

SID MEIER'S CIVILIZATION®

A NEW DAWN

FAQ Version 1.0

3/22/2018

This document contains errata and rules clarifications for *Sid Meier's Civilization: A New Dawn*.

ERRATA

This section contains changes to the game's printed components—the changed or added text is italicized.

- ◆ **Rulebook, p. 11, Performing Attacks:** The second bullet in this section should read, "...cannot count through a water space, a rival space, a barbarian token, *or a city-state...*"
- ◆ **Rulebook, p. 12, Barbarian Movement:** The last bullet in this section should read, "The player chooses and discards a total of two trade tokens from the cards in his or her focus row, *and the barbarian returns to the space it moved from.*"
- ◆ **Seoul Diplomacy Card:** This card's effect should read, "At the start of your turn, you may move 1 barbarian to an adjacent, *non-water space that is empty.*"
- ◆ **America Leader Sheet:** The first paragraph of this sheet's effect should read, "When you gain or spend a natural wonder token, place it on any card in your focus row *that does not already have a natural wonder token.*"

CLARIFICATIONS

This section addresses questions that are frequently submitted by players. It is organized alphabetically by topic. The entries from page 15 of the rulebook are included for convenience. Red bullets indicate new entries.

THE GOLDEN RULE

If the text of a card directly contradicts the text of the rulebook, the text of the card takes precedence.

ATTACKING

- ◆ Card effects that remove rival components or flip rival control tokens are not attacks. The player resolving the effect does not return diplomacy cards he or she has taken from the player whose components are being affected.
- ◆ If a player unsuccessfully attacks a target, he or she can attack it again during the same turn.
- ◆ If a player conquers a city or city-state and has no cities remaining to place there, that player places a reinforced control token instead. If that token is on a city-state's space and an attacker defeats it and conquers the city-state, he or she must replace the token with a city if possible.
- ◆ If a player must place a control token (instead of a city) on a city-state or world wonder token, he or she has still conquered that city-state or gained control of that world wonder.

BARBARIANS

- ◆ When a player gains a trade token by defeating a barbarian and places it on his or her military focus card, he or she can spend the token on the next attack that turn.
- ◆ If a barbarian is in a city-state's space, it does not use that city-state's combat bonus—the barbarian's combat bonus equals one (the difficulty of that space's terrain, which is grassland).
- ◆ After barbarians move, if a space contains more than one barbarian, the barbarian that has the letter closest to the beginning of the alphabet must move again. Roll a die and move that barbarian in the rolled direction. Repeat this process if any space still contains more than one barbarian.
- ◆ If a barbarian reverses direction due to the edge of the map or a reinforced control token and it reverses onto a water space, it continues moving in that direction until it reaches a land space.
- ◆ While a barbarian is in a city-state's space, caravans cannot move into that space (unless the player has Currency) and the city-state cannot be attacked.

CARAVANS

- ◆ Caravans can end their movement on water spaces if they have gained the ability to move into water spaces.
- ◆ Caravans can move through city-states and rival cities, but they cannot stop and remain in those spaces.
- ◆ When a caravan moves to the space of a conquered city-state, it resolves the effect of moving to a rival city.
- ◆ After a caravan returns to its economy card, it cannot move again that turn.

CITY-STATES AND DIPLOMACY CARDS

- ◆ City-state tokens on focus cards do not count against the limit of three trade tokens on a focus card.
- ◆ Barbarians can liberate city-states.
- ◆ City-states can be adjacent to each other as a result of advanced setup. Both of those city-states can be conquered and replaced with cities even though they are adjacent. This is the only situation in which two cities or city-states can be adjacent to each other.
- ◆ When a player attacks another player, the attacker must return all of the defender's diplomacy cards, but the defender does not return diplomacy cards to the attacker. There is no diplomatic penalty for being attacked.
- ◆ When a player gains a diplomacy card, he or she places it faceup next to his or her leader sheet. That player continuously benefits from its effect—it is not returned when used.
- ◆ **Carthage:** If a player with this diplomacy card attacks a city-state, that defending city-state increases the attacker's combat value by 1 (it is within two spaces of itself).
- ◆ **Embassy:** If you move a caravan to a rival city and return that player's Embassy card to take a different card, you still resolve the effects of Embassy before returning the card.

You cannot place the trade token from Embassy on a focus card that already has three trade tokens—you must choose a focus card that has fewer than three, if possible.

CONTROL TOKENS

- ◆ When placing control tokens, the player can split the tokens he or she places among multiple cities.
- ◆ If a player must place a control token but has none remaining, he or she may remove a friendly control token from the map first.
- ◆ If a control token is removed from a natural wonder's space due to a card effect or a barbarian, that natural wonder's token is returned to that space.

