

SID MEIER'S
CIVILIZATION[®]
A NEW DAWN



TERRA INCOGNITA
EXPANSION

RULES OF PLAY

OVERVIEW

At the dawn of civilization, your people know only their own lands. The wider world is an unfamiliar place. You must send your traders and warriors out into the wilderness to explore the unknown lands around you and uncover terra incognita.

Terra Incognita is an expansion for *Sid Meier's Civilization: A New Dawn* that introduces rules for exploring your world, armies to do the exploring, and districts to help you tame the lands you discover. New leaders join the fray, and each leader receives a unique focus card to set them on their own path to greatness in *Terra Incognita*.



USING THIS EXPANSION

Before playing your first game using this expansion, complete the following steps to incorporate the expansion contents into those from the base game (see Component List on next page to help identify each new component):

1. Combine the expansion map tiles with the base game tiles.
2. Combine the expansion leader sheets with the base game leader sheets.
3. Add the wonder tokens, barbarian tokens, natural wonder tokens, water tokens, trade tokens, resource tokens, and city-state tokens and cards to their base game supplies.
4. Replace the base game event dial and focus bars with the expansion event dial and focus bars.
5. Remove the base game "Pentagon" and "Machu Picchu" wonders, and then combine the expansion wonder cards with the remaining base game wonder cards.
6. Remove the base game "Technophile"/"Scholarly" victory card, and then combine the expansion victory cards with the remaining base game victory cards.
7. Add the blue, green, orange, and red control tokens to their respective supplies.
8. Remove the following from each player color's focus card deck: "Currency," "Animal Husbandry," and all military cards.
9. Separate the unique focus cards (with leader portraits on the backs) from the other expansion focus cards. Sort the remaining focus cards by player color and combine them with the matching focus cards from the base game.
10. Remove the base game "Open Borders" diplomacy cards, and then combine the expansion player diplomacy cards with the diplomacy cards of the same color from the base game.

EXPANSION ICON



Each card in this expansion is marked with the *Terra Incognita* expansion icon to distinguish it from cards in the base game and other *Sid Meier's Civilization: A New Dawn* products.

ADDING A FIFTH PLAYER

Terra Incognita includes a set of purple components that players can use to add a fifth player to *Sid Meier's Civilization: A New Dawn*.

The purple components can only be used in games using the other content from *Terra Incognita*.

COMPONENT LIST



10 Leader Sheets
(district reference on back)



5 Map Tiles



18 Unique Focus Cards



40 Player Focus Cards



1 Event Dial
(face and pointer)



1 "Ibrahim" Card



8 City-State
Diplomacy Cards



8 Player Diplomacy
Cards



8 Victory Cards
(6 standard, 2 fort)



14 World
Wonder Cards



8 Plastic Army Figures



20 District Tokens



12 Control Tokens



12 World Wonder
Tokens



30 Government
Tokens



8 Resource Tokens
(2 per type)



2 City-State Tokens
(double-sided)



5 Fort Tokens



2 Natural Wonder
Tokens (double-sided)



8 Water Tokens



26 Trade
Tokens



2 Barbarian
Tokens

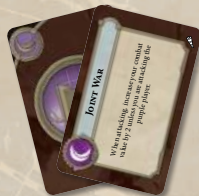
5 Extended
Focus Bars



FIFTH PLAYER COMPONENTS



24 Focus Cards



5 Diplomacy Cards



1 Tech Dial
(face and pointer)



13 Plastic Figures
(1 capital city, 7 cities,
3 caravans, and 2 armies)



5 District Tokens



34 Control Tokens

SETUP

To set up a game of *Terra Incognita*, perform the following steps instead of the steps listed in the base game rulebook:

1. **Select Leader and Player Color:** Follow these steps:
 - a. Each player takes one random leader sheet and the unique focus card with that leader's picture on the back.
 - b. Each player chooses a player color and takes the **PIECES** (cities, armies, caravans, district tokens, control tokens), cards (focus and diplomacy), and tech dial of that color.
 - c. Each player takes one district reference sheet (on the back of *Terra Incognita* leader sheets) and one of each of the six types of government tokens.
 - d. Each player rotates the pointer on their tech dial to "0."

Purple Player's Components



2. **Construct Focus Bars:** Each player places the focus bar of their color below their leader sheet. Then, each player takes their six focus cards that display "I" on the back and places them faceup in the slots below their focus bar according to the order on their leader sheet. The "Irrigation" card is placed in the leftmost "1" slot.
 - a. If a player has a unique focus card of tech level "I," that card replaces the card of the same type in their focus row.
 - b. Each player places one of their armies on their military focus card and one of their caravans on their economy focus card.



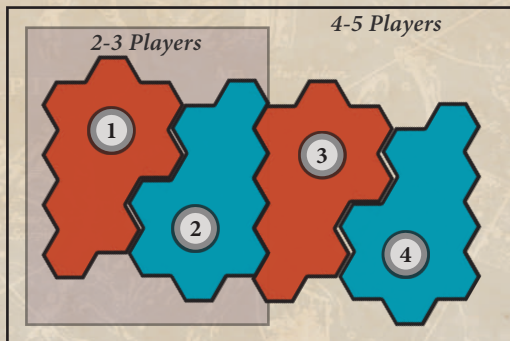
3. **Construct Map:** Follow these steps to construct the starting map:

- a. Deal one random tile that has a capital-city icon (star) and a fort token to each player. Return unused capital-city tiles and fort tokens to the box.

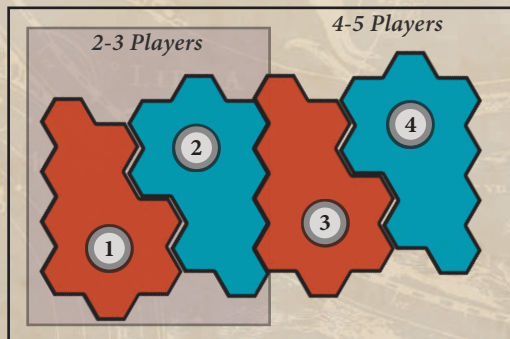


Fort Token

- b. Randomly determine a first player and give the event dial to this player.
- c. Shuffle the remaining tiles to create the map tile stack and set it near where the map will be.
- d. Draw **four tiles—two tiles instead if there are two or three players**—from the bottom of the map tile stack. These are the core tiles.
- e. Determine which side will be used for the core tiles by rolling a die. On a result of 1-3, use side A for all core tiles; otherwise, use side B.
- f. Form the core by placing the core tiles, one at a time, in the center of the table. Place the tiles in the order and orientation shown below for the side being used. Then, place a trade token anywhere on each of these tiles to mark them as the core tiles.

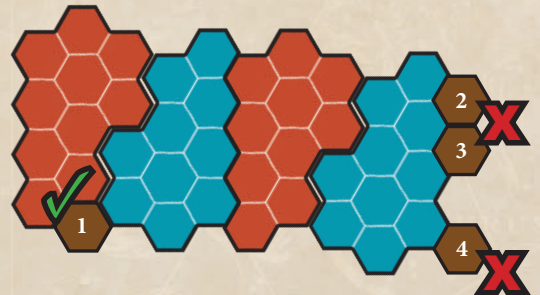


Core Tiles—Side A



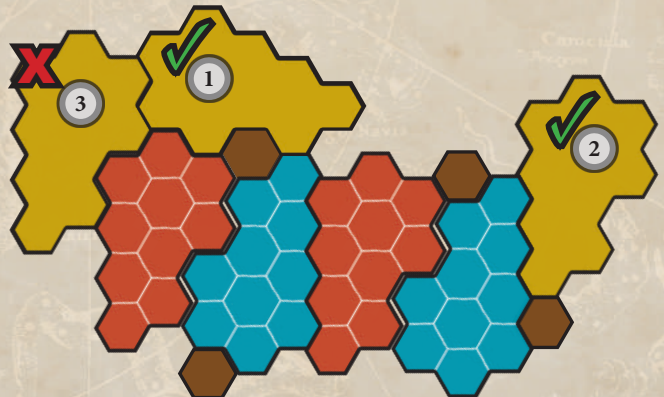
Core Tiles—Side B

- g. Starting with the first player and proceeding clockwise, each player places their fort token on the table so that it touches at least two spaces on the core tiles. A fort token cannot touch another fort token or a space with a city-state.



Fort 1 is legally placed. Forts 2 and 3 are illegally placed because they are adjacent to each other. Fort 4 is illegally placed because it touches only one core tile space.

- h. Starting with the first player and proceeding clockwise, each player places their capital tile. Each tile can be placed on either of its sides, but the tile being placed must touch at least four spaces on core tiles and/or fort tokens. After a player places their tile, that player places their capital city on that tile's capital city icon.



Tiles 1 and 2 are legally placed. Tile 3 is not legally placed because it must touch four spaces on forts and/or core tiles. Spaces on other capital tiles do not count.

- i. Remove the trade tokens from the map.

4. **Populate Map:** For each space on the map that has an icon, place one token that matches that icon on that space. While doing so, observe these rules:

- Place barbarian tokens so that the letter on the token matches the letter on the space.
- Place city-state tokens so that the icon and black frame (star, diamond, or circle) on the token match the icon and black frame on the space.

5. **Place City-State Cards:** For each city-state token placed on the map, place both copies of that city-state's diplomacy card on top of each other and next to the map, in view of all players. Keep the unused city-state diplomacy cards in a stack nearby.



6. **Set Direction Token and Event Dial:** The first player places the barbarian direction token against any edge of the map (it does not matter which direction each number points). Then, the first player sets the event dial pointer so that it points to the helmet with the star.



7. **Separate Wonder Cards:** Follow these steps:

- Separate the world wonder cards by type into four piles. The type is indicated by the card's color and by the icon to the left of the wonder's image.
- Divide each wonder pile by era into three facedown piles. Randomize each era pile and remove one card at random from each ancient and medieval era pile. Return the removed wonders to the game box without revealing them.



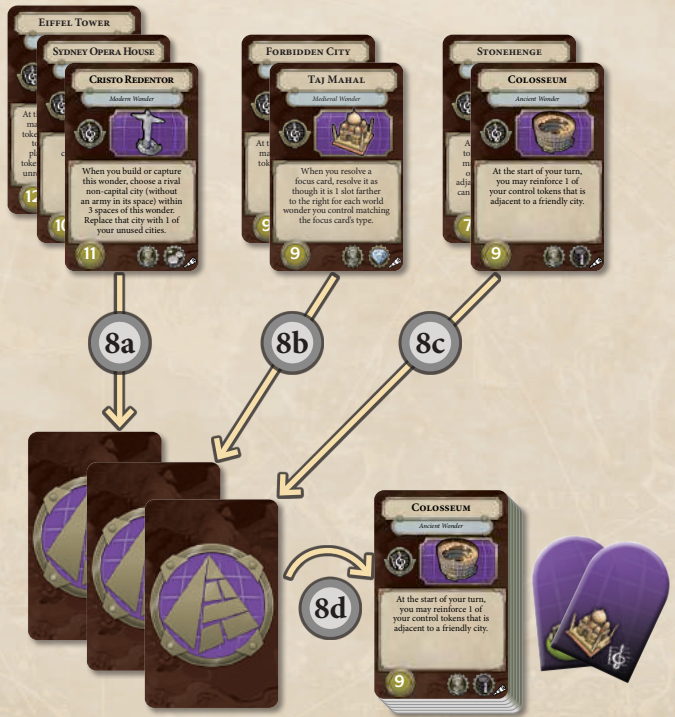
Number of Wonders to Use of Each Era for Each Wonder Type



8. Create Wonder Decks: For each type of wonder cards, do the following:

- Place the modern-era cards of that type facedown to start the deck.
- Place the medieval-era cards of that type facedown on the modern-era cards.
- Place the ancient-era cards of that type facedown on the medieval-era cards.
- Flip the top card of the deck faceup and place the deck in view of all players.

