OVERVIEW

This is a solo version for Terra Incognita based on the official solo version for the base game which you can find here: https://www.fantasyflightgames.com/en/products/sid-meiers-civilization-a-new-dawn/. All credits to Toni Fanchi who designed the awesome AP (Automa) for the base game.

If nothing else is mentioned - use the official solo rules for the base game!

STARTING SETUP

AP Focus Bar - Switch the two leftmost focus cards for the AP so that the Growth focus card is put on the rightmost of the two slots for plain terrain. This is for the AP to be able to build a district before the second time the event dial reaches the districts event.

Creating Starting Map - Place two starting tiles and A/B-side randomly as in the normal setup in a 2-player game. Then place two fortress on opposite sides (see pictures A-side/B-side). If the placement of one or both of the fortress is not legal due to being next to a city-state you should use the alternative setup instead (see pictures Alt. A/B-side). Neither you or the AP will be able to choose where to put a fortress.

| A-side | B-side | Alt. A-side | Alt. B-side |
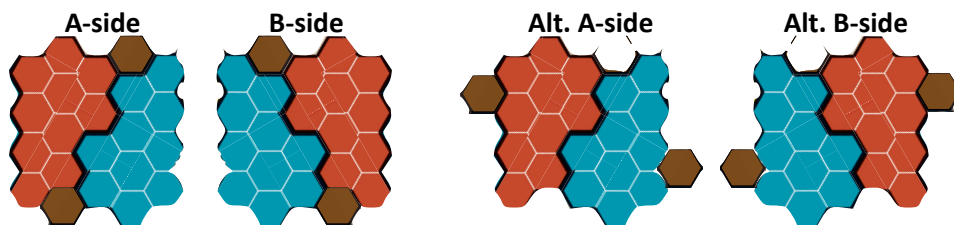
Then, the AP randomly chooses A or B-side and place their capitol tile first in the priority below. *If you want to increase the difficulty, you may give the AP a district from the start as described under DISTRICTS. If no districts meets the minimum requirements the AP builds the theatre square on the space with highest terrain.* Thereafter you decide where to put your capitol tile.

Capitol tile placement priority order: *(Do not count through water on 1 to 3 below)*
1. Most natural wonders/city-states within 3 spaces from capitol.
2. Most resources within 3 spaces from capitol.
3. Capitol closest to a fortress.
4. Capitol furthest away from barbarians.
5. Connecting the most forest, desert and mountain spaces. (Count number of spaces that connects to a space of the same terrain on the other tile.)

EXPLORE

Move the caravan to a space on the AP's capitol tile where the AP can legally place a new tile. In other words a space where the new tile will be able to touch at least 4 spaces and the caravan's space is one of those.

Space to explore from Priority Order:
1. Shortest distance.
2. Highest terrain.
3. Furthest from rival.

New tile placement Priority Order:
1. Making an existing district better by increasing the terrain type that gives the AP a bonus.
2. Connecting the most forest, desert and mountain spaces. (Count number of spaces that connects to a space of the same terrain on the other tile.)
3. City-state or natural wonder closest to capitol.
4. Barbarians furthest away from capitol.

After the new tile placement, continue to move the caravan according to Destination Priority Order on the economy focus card if more steps are available. If the army was used to explore then ignore further movement and stay at the space where the exploration was made unless a barbarian is found within reach to attack.

DISTRICTS

When the AP uses his growth focus card to build a district, look at the minimum requirements for each district type in the table below to see which districts that are potential options.

When more than one of the minimum requirements are met for building districts, decide randomly which district the AP builds.

Districts	Minimum requirements to build	Placement of districts	Districts effects (resolve in this order)
Encampment (Military)	1 barbarian/rival army within 2 spaces from potential encampment.	**Placement Priority order:** 1. Most barbarian/rival armies within 2 spaces from the encampment. 2. Highest defense. 3. Closest to rival space. 4. Not already a control token on the space.	Defeat a barbarian or rival army within 2 spaces of this district. **Defeat a barbarian or enemy army priority order:** 1. Adjacent to friendly city. 2. Adjacent to friendly district. **Tiebreaker:** Highest defense. Then, reinforce 1 friendly token within 2 spaces of this district. **Reinforcements Priority Order:** Reinforce tokens closest to barbarians and/or rival spaces first. Prioritize districts before control tokens. **Tiebreaker:** Highest terrain.
Theater square (Culture)	Control 1 wonder of the world **or** 2 resources/natural wonders within 2 spaces from potential theatre square.	**Placement Priority order:** 1. Most resources/natural wonders within 2 spaces. 2. Adjacent to city without a world wonder. 3. Highest defense. 4. Not already a control token on the space. 5. Furthest from rival space.	Place 1 control marker on a space within 2 spaces of this district or within 2 spaces of a friendly city with a world wonder. **Control marker Priority order:** 1. Contains a natural wonder. 2. Contains a resource token. 3. Contains a barbarian spawn point. 4. Closest to rival. 5. Adjacent to most cities. 6. Adjacent to the city closest to maturity. 7. Highest terrain difficulty.
Commercial (Economy)	2 mature cities **or** 2 desert spaces on or adjacent to potential commercial hub.	**Placement Priority order:** 1. Most desert spaces on or adjacent to the commercial hub. 2. Highest defense. 3. Not already a control token on the space. 4. Furthest from rival space.	If mature cities is **equal or more than** friendly desert spaces on or adjacent to commercial hub: Place trade tokens one at a time on the focus card with the fewest trade tokens. **Tiebreaker:** Highest on focus row. Otherwise, place 1 trade token on the players science card for each friendly desert that is in or adjacent to this district.
Industrial zone (Industry)	2 forest spaces on or adjacent to potential industrial zone.	**Placement Priority order:** 1. Most forest spaces on or adjacent to the industrial zone. 2. Highest defense. 3. Not already a control token on the space. 4. Furthest from rival space.	Build city if at least 3 trade tokens on industry focus card. **City Location Priority Order:** 1. Adjacent to the most natural wonder and/or resource tokens. 2. A space with a barbarian spawn point. 3. Highest defense. Otherwise, place 1 trade token on the players industry card for each friendly forest in or adjacent to this district.
Campus (Science)	2 mountain/natural wonder spaces on or adjacent to potential campus.	**Placement Priority order:** 1. Most mountain/natural wonder spaces on or adjacent to campus. 2. Highest defense. 3. Not already a control token on the space. 4. Furthest from rival space.	Place 1 trade token on the players science card for each friendly mountain or natural wonder that is in or adjacent to this district.

GOVERNMENT

When given the opportunity to change government the AP always changes to the government with the most advanced technology (I-IV) of their focus cards. The AP is not restricted to choose one of the two leftmost focus cards as their government. **Tiebreaker:** Focus card furthest to the left.

If the focus card with current government is in a slot where it can be used as a 5th slot and has a more advanced technology (I-IV) than the focus card currently at the 5th slot then prioritize the focus card of the current government. The AP would as an example use Engineering (tech II) on slot 3 (as a slot 5) before Masonry (tech I) on slot 5 if the AP's chosen government is Monarchy.

SPECIAL RULES AND CASES

- Trade tokens on Military focus cards:
  The AP will (always and only) use +1 to Combat Value when that will guarantee winning the battle.
  AP as an attacker - will always reroll 1 and 2s if there is an uncertain outcome of the battle.
  AP as the defender - will always reroll 1, 2 and 3s if there is a chance to win and not already winning.

- The AP always starts with the army/caravan closest to the target if they have two armies/caravans to choose from.

- If the AP is attacking a space with multiple pieces:
  The AP will prioritize to attack in order: 1) Cities, district tokens or control tokens 2) Armies 3) Caravans.

- The AP chooses the Non-aggression Pact as their last and 5th alternative when they choose a Diplomacy card from their rivals.

- When choosing a higher difficulty (as described in the base solo rules) and the AP has a unique leader focus card with tech level I or II it should be one of the AP's starting cards.

- When building wonders the AP prefer to spend trade tokens before spending resources (on the contrary from the base game solo rules). The order in which the AP pays for wonders is: 1) Bonus trade tokens from wonders and diplomacy cards 2) Natural wonders of any type 3) Trade tokens on the industry card 4) Resource tokens of any kind.

STARTING SETUP - EXAMPLE

Starting tiles and A/B-side drawn/rolled randomly as in the normal setup in a 2-player game. In this example, the alternative fortress placement (Alt. A-side) will be used due to fortress would otherwise be connected with a city-state. The AP draws a capitol tile and roll a 5 which means that the AP will use the B-side.