FOCUS CARDS AND TECH DIAL

- ◆ When a player replaces a card in his or her focus row, all tokens on that card are moved to the replacement card.
- ◆ If a player reaches more than one tech level space on the tech dial during a single turn, he or she gains both spaces' effect.
- ◆ If a player's tech dial would rotate past space 24, the next space is space 15. Then, the pointer proceeds toward space 24 again, and more level-IV focus cards can be gained.
- ◆ A player can resolve a focus card for no effect.
- ◆ If all players agree, the players can continue the game while a player is choosing a focus card from his or her focus deck.
- ◆ **Civil Service:** Trade tokens spent with this card allow the player to place additional control tokens following the usual rules for placing control tokens, not the special rule for Civil Service's secondary effect.
- ◆ **Currency:** A caravan can continue to move after defeating a barbarian if it has movement points remaining.
- ◆ **Drama and Poetry:** When moving a control token, terrain difficulty is ignored.

- ◆ **Replaceable Parts:** Natural wonder tokens are not resource tokens—they do not prevent a player from gaining a resource of the corresponding type.

LEADER SHEETS

- ◆ **France:** The additional control tokens placed by this leader's ability are placed following the usual rules for placing control tokens.
- ◆ **Japan:** Natural wonder spaces are not mountain spaces; the Japanese player cannot treat natural wonder spaces as having a difficulty of three.
- ◆ **Sumeria:** When the Sumerian player defeats a barbarian by moving a caravan via the Currency focus card, he or she gains a resource token.

OBJECTIVES

- ◆ If a player completes an objective but does not have an unused control token to place on that objective, he or she removes a friendly control token from the map first.
- ◆ A player controls a space, city-state, or natural wonder by having a friendly city or control marker in that space. A player controls a world wonder by having a friendly city or control marker on that world wonder's token.

OTHER

- ◆ At the end of the final round of the game, the players still rotate the event dial and resolve its effect, if any. There is a chance that barbarian movement may cause players to lose control tokens or cities, which could affect tiebreakers.
- ◆ When counting through spaces for the purposes of building a city or attacking, players follow the restrictions outlined in the rulebook. For any other purpose that does not indicate a specific restriction, players can count through any spaces. For example, when resolving the secondary effect of Mass Media, the player can choose any space that is within two spaces of a friendly space, ignoring terrain difficulty, barbarians, water spaces, etc.
- ◆ Replacing or moving a control token does not count as placing a control token and does not trigger effects that occur when placing a control token.
- ◆ All components except trade tokens are limited to the quantities included in the box.
- ◆ When a player takes a diplomacy card from another player, its color must match that player's color and it must currently be in that player's deck of diplomacy cards.
- ◆ When a player's component is destroyed, it is returned to that player and can be used again.

WONDERS

- ◆ If a control token is removed from a natural wonder's space due to a card effect or a barbarian, that natural wonder's token is returned to that space.
- ◆ World wonder effects that are resolved "when you build this wonder" are resolved only once per game. Players that later gains those wonders (such as by attacking a rival city) cannot resolve this type of effect.
- ◆ When a player gains or builds a world wonder, its benefit is immediately active. For example, if a player has two attacks and uses the first attack to take Terracotta Army from another player, that wonder's combat bonus applies to the second attack that turn.
- ◆ When a city-state is liberated, if there is a world wonder token in its space, the token remains in that space. The world wonder's card is moved to the side of the play area (no player has its benefit). If a player later conquers that city-state, he or she immediately gains the wonder's card.
- ◆ If a world wonder token is in a space that does not contain a city or any other token, players treat that space as an empty space for the purpose of building a city.

- ◆ **Chichen Itza:** This wonder allows a player to ignore the restriction that control tokens must be placed adjacent to friendly cities, but only if placing them on forest spaces. The player must still resolve the Culture focus card in a slot that allows placement on forests.

Chichen Itza modifies only control tokens placed via the standard effect of culture focus cards (including additional tokens placed by spending trade tokens or using France's leader ability). It does not modify tokens placed via other means, such as Hanging Gardens, the secondary effect of Civil Service or Urbanization, etc.

- ◆ **Estádio do Maracanã** When using this ability, the economy card resolves and resets before the non-economy card resets.
- ◆ **Great Lighthouse:** This wonder allows a player to build cities on empty edge spaces. An edge space is any space on the outside edge of the map (i.e., a space with at least one border that is not shared by another space). All other restrictions still apply (e.g., a city still cannot be built adjacent to another city).
- ◆ **Machu Picchu:** This wonder's effect combines with effects like Venetian Arsenal and Capitalism, allowing a player to treat a focus card as being in the third slot instead of the first slot.

- ◆ **Oxford University:** If a player uses this wonder to remove Steam Power or Capitalism from his or her focus row, any of his or her caravans that are currently on water spaces remain on those spaces.

- ◆ **Petra:** If a barbarian would move into a space containing a city or reinforced control token belonging to a player who has Petra, it moves in the opposite direction instead (as though it were attempting to move off the map).

- ◆ **Stonehenge:** This wonder does not trigger when a player moves a control token onto a hill space or replaces a control token on a hill space.

- ◆ **Venetian Arsenal:** If a player resolves his or her industry focus card in the fifth slot and builds Venetian Arsenal, he or she can use the wonder's effect to resolve the industry card again as described.

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