9. Organize Wonder Tokens: Next to each wonder deck, place all of the world wonder tokens that display the same type icon and color as the cards in that deck.



10. Deal Victory Cards: Place the two fort victory cards (“Fortified” and “Expeditionary”) next to the map. Then, select three additional victory cards at random and place them faceup together with the fort victory cards. Return the remaining victory cards to the game box.



11. Create Supply: Place the trade tokens and the remaining resource tokens in piles near the map to form the **SUPPLY**.

The game is now set up and ready to begin.



EXPANSION RULES

Terra Incognita introduces the following new rules to *Sid Meier's Civilization: A New Dawn*. If there is a conflict between these rules and the base game rules, these rules take precedence.

WINNING THE GAME

To win the game, a player must complete an agenda on **four** of the five victory cards next to the map. Players check for victory at the end of each round **before** resolving the event dial.

If two or more players meet the conditions for victory, the tied player who has control tokens on more victory cards is the winner. If still tied, use the tiebreakers from the base game.

Fort Victory Cards

Fort victory cards are a new type of victory card. Unlike standard victory cards, fort victory cards provide only one agenda: controlling a number of forts (see "Forts" on page 11). Additionally, players must continually meet the criteria of these agendas; if a player loses control of a fort and no longer meets the criteria for one of these agendas, that player removes their control token from the agenda's card.



The "Fortified" victory card (left) requires a player to control one or more forts. The "Expeditionary" victory card (right) requires a player to control two or more forts.

EXTENDED FOCUS ROW

The focus bars included in this expansion extend the focus row, adding an additional "1" slot. Both of the slots numbered "1" are treated as the first slot, and when resetting a focus card, the card must be placed in the leftmost focus row slot.



UNIQUE FOCUS CARDS

Terra Incognita includes one unique focus card for each leader, which follows the same rules as all other focus cards.

Players who have a tech level I unique focus card replace the tech level I card of the same type in their starting focus row. Each player with a tech level II or higher unique focus card can choose to gain their card any time they have an opportunity to gain a focus card of that card's tech level.



Shaka's Unique Focus Card
Front and Back

GROWTH FOCUS CARDS

All players begin each game with the tech level I growth focus card, "Irrigation." Growth cards allow players to build districts, which are described in detail on the next page.

Growth cards also allow players to reinforce control tokens, a function that is no longer provided by military focus cards.

When a player is resolving their growth card, that player can spend trade tokens from that card to reinforce one control token for each trade token spent in this way. This can be done whether or not the card's effect was used to reinforce control tokens.



Level I Growth
Focus Card

When resolving a focus card "as if it was in the first slot," that card is resolved as if it was in the leftmost slot. The slots numbered "2," "3," "4," and "5" are still considered the second slot, third slot, fourth slot, and fifth slot, respectively.

DISTRICTS

Districts are a new type of control token that represent specialized regions of your civilization. Districts follow all rules for control tokens with the following exceptions:

- ◆ Districts are placed using growth focus cards. Abilities that allow a player to place control tokens cannot be used to place districts.
- ◆ Districts follow the same placement rules as control tokens, with one exception: when placing a district, a player can replace one of their control tokens with that district. If they do, that district is placed on its unreinforced side, even if it replaced a reinforced control token.
- ◆ When a district is defeated during an attack, the attacker replaces the district with their own non-district control token on its unreinforced side.
- ◆ Abilities that replace one player's control token with another player's control token can replace districts. If a district is replaced by such an ability, it is replaced with a non-district control token.

