

Christian Marcussen's

# CLASH OF CULTURES™

## CIVILIZATIONS



**Component Overview** . . . . . 2

**Civilizations** . . . . . 3

Setup . . . . . 3

Special Advances category . . . . . 3

Leaders . . . . . 3

**City-Pieces** . . . . . 4

Market . . . . . 4

Obelisk . . . . . 4

Apothecary . . . . . 4

**Cavalry & Elephants** . . . . . 5

Access to Cavalry & Elephant units . . . 5

Removing casualties . . . . . 5

Barbarian Cavalry & Elephants . 5

**Pirates** . . . . . 6

Entering the game . . . . . 6

Effect . . . . . 6

Pirate icons . . . . . 6

Attacking Pirates . . . . . 6

**Cards** . . . . . 6

**Special Advances - detailed** . 7

**Variants** . . . . . 11

# COMPONENT OVERVIEW

## RULEBOOK

12 pages

## BOARDS



14 Civilization Boards

## TILES



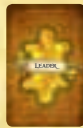
5 Alternate starting regions

## PLAYER AIDS

4 Player Aids with the new city-pieces and units



## CARDS



42 Leader cards



20 Event cards



6 Objective cards



5 Replacement cards

## MINIATURES



4 Leaders

(1 translucent Red, 1 translucent Green, 1 translucent Blue, 1 translucent Yellow)



20 Cavalry

(4 Red, 4 Green, 4 Blue, 4 Yellow, 4 Brown)



20 Elephants

(4 Red, 4 Green, 4 Blue, 4 Yellow, 4 Brown)



4 Ships

(4 Black)



20 Markets

(5 Red, 5 Green, 5 Blue, 5 Yellow)



20 Apothecaries

(5 Red, 5 Green, 5 Blue, 5 Yellow)



20 Obelisks

(5 Red, 5 Green, 5 Blue, 5 Yellow)

## STICKERS



1 Sticker Sheet for Pirate icons

## TOKENS



2 Exhausted tokens



16 Culture tokens

## CUBES

16 cubes  
(4 Red, 4 Green, 4 Blue, 4 Yellow)



# CIVILIZATIONS

There are 14 civilizations added to the game. Each civilization has four unique special advances, and three unique Leaders.

## SETUP

Once the basic game has been set up:

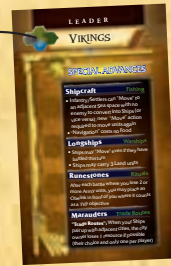
1. Each player gets 2 random Civilization Boards and selects one. Once all players have selected their civilization, they reveal their choice and place it next to their Player Board. The unchosen Civilization Boards are placed back in the box.



2. Then each player takes the three Leader cards matching their civilization and draws a random one. Place it above the Civilization Board and keep the remaining Leader cards face down within reach. Each player also places their Leader miniature in their starting city. Leaders are represented by a Settler miniature in a different shade of the player's color.



3. Some civilizations use an alternate starting region that is shown on their Civilization Board. For these civilizations, replace the normal starting region with the matching alternate starting region.



## SPECIAL ADVANCES CATEGORY

Each civilization has a Special Advances category with four unique special advances. These special advances are obtained by buying basic advances, which are listed in green with each special advance.

As soon as you gain the appropriate basic advance, you also place a cube in the special advance to show that you now have the special advance as well. There is no other prerequisite or special order in which you need to buy them. Like basic advances, each special advance counts as  $\frac{1}{2}$  a VP each.

If you lose the basic advance that gave you the special advance, you also lose that special advance (relevant to special advances requiring a Government type). The lost special advance is immediately regained if the specific basic advance is reacquired.

The Special Advances category counts as an advance category for the objectives "Focused" and "Balanