

VIKINGS



COMMANDER

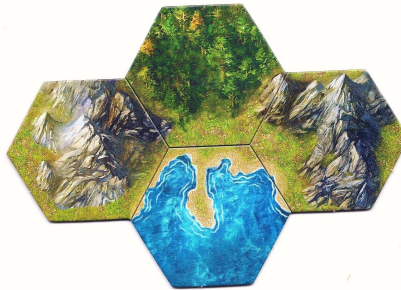
STARTING TILE:

- Place tile so that Sea hex is facing outer edge of map
- Place starting city in Forest hex

STARTING RESOURCES:



(Limit of 2 Food by end of 1st turn if **Storage** advance not acquired)



STARTING ADVANCES:

Mining; Fishing; Warships

STARTING BUILDING/UNIT:

1 Ship (in Sea hex); **1 Port** (you may not use Civic Improvement to give your starting city a “happy” status until you have built a 2nd city; no city may become a size 3 city until you have 3 cities on the map)

UNIQUE UNIT: LONGSHIP

- **Unit type:** Ship
- **Number available:** 2 (remove the front mast/sail from 2 of your original Ship units to create the Longships)
- **Prerequisites:** 2 cities on map; **Trade Routes** advance
- **Cost:**



➤ **River Navigation:** As part of its normal Sea movement, a Longship may move into a Fertile hex that is adjacent to a Sea hex from which it is moving (or one at the map edge with Navigation advance). The Fertile hex must not be occupied by any foreign units or cities. The Longship may then load/unload units from/to that Fertile hex as part of those units' movement. If foreign Army units move into a Fertile hex containing 1 or more Longships, the Longship functions the same as a Settler in that it is eliminated if all Norse Army units in that hex are eliminated.

➤ **Sneak Attack:** With a single Move action, you may load the Longship, move the Longship, and then disembark the same units.

CIVILIZATION ABILITIES:

- Receive 1 Gold every time you build a Port
- All Ships (both regular Ships and Longships) may transport 3 Land units each

GOVERNMENT PREDISPOSITION:

Autocracy

- **Nationalism** advance costs only 1 Food/Ideas
- **Voting** and **Dogma** advances cost 3 Food/Ideas

WONDER SPECIALTY:

Great Lighthouse

- Costs 2 fewer resources (of any type) and 1 fewer Culture token

CELTS

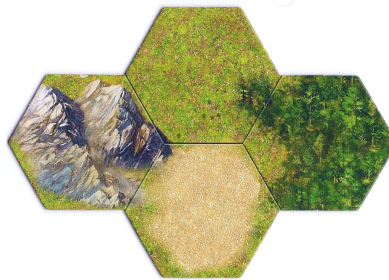


COMMANDER

STARTING TILE:

- Place tile according to orientation shown in rulebook
- Place starting city in Fertile hex

STARTING RESOURCES:



STARTING ADVANCES:

Farming; Tactics; Myths

STARTING UNITS:

1 Settler; 1 Army

UNIQUE UNIT: DRUID

- **Unit type:** Settler (but replace Army pieces and keep all 4 original Settlers pieces)
- **Number available:** 3
- **Prerequisites:** 2 cities on map; **Conversion** advance
- **Cost:**

➤ **Peaceful Persuasion:** When 1 or more Druids are with an Army that is about to fight a battle, roll 1 die per Druid just prior to the first round of combat. On each roll of 4-6, the opposing player must remove 1 Army unit, replace it with a Settler, and move the new Settler to the closest friendly city. Each Druid that succeeds with this roll must also be sent back to your closest city. (If multiple cities are equally close, the controlling player chooses the city.) Even though Druids are Settler units, they still count toward the limit of 4 Army units per Land space. (Since Druids are Settler units, they do not roll dice in combat, and are eliminated if all Celt Army units in their hexes are eliminated in battle.)

➤ **Mystical Influence:** When attempting a Cultural Influence, add 1 to the die roll for each Druid within 2 hexes of the target city.

CIVILIZATION ABILITIES:

- Receive 1 Gold every time you build a Temple
- Collect from a Land space 2 spaces away from your city (3 away with Husbandry) once per Collect Resources action

GOVERNMENT PREDISPOSITION:

Theocracy

- **Dogma** advance costs only 1 Food/Ideas
- **Voting** and **Nationalism** advances cost 3 Food/Ideas

WONDER SPECIALTY:

Great Mausoleum

- Costs 2 fewer resources (of any type) and 1 fewer Culture token

EGYPTIANS



COMMANDER

STARTING TILE:

- Place tile so that Sea hex is facing outer edge of map
- Place starting city in Fertile hex

STARTING RESOURCES:



STARTING ADVANCES:

Farming; Storage; Myths

STARTING UNITS:

1 Settler; 1 Army

UNIQUE UNIT: CHARIOT

- **Unit type:** Army
- **Number available:** 2
- **Prerequisites:** 2 cities on map; **Steel Weapons** advance
- **Cost:**

➤ **Fast Transport:** May move 2 hexes (including through Mountains) accompanied by up to 1 other non-Chariot Army unit or Settler (but may only move 1 hex if any part of the movement brings the Chariot into a Forest hex or an unexplored region, and may not travel on Ships). Normal Forest/battle rules still apply.

