

AUSTRALIA

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.

**Thanks to Titibo from the solo meeting for their ideas.*

SOLO CAMPAIGN

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.

*Credits Australia is a game by Martin Wallace
Illustrated by James Colmer*

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Solo campaign by Sylvain | SoloGames

Translation to EN by Rafael Moreira (rafamsilva)



SOLO Campaign



Objective

Reward

Level



Differential

Challenge

| | | | | | | |
|---------------------|-------|--------|--|--|--|---|
| Well Equipped | 15 PV | Easy | | | | Victory: Keep 1 Character card for the next Objective and earn 1 XP. 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 1 XP. 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.