Each type of district has its own ability. Players resolve their district abilities when the pointer on the event dial reaches the district icon. Players resolve their districts in clockwise order, starting with the first player. Each player resolves the abilities on their districts in the order of their choice.

Many districts allow a player to do something within a certain number of spaces of that district. While resolving such a district ability, players count through all spaces, including rival spaces and water, and ignore terrain difficulty.

The back side of the leader sheets included in *Terra Incognita* have a reference for these district effects. The complete rules for each effect follow:

Campus

To resolve a campus district, place one trade token from the supply on your science focus card for each friendly space with a mountain or natural wonder that is in or adjacent to your campus' space.



Commercial Hub

To resolve a commercial hub district, choose **one** of the following:



- ◆ Place a trade token from the supply on a card in your focus row for each of your mature cities.
- ◆ Place a trade token from the supply on your economy focus card for each friendly space with a desert that is in or adjacent to your commercial hub's space.

Encampment

To resolve an encampment district, resolve **either or both** of the following:



- ◆ Defeat a barbarian or rival army within two spaces of your encampment. If a barbarian is defeated, place one trade token on any card in your focus row as normal.
- ◆ Reinforce a friendly control token within two spaces of your encampment's space.

Industrial Zone

To resolve an industrial zone district, choose **one** of the following:



- ◆ Place a trade token from the supply on your industry focus card for each friendly space with a forest that is in or adjacent to your industrial zone's space.
- ◆ Discard three trade tokens from your industry focus card to build a city on a legal space within two spaces of a friendly space.

Theater Square

To resolve a theater square district, choose **one** of the following:



- ◆ Place one control token in a space within two spaces of your theater square's space.
- ◆ Place one control token in a space within two spaces of a friendly city that has a wonder.

ARMIES

Armies are a new type of figure. Each player controls the number of armies indicated on their current military focus card. When a player gains a military card with more armies on it than their previous card, that player places the additional army on the new military card. A player who controls more than one army must fully resolve the movement of one of their armies (including its attack, if any) before moving another army.



Players use the new military focus cards to move their armies around the map. To move an army, the player moves the figure one space at a time up to the distance indicated on the card. An army on a military card can move out of its player's capital city or mature cities as though it was already in that city's space.

When an army enters a space with a barbarian, city-state, or rival **PIECE**, that army must end its movement, forfeiting any remaining spaces of movement, and perform an attack.

Attacks are performed according to the base game rules for attacks, with the following differences (see page 16 for a summary of the steps of an attack):

Initiating Attacks

- ♦ All base game rules that refer to counting spaces to perform an attack or attacking from a space are ignored. Attacks are only initiated by army movement.
- ♦ If an army is attacking a space with multiple **PIECES**, the player controlling the attacking army chooses one of those pieces to be the target of the attack. If an army attacks a space with a barbarian, the barbarian must be the target.

During an Attack

- ♦ An army or caravan that is being attacked has a combat value bonus equal to the difficulty of the terrain that figure is in. These figures do not receive bonuses from reinforced control tokens.

- ♦ 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.
- ♦ When a player spends a trade token during combat, that player may choose to reroll their die instead of increasing their combat value by one.
 - ♦ A player can decide whether or not to spend more trade tokens after seeing the result of a roll or reroll.
 - ♦ The attacker still must spend all the trade tokens they wish to spend during an attack before the defender spends any of their trade tokens.

After an Attack

- ♦ If the defender wins, the attacking army is defeated and returned to its player's military focus card.
- ♦ If the attacker wins, players follow the instructions for an attacker winning an attack from the base game, with the following additions:
 - ♦ If the defender was a:
 - ♦ **Caravan or army:** The defender is defeated and returned to the appropriate card in its player's focus row.
 - ♦ **District:** The attacker replaces that district with their own unreinforced, non-district control token.
 - ♦ **City or control token (including district):** All rival armies and caravans in the space are defeated and returned to their players' focus cards.
 - ♦ After the attack, the attacking army remains in the attacked space unless that space still contains a city-state, unclaimed fort, or rival piece (for example, if the player liberated a city-state or attacked a space containing more than one rival piece). In such cases, the attacking army returns to the last space it occupied before its attack that does not contain a barbarian, city-state, or rival piece. In either case, the army forfeits all remaining spaces of movement.