➤ **Quick Escape:** If Chariots are the defenders in a battle and there are at least as many Chariot units remaining as Egyptian non-Chariot units, all Egyptian units in the battle may choose to retreat at the end of each round of combat, as long as the attacker has chosen not to cease the attack. The Egyptian units must retreat to an adjacent hex that does not contain foreign units or cities, and that would not exceed the stacking limit for Army units if Egyptian units are already present in the hex. If no such hex exists, retreat is not possible.

CIVILIZATION ABILITIES:

- May found cities on Barren Land spaces
- When targeting a Port with a Cultural Influence, achieve success on a roll of 4, 5, or 6

GOVERNMENT PREDISPOSITION:

Theocracy

- **Dogma** advance costs only 1 Food/Ideas
- **Voting** and **Nationalism** advances cost 3 Food/Ideas

WONDER SPECIALTY:

Great Pyramids

- Costs 2 fewer resources (of any type) and 1 fewer Culture token

GREEKS

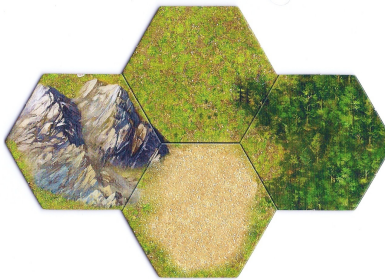


COMMANDER

STARTING TILE:

- Place tile according to orientation shown in rulebook
- Place starting city in Fertile hex

STARTING RESOURCES:



STARTING ADVANCES:

Farming; Writing; Art & Sculptures

STARTING UNITS:

2 Settlers

UNIQUE UNIT: WAR ELEPHANT

- **Unit type:** Army
- **Number available:** 2
- **Prerequisites:** 3 cities on map; **Circus & Sports** advance
- **Cost:**

- **Great Size:** Limit of 1 War Elephant per hex (limit of 4 Army units in total per hex still applies), and may not travel on Ships.
- **Climate Sensitivity:** Each time a War Elephant enters a Mountains hex, roll 1 die. On a roll of 1 or 2 the Elephant dies and is returned to your supply.
- **Great Strength:** In battle, a War Elephant rolls 2 dice and chooses the higher number to put toward the Combat Value.
- **Toughness:** A War Elephant takes 2 hits to destroy. If an Elephant receives a single hit, lay the Elephant figure on its side to indicate that it has been wounded. If the battle ends and the wounded Elephant has not received a second hit to destroy it, roll 1 die. On a roll of 1 or 2, the Elephant dies of its wounds and is returned to your supply. On a roll of 3-6, the Elephant fully heals of its wounds and its figure is stood back up again.

CIVILIZATION ABILITIES:

- When founding a city, pay 1 Food to keep the Settler
- Receive 1 Gold every time you build an Academy

GOVERNMENT PREDISPOSITION:

Democracy

- **Voting** advance costs only 1 Food/Ideas
- **Nationalism** and **Dogma** advances cost 3 Food/Ideas

WONDER SPECIALTY:

Great Library

- Costs 2 fewer resources (of any type) and 1 fewer Culture token

ROMANS



COMMANDER

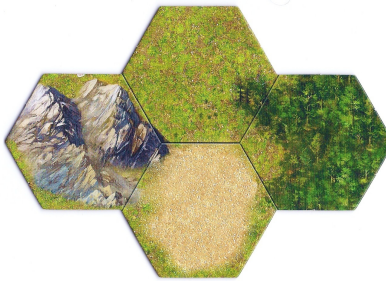
STARTING TILE:

- Place tile according to orientation shown in rulebook
- Place starting city in Fertile hex

STARTING RESOURCES:



(Limit of 2 Food by end of 1st turn if **Storage** advance not acquired)



STARTING ADVANCES:

Mining; Engineering; Bartering

STARTING UNITS:

1 Settler; 1 Army

UNIQUE UNIT: CATAPULT

- **Unit type:** Army
- **Number available:** 2
- **Prerequisites:** 2 cities on map; **Siegecraft** advance
- **Cost:** 

➤ **Limited Mobility:** In order to move, each Catapult must be paired with at least 1 Roman Army or Settler unit, and they may not travel on Ships. If a Catapult is in a hex with no Roman Army Units, it is eliminated if a foreign Army unit enters the hex.

