** – Take 1 Coal or 1 Iron from your Warehouse and place it back in the supply to take 1 Gold from the supply and place in your Warehouse.

6.) Farm (TP equal to number of Farms you place): There are 3 types of Farms – Corn, Sheep, and Cattle. You can place a **MAXIMUM** of **ONE** of each type in a single action.

- Farms **MUST** be placed in a hex that matches the type of Farm – Corn (Coastal), Cattle (Hills), Sheep (Outback).
- You place your Farms on hexes that connect to your Railway network.
- The hex **MUST** be empty. It **CANNOT** contain **ANY** other pieces other than Railway tracks – no resources, Port, other Farm, or Old One.
- You **MUST** be able to trace a path along your Railway network that is clear of Old Ones from the Farm to your Port.
- For **EACH** Farm you place, take 1 Gold from the supply – the money you've earned from food sales.
- Farm tiles are **PIECE LIMITED** and you **CANNOT** remove them once placed.

7.) Attack (varies, see below): This action consists of a number of steps. First, you must decide which Military Units to send out as part of your Expeditionary Force. You select some or all of the Units from your Barracks and move them to the

matching Unit types in the Expeditionary Force area of your Player Board, stacking like Units as needed.

You then select a hex containing an Old One tile (face up or down) to attack. You can **ONLY** attack hexes that are within range of your Expeditionary Force, which is determined by the **LOWEST** off-rail range (number in the white hex of the tile) of the Units in your Force.

You can attack **ANY** hex that is within this distance from your Railway network or Port.

You **CANNOT** trace movement through an Old One hex to attack one further away, **UNLESS** you are attacking with **JUST** Airships, in which case you **CAN** move through Old One-occupied hexes.

You declare which hex you are attacking. If the Old One tile is face down, flip it face up.

The Time Point cost varies. **ONLY** Infantry, Armoured Cars, and Artillery are counted for this cost.

- The Time Point cost is equal to the number of different **TYPES** (of the three) of Units in your Force.
- Armoured Trains and Airships do **NOT** add to Time Point cost, but there is **ALWAYS** a **MINIMUM** cost of 1 Time Point.
- The number of Units has **NO** impact on the Time Point cost.
- Military Units are **NEVER** placed on the game board.

8.) Retrieve Cubes (1TP/2TP if no cubes): Move **ALL** of the cubes from the action boxes on your Player Board back to your HQ, **INCLUDING** the one you used to perform the action. If you have **NO** cubes left in HQ, you can retrieve them all for 2 Time Points.

RESOLVING COMBAT

Combat occurs when you attack a hex or when one or more Old Ones move onto your Port hex. There are minor differences in how these combats are handled.

Combat involves:

- **Checking your Sanity**
- **Flipping Old One cards**
- **Deciding when/if to withdraw**

At the start of **EVERY** combat, make sure you have 3 Sanity tokens on your Expeditionary Force.

If you attack a hex with a face down Old One, flip it face up, after which you have the option to withdraw (see below).

Flip over the top Old One card from the deck. This will indicate whether any damage was inflicted on your force and/or target of your attack. After resolving the card's effect, place it in the discard pile.

Locate the Old One you are fighting in the middle column of the card. The symbols on the **LEFT** indicate which Units will inflict damage. For **EACH** symbol that matches a Unit **TYPE** in your Expeditionary Force, you inflict **ONE** damage on the Old One. The number of those Units is **NOT** relevant. Additional Units simply allow you to absorb more damage.

When you inflict damage on an Old One, you take the corresponding number of **YOUR** colored cubes from your HQ and place them on the Old One tile. If the Old One in question has a Damage Capacity of 6 or more, you may place your cubes on the Major Old Ones display. Use discs to represent 5 points of damage when needed.

The symbols to the **RIGHT** of the Old One you are fighting indicates any damage inflicted on your Force. A purple cube means you must place 1 purple damage cube on one of your stacks of Units in your Expeditionary Force. You **CANNOT** place this cube on an **AIRSHIP**. If the number of cubes on a stack equals the Damage Capacity of that Unit type, then the top Unit in that stack is eliminated. Remove it and place it back in the general supply of Military Units, returning the cubes as well.

Damage **CANNOT** be shared among Units of the same type. E.G. – if you have 2 Infantry in a stack, 2 damage could not be divided 1 / 1. One would be eliminated.

An Airship symbol indicates that 1 damage is inflicted against your Airships, if present. Otherwise, ignore it.

A Sanity symbol requires you to remove 1 of your Sanity tokens from your Player Board. If you do not have a Sanity token remaining to take this loss, then you are **DEFEATED** (see below).

ALL results on an Old One card are simultaneous.

After resolving the effect of the Old One card, you check to see if you destroyed the Old One or were defeated. Otherwise, you have the option to withdraw. If combat continues, draw the next Old One card. If the deck exhausts, shuffle the discard pile to form a new deck.

Combat continues until you destroy the Old One, Withdraw, or are Defeated.

Destroying Old Ones

An Old One is eliminated if the amount of damage inflicted against it is equal to or greater than its Damage Capacity (gray shield).

If you were the **ONLY** one to damage it, you take the Old One tile and retain it as it may score end game VP.

If multiple players damaged it, the VP are divided by those players and distributed evenly. Any remainder is awarded to the player inflicting the **MOST** damage. If there is a tie for the most damage, divide it as evenly as possible, ignoring any uneven remainder.

Return all player cubes to HQ. If all Old Ones in a hex are destroyed, the combat ends.