Starting tiles and fortress placements:
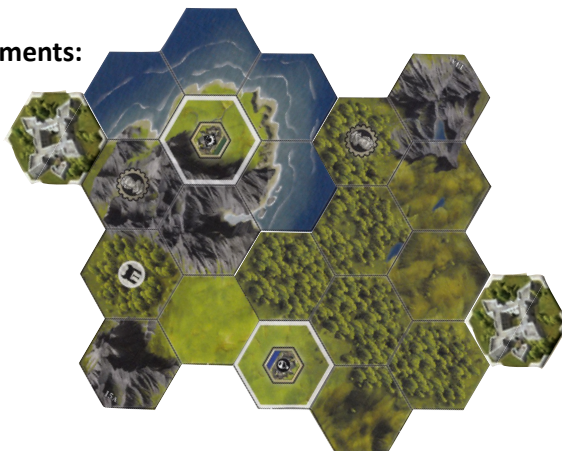
**The AP's random starting tile with B-side up:**

Capitol tile placement priority order: *(Do not count through water on 1 to 3 below)*

1. Most natural wonders/city-states within 3 spaces from capitol. - Capitol placement will be on the south or west side since those are the only places where the capitol will be within 3 spaces from a city-state or natural wonder not counting through water.

2. Most resources within 3 spaces from capitol. - West it is since there is no resources within 3 spaces to the south but a marble if the capitol is placed to the left.

3. Capitol closest to a fortress. - Only 3 possible ways to place the tile and fulfill the city-state within 3 spaces from the capitol (see pic below). All of these will make the capitol 2 spaces from the fortress so this tiebreaker is not enough.

A)	B)	C)
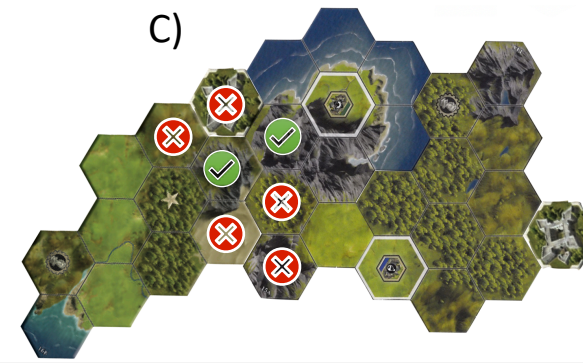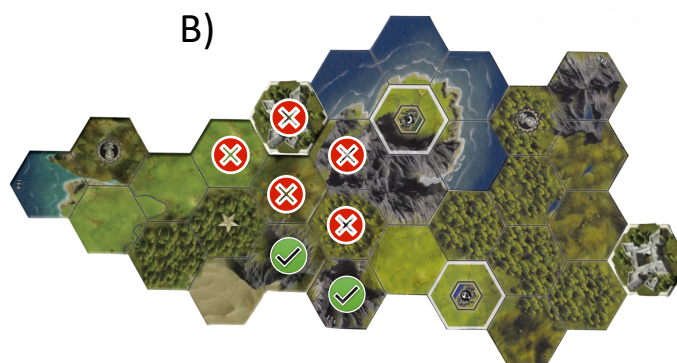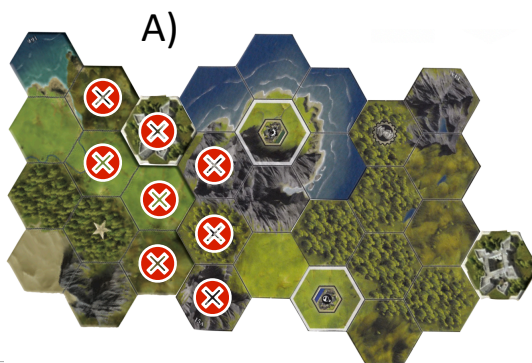
4. Capitol furthest away from barbarians. - Same as number 3 above.

5. Connecting the most forest, desert and mountain spaces. (Count number of spaces that connects to a space of the same terrain on the other tile.) - Tile placement B and C below both have 2 mountain spaces that connects to another mountain space on the other tile so the player will randomly choose between these two.