Additional Army Rules

These rules also apply to armies:

- ◆ Cities can be built in spaces occupied by friendly armies, but not in spaces occupied by rival armies.
- ◆ Control tokens cannot be placed in spaces occupied by rival armies.
- ◆ Caravans can move into and through spaces occupied by armies, both friendly and rival.
- ◆ Abilities that remove pieces or replace one player's piece with another player's piece cannot target a space with an army.
- ◆ An army in a space with a barbarian icon does not prevent that barbarian from spawning. If a barbarian spawns in a space with an army, that army is defeated and returned to its player's military card.
- ◆ If a barbarian moves into a space with an army, that army is defeated and returned to its player's military card, and the barbarian is placed on the last non-water space it occupied. Any city or control token in the army's space is protected from the barbarian and is not removed or flipped to its unreinforced side.

FORTS



Fort Token

Forts are defensible territories on the map represented by the fort tokens placed during setup. Fort spaces are treated as forests with a terrain difficulty value of 3. Players cannot build cities adjacent to forts, and cannot place control tokens (including districts) on forts. Caravans and armies can move into forts, but if an army moves into a fort that is not controlled by a player, it must end its movement and perform an attack.

When an army attacks an uncontrolled fort, the fort defends with a combat bonus of 6. If the attacker wins, they place one of their unused cities on the fort, which functions as a normal city.

While a player has a city on a fort, that player controls that fort. Controlling one or more forts will bring a player closer to victory by satisfying the agendas on the new fort victory cards. See "Winning the Game" on page 8 for more information.

USING AN ARMY EXAMPLE

Victoria (playing red) moves her army through the grassland and forest spaces on its way to attack Shaka (playing blue). She resolves her military focus card in her third slot.

1. Victoria moves her army through the grassland and forest spaces on its way to Shaka's city because her military focus card is not in a high enough slot to travel through the mountain space.
2. The army ends its movement in the space with Shaka's city and army. Victoria chooses to attack Shaka's army.
3. Victoria wins the attack and the blue army is returned to Shaka's military card. Victoria's army cannot occupy the same space as Shaka's city, so the army returns to the last space it occupied.



EXPLORATION

Rather than building the entire map at the start of the game in *Terra Incognita*, players use their caravans and armies to explore the world and extend its boundaries.

While moving a caravan or an army, if that figure is in a space on the edge of the map and on **a tile with a capital city**, that figure may spend one space of movement to **EXPLORE**.

When a player explores, they perform the following steps:

1. Draw the bottom tile from the map tile stack.
2. Place that tile so that it touches **four spaces** already on the map, **including the space from which the player is exploring**. The new tile can be placed with either of its sides faceup. If the tile cannot be placed because it cannot fulfill the placement 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, following the rules under step 4 of Setup on page 6. If a city-state token is placed, set its city-state cards near the map.
4. If a completely enclosed hole in the map is formed, fill the hole with water tokens.

The barbarian direction token can be moved to accommodate a new tile placement.

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.

EXPLORING EXAMPLE

Shaka explores with his army (highlighted in yellow). Position 1 is not valid because it does not touch the exploring figure's space. Position 2 is not valid because it touches only 2 spaces already on the map.



Shaka chooses the option below for placing the explored tile.



Note: When Shaka moves his caravan on a future turn, he cannot explore with his caravan from its current space because it is not on a tile with a capital city space.

GOVERNMENTS

In *Terra Incognita*, players choose a government for their civilization, represented by the six types of government tokens.