➤ **Long Range:** A Catapult may not participate in a battle within its own hex. Instead, when Roman Army units are battling in a hex adjacent to 1 or more Catapults, the Catapults each add 1 die for the combat roll. However, in order to contribute these dice, each Catapult must have at least 1 Roman Army unit within its hex. (Catapults cannot attack adjacent hexes that have no battles.)

➤ **City Destruction:** When contributing toward an attack within a hex containing a foreign city, each Catapult rolls 2 dice and chooses the higher number to put toward the Combat Value.

CIVILIZATION ABILITIES:

- When targeting an Academy with a Cultural Influence, success on a roll of 4, 5, or 6
- Add 3 to your Combat Value in every round of Combat vs. Barbarian Army units

GOVERNMENT PREDISPOSITION:

Democracy

- **Voting** advance costs only 1 Food/Ideas
- **Nationalism** and **Dogma** advances cost 3 Food/Ideas

WONDER SPECIALTY:

Great Statue

- Costs 2 fewer resources (of any type) and 1 fewer Culture token

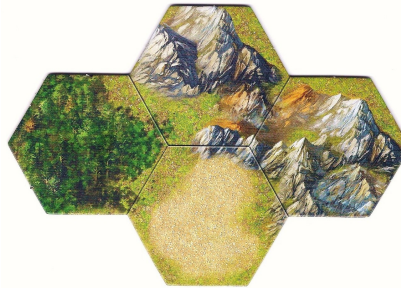
HUNS



COMMANDER

STARTING TILE:

- Place tile so that Barren hex is facing outer edge of map
- Place starting city in middle Mountains hex



STARTING RESOURCES:



STARTING ADVANCES:

Farming; Irrigation; Tactics

STARTING UNITS:

2 Army Units

UNIQUE UNIT: MOUNTED ARCHER

- **Unit type:** Army
- **Number available:** 3
- **Prerequisites:** 3 cities on map; **Husbandry** advance
- **Cost:**

➤ **Mobility:** May move 2 hexes (including through Mountains and Forests, with no battle restrictions when moving through Forests), but may only move 1 hex if any part of the movement brings the Chariot into a Barren hex or an unexplored region.

➤ **Fierce Steeds:** The Mongols have a hex limit of 3 Army Units when 1 or more Mounted Archers are present, and Mounted Archers may not travel on Ships.

➤ **First Strike:** In the first round of combat, any Mounted Archers in the battle roll their combat dice and apply hits prior to the other Army units rolling their dice (but any “extra” numbers rolled are not contributed to other Huns Army units' Combat Value). In all other rounds of combat after the first, Mounted Archers act as normal Army units.

CIVILIZATION ABILITIES:

- Stacking limit of 5 regular Army units per hex
- When targeting a Fortress with a Cultural Influence, success on a roll of 4, 5, or 6

GOVERNMENT PREDISPOSITION:

Autocracy

- **Nationalism** advance costs only 1 Food/Ideas
- **Voting** and **Dogma** advances cost 3 Food/Ideas

WONDER SPECIALTY:

Great Wall

- Costs 2 fewer resources (of any type) and 1 fewer Culture token

MAYA

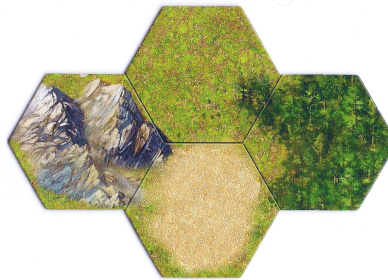


COMMANDER

STARTING TILE:

- Place tile according to orientation shown in rulebook
- Place starting city in Fertile hex

STARTING RESOURCES:



STARTING ADVANCES:

Mining; Bartering; Mathematics

STARTING UNITS:

2 Settlers

UNIQUE UNIT: HARVESTER

- **Unit type:** Settler (but replace Army pieces and keep all 4 original Settlers pieces)
- **Number available:** 3
- **Prerequisites:** 2 cities on map; **Storage** advance
- **Cost:**

- **Agility:** Ignore Mountains movement restriction (may move again the same turn as entering a Mountains hex).
- **Supply Chain:** When activating a city to Collect Resources, you may collect 1 extra resource with any 1 of your Harvesters. The extra resource collected is based upon the terrain type of the hex on which the Harvester is currently standing. Each of your Harvesters may only gather a resource in this manner once per game turn (if it helps, you can lay down each Harvester figure after it has collected the resource).