Withdrawal

Before drawing a new Old One card, you have the option to withdraw Units from your Expeditionary Force. You may withdraw:

- **ALL** Airships
- **ALL** non-Airships
- **OR BOTH**

If **ANY** of the withdrawn Units have Damage cubes, remove them and return **ALL** withdrawn Units to your Barracks. If no Units remain in your Expeditionary Force, combat ends.

Defeat

You are defeated if, after resolving an Old One card:

- You have **NO** Military Units left in the combat
- You are required to lose Sanity and have none

Note that you resolve **ALL** effects of the Old One card **BEFORE** combat ends. That means it is possible to destroy an Old One **AND** be defeated simultaneously.

End of Combat Resolution

If you were defeated, destroy **ALL** Units in your Expeditionary Force that have 1 or more damage cubes, placing them in the general supply. Return the rest of your Units to your Barracks. If not defeated, remove damage cubes and return Units to your Barracks.

If any Old Ones survived the combat, any damage **REMAINS** there. Zombies are an **EXCEPTION**. Any damage remaining on them is removed and returned to your HQ.

Defending your Port

If your Port is attacked by the Old Ones, combat is resolved in almost the same way. **ALL** of the Units in your Barracks are moved to your Expeditionary Force – they all fight.

- There is **NO** Time Point cost.
- You **CANNOT** choose to withdraw
- If, after the End of Combat Resolution, **ANY** Old Ones remain on your Port hex, you lose your Port and the game ends **IMMEDIATELY** and scoring happens.

If you eliminate **ALL** of the Old Ones at the **SAME TIME** that you are defeated, you still suffer eliminations due to damage, **BUT** you do **NOT** lose your Port and the game continues.

If two Ports are attacked simultaneously, combat is resolved in player order.

Combat with MORE than one Old One

When sending a Force to attack a hex with more than one Old One, you **MUST** fight **ALL** of them.

You use the **SAME** Old One card to resolve combat for **EACH** Old One present (even if same type), handling each as an independent combat.

If there are two or more Old Ones of the same type, any damage inflicted is inflicted on **EACH** of them and vice versa.

ACTIVATING OLD ONES

When **EVERY** player disc has **PASSED** the purple disc waiting on #22 on the Time Track, the Old Ones become the active player. This involves:

- Moving the purple disc 1 Time Point.
- **Revelation** – if the purple disc moves onto an illuminated (lighter) space, draw 1 Revelation card and resolve it.
- **Old One Movement** – If there are **ANY FACE UP** Old Ones on the board capable of moving (**NOT** Temples), then draw **TWO** Old One cards and resolve any movement.

The Old Ones may enjoy a number of consecutive activations as long as the purple disc is furthest back.

Revelations

If the card tells you to **reveal the Old One in the lowest-numbered hex**, check on the board and flip the tile. If the tile is **EMPTY**, it is removed from play, otherwise leave it.

If the card tells you to **reveal AND draw 6 movement**, those 6 cards **ONLY** affect the newly-revealed Old One. You **STILL** draw **TWO** more to check for movement of **ALL** revealed tiles.

If the card tells you to **assassinate**, remove the 2 Personality cards furthest to the **RIGHT** on the display. Slide the remaining cards to the right and draw 2 replacements.

If the card tells you to **draw and place Old One tiles on Temples**, draw 1 level **THREE** Old One tile for **EACH** face-up Temple on the board, going from lowest-numbered hex to highest. The Old Ones are revealed face up. If not enough level 3 tiles, use level 2 tiles.

If the card says No Event, you **STILL** do the movement check.

Movement of Old Ones

To check movement, draw an Old One card to see which ones appear in the white circle. **ALL** Old Ones of that **TYPE** are then move **ONE** hex.

- An Old One **MUST** move towards the closest Port or un-blighted Farm.
- If there is more than one Port/Farm equally distant or more than one route of the same distance, check the number and refer to the compass.
- If the number is **NOT** one of the routes, check the next in either clockwise or counterclockwise direction as indicated on the card.

This movement check is carried out **TWICE** each time the Old one disc is moved one space on the Time Track.

- If an Old One moves into a hex with a Farm, flip it to its blighted side. Railways are not affected by Old Ones.
- Damage on Old Ones remains on the tile when moving.
- If 2 Old Ones move onto a Farm, they do so **SIMULTANEOUSLY**, before it is blighted.
- If an Old One moves onto a Port, Port combat occurs as per Defending your Port above.
- The **FINAL** check for Old One movement occurs when the purple disc lands on space #53.
- Temples **NEVER** move, so do **NOT** check for movement if they are the only revealed tiles.
- Benefits on Revelation cards apply to **ALL** players but **NOT** Old Ones.

GAME END

The game ends **IMMEDIATELY** once **ALL** discs (including the purple one) have reached or passed the #53 space on the Time Track. Once a player reaches or passes #53, then **CANNOT** take any further actions **OR** one player has lost his Port to the Old Ones.

Scoring – Use Time Track to score

Players calculate VP as follows:

- Each **NON**-blighted Farm is worth 2 VP.
- Each Phosphate disc in hand is worth 3 VP.
- Bonuses from Personality cards.
- VP on Old One tiles you have acquired.
- VP tokens in hand.

Old Ones score VP as follows:

- Each **REVEALED** Old One tile still on the board is worth its number of VP.
- Each **UNREVEALED** Old One tile is worth **DOUBLE** its number of VP.
- Each blighted farm is worth 1 VP.

Highest score wins – **CAN** be the Old Ones! Old Ones win any ties. Tied players share the win.