Government Token

Players begin the game without a government. When the event dial reaches the government icon, each player may change to a new government. To change to a new government, the player chooses 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 must remove that token.



Government Event Dial Icon

When a player resolves a focus card with a government token on it, the card is resolved as though it is a number of slots farther to the right of its current slot equal to the number of arrow symbols on the government token. See the next section for more details.

RESOLVING FOCUS CARDS “FARTHER TO THE RIGHT”

Some effects allow a player to resolve a focus card as though it is a number of slots farther to the right in that player’s focus row. To do this, the player counts from the card’s current slot to the right by the number of slots indicated and resolves the card as though it is in that slot (see example below). If a card would be resolved in a slot to the right of the “5” slot, it is resolved as though it is in the “5” slot.



The Monarchy government causes the growth focus card to resolve two slots to the right of its current slot, so it resolves as though it is in the “5” slot instead of the “3” slot.

If multiple effects modify a card’s slot, those effects are applied in an order of the player’s choice.

For any ability that depends on a focus card being resolved in a specific slot (e.g., “If you resolved this card in the fifth slot”), the card is treated as though it is in the farther-right slot.

If a card is resolved in a named slot (e.g. “Resolve that card as though it is in the first slot”), abilities that cause that card to resolve farther to the right will modify that named slot (see the example below). Any ability that causes a focus card to resolve “as though it is in the first slot” refers to the leftmost slot in the focus row.

SLOT MODIFIER EXAMPLE

Teddy wants to use his “Capitalism” focus card, which says “Once per turn, after you reset this card, choose another card in your focus row. Resolve that card as though it is in the first slot, but do not reset it.”

1. Teddy resolves and resets his “Capitalism” card.
2. Teddy chooses to resolve his culture card using his “Capitalism” card’s ability.
3. The “Capitalism” card’s ability resolves the culture focus card “as though it is in the first slot,” which refers to the leftmost “1” slot.
4. Teddy’s government is a “Republic,” so he resolves his culture card as though it is two slots farther to the right. Thus, the card resolves as though it is in the “2” slot.



EVENT DIAL

This expansion includes a new event dial that replaces the base game event dial. The new dial retains the barbarian movement and spawning icons from the base game, but it no longer has the trade icon. (Mature cities now generate trade tokens through the commercial hub district as described on page 9.) The new dial also includes three new icons, which are described below.



District Icons

When the dial pointer rotates to this icon, players resolve the effects of each of their districts in clockwise order, starting with the first player. See “Districts” on page 9 for details.



Government Icon

When the dial pointer rotates to this icon, each player has the opportunity to change their government. See “Governments” on page 13 for details.



Wonder Icons

When the dial pointer rotates to this icon (except during setup), after resolving any other icons on the same space on the dial, place a trade token from the supply on each faceup wonder on top of a wonder deck. If a wonder would have a second trade token placed on it, remove that wonder from the game instead (return the trade token on it to the supply) and flip the next wonder in its deck faceup.



When building a wonder, **any wonder that has a trade token on it has its cost reduced by 1**. When that wonder is built, return that trade token to the supply.

TERMINOLOGY

This section defines some common game terms.

- ♦ **Can:** Effects using the word “can” provide a player with a new capability.
- ♦ **Capture:** A wonder is captured when a player takes that wonder’s card as a result of an attack.
- ♦ **Figures:** These include armies and caravans.
- ♦ **Legal Space:** When building a city, a “legal space” is a non-water space that is not adjacent to a city, city-state, or fort and does not contain any component other than a caravan, friendly army or friendly control token.
- ♦ **May:** The word “may” indicates an optional effect. The player chooses whether or not to resolve the effect each time it is triggered.
- ♦ **Pieces:** These include armies, caravans, cities, control tokens, and district tokens.
- ♦ **Then:** The word “then” indicates the order of operations of multiple effects. An effect that starts with “then” occurs after any effect(s) preceding it have been resolved, but does not require the previous effect(s) to have resolved to take effect.