CIVILIZATION ABILITIES:

- Army units may ignore Forest movement/battle restrictions
- When targeting a Temple with a Cultural Influence, achieve success on a roll of 4, 5, or 6

GOVERNMENT PREDISPOSITION:

None

- **Voting, Nationalism,** and **Dogma** advances costs only 1 Food/Ideas

WONDER SPECIALTY:

Great Gardens

- Costs 2 fewer resources (of any type) and 1 fewer Culture token



**CLEOPATRA VII
PHILOPATOR**
Egyptians

- Pay 1 fewer Mood token during 1 Civic Improvement action (NOT per city improved with the action!), down to a minimum of 0 tokens
- During the “Draw Cards” stage of the Status Phase, you may look at 2 Action cards, take the 1 you want, and discard the other

**BOUDICA,
WARRIOR QUEEN**
Celts

- When activating a city to Build Units, may start the new units in a single hex adjacent to the city (possibly starting a battle as a result)
- When battling in a hex that contains 1 or more non-Druid Settlers, add +2 to the Combat Value per Settler (but they may not fight on their own and are eliminated if Army units killed)

**FREYDIS
EIRIKSDOTTIR**
Vikings

- May collect Wood from the same Forest space twice without counting the extra Wood toward the total allowed
- When involved in a Naval battle, for each of your Ships or Longships that have at least 1 Army unit on board, add +2 to the Combat Value

ATTLA THE HUN
Huns

- May collect Ore from the same Mountains space twice without counting the extra Ore toward the total allowed
- May spend 1 Food to allow 1 group of units that is moving together to ignore the Mountains movement restriction for 1 turn

**GAIUS JULIUS
CAESAR**
Romans

- Pay 1 fewer resource during 1 Build Units action (NOT per unit built with the action!)
- With 1 Move Units action, may move units or groups of units from multiple locations into the same hex containing foreign units or buildings prior to starting the battle

**ALEXANDER III
OF MACEDON**
Greeks

- When buying an advance, may buy a second advance with the same action (may not apply discounts from other advances or cards for the second purchase)
- May collect Food from the same Fertile space twice without counting the extra Food toward the total allowed

**K'INICH JANAAB'
PAKAL**
Maya

- Pay 1 fewer resource during 1 Increase City Size action
- When 1 of your cities containing a Fortress is attacked by another player or Barbarians, gain 1 Gold (from the stashing of valuables within the Fortress!), even if you lose the battle

CLASH OF CULTURES

by **Christian Marcussen** and Z-Man Games

“CIVILIZATIONS” UNOFFICIAL FAN-MADE EXPANSION

by Joshua Jones (AKA “squash” on BGG)

Setup

- Each player takes the Civilization Reference Sheet (CRS) and the Commander Card associated with it.
- The Commander Card should be placed image side down at the top right of the CRS.
- The CRS shows the starting tile for that civ and indicates on which hex to place the starting city/units.
- Each civ starts the game with a unique assortment of 3 advances and 4 resources. Any Mood or Culture tokens associated with the starting advances are also shown with the starting resources (don't forget to also mark them on the scale at the top of your original Player Board).

Civilization Powers

- Each Commander Card shows 2 commander abilities. Each game round (ie. series of 3 game turns), the player may use 1 (but not both) of those commander abilities. When an ability is used, flip the Commander Card so that the image side is face-up. During the Status Phase at the end of each round, turn the Commander Card text side up to indicate that 1 of the 2 commander abilities can be used again in the next game round.
- The Civilization Abilities show 2 special abilities that may be used at any time the conditions are met. Civs that can achieve a Cultural Influence against a specific building type on a roll of 4-6 do not have the roll against that building type improved even further with the “Conversion” advance. However, the roll of 4-6 still applies if the opponent has “Separation of Power”, “Totalitarianism”, or “Devotion” (it simply cannot be boosted through the use of Culture tokens).
- Most civs are predisposed toward a certain government type, which means that the first advance under that government type is cheaper, whereas the first advances under the other 2 types are more expensive.
- Each civ has 1 Wonder Specialty, which allows it to build that Wonder at a cheaper cost. The indicated Wonder may be built even if an opponent has set it aside with the “Monuments” advance.

Unique Units

- Each civ has a unique unit that it can build (which will need to be indicated with other tokens/figures).
- The unique unit will be either an Army unit, a Settler unit, or a Ship. It will share all the characteristics of the original game units of that type, with the exception of the rules written on the CRS.
- There is a limited number of each unique unit that can be in play at any one time, and unless otherwise stated, they will replace the same number of the original game's units of that type in your personal supply. Units that are eliminated from the board can be re-built with a future Build Units action and come into play again.
- Your civilization must develop to a certain extent before it acquires the knowledge and skills that are required to build unique units. You must have either 2 or 3 cities on the map (as shown on the CRS) and the indicated advance in order to bring the unique units into play. As soon as these conditions are met, you cannot lose the ability to build them even if you later lose some of your cities.
- Each unique unit costs 1 Ideas resource and a different assortment of 3 other resources to build. The full cost must always be paid for a unique unit, even with advances like “Draft” and “Civil Liberties”.
- If a unique unit has the ability to travel 2 hexes with a Move action, the “Roads” advance does not allow it to travel further (it can still only travel 2 hexes).