CLARIFICATIONS

- ♦ **Akkad:** A player with Akkad’s diplomacy card must still perform an attack if their army ends its movement in a space with a rival control token.
- ♦ **Antananarivo:** A player with a diplomacy card for Antananarivo can build a wonder in the space with its city-state token just like any other city. Control of that wonder is transferred to the player who is taking their turn if that player has one of Antananarivo’s diplomacy cards.
- ♦ **Ibrahim:** The “Ibrahim” card is a special card for use with the “Ottoman” leader sheet, which defines how the card is used.
 - ♦ The player who is given the “Ibrahim” card by the player with the “Ottoman” leader sheet gains the effects of that card. The player with the “Ottoman” leader sheet cannot use the effects of the “Ibrahim” card himself.

OPTIONAL RULES

Players may agree to use one or more of these optional rules before the game begins.

PEACEFUL GAME

Players who prefer a less militaristic experience can play without using the fort victory cards. Players should still use the fort tokens, which function the same as in the standard game except that controlling forts does not count toward the victory conditions. The requirements for winning the game are the same as in the base game.

PLAYER HANDICAPS

If there is an experience discrepancy between players, trade tokens can be added to the less experienced players' focus cards during setup to establish a more evenly-matched game. Each of the less experienced players starts with one trade token on each of their focus cards.

If the players want to increase this handicap, they may agree to a number of additional trade tokens and distribute them as equally as possible on the less experienced player's focus cards, starting from the leftmost card and proceeding to the right.

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QUICK REFERENCE

This page presents important information for easy reference during gameplay.

PERFORMING AN ATTACK

- 1. Choose Target:** The attacker chooses one rival piece in the space with the attacker's army to be the target of the attack.
- 2. Attacker Rolls:** The attacker rolls a die and adds bonuses from the following sources:
 - ♦ The number of their military focus card's slot.
 - ♦ Bonuses on their cards and leader sheet.
- 3. Defender Rolls:** The defender rolls a die and adds bonuses corresponding to the defender's type:
 - ♦ **Uncontrolled Fort:** Bonus = 6.
 - ♦ **City-State:** Bonus = 8.
 - ♦ **Barbarian:** Bonus = Defending space's terrain difficulty.
 - ♦ **Rival Piece:** Bonus = The sum of each of the following that apply:
 - ♦ **City:** Double the defending space's terrain difficulty. +1 for each adjacent, friendly, reinforced control token.
 - ♦ **Control Token:** Defending space's terrain difficulty. +1 if defender is reinforced. +1 for each adjacent, friendly, reinforced control token.
 - ♦ **Army or Caravan:** Defending space's terrain difficulty.
 - ♦ **All:** +2 if there is at least 1 army friendly to the defender (other than the defender itself) also in the space.
 - ♦ **All:** Card and leader sheet bonuses.
- 4. Spend Trade Tokens:** The attacker has one opportunity to spend trade tokens from their military focus card, followed by the defender. For each token spent, that player may reroll their combat die or add +1 to their combat value.
- 5. Compare Combat Values:** The player with highest combat value wins (defender wins ties).

AGENDAS



Defensive: Have 15 reinforced control tokens.



Devastating: Win an attack as the attacker with a total combat value of 16 or more.



Diplomatic: Have diplomacy cards from 4 different players and/or city-states.



Hoarder: Have 5 resource tokens and/or natural wonder tokens.



Expansionist: Control a city on 6 different map tiles. (Forts count as their own tile.)



Prolific: Control 2 world wonders from the same era.



Industrious: Have 5 districts on the map.



Progressive: Control 1 world wonder from each era.



Provincial: Have 1 mature city on 4 different map tiles. (Forts count as their own tile.)



Diversified: Control 3 different types of wonders.



Technophile: Have 3 level-IV focus cards in your focus row. (Replaces base game agenda of same name.)



Scholarly: Control 2 scientific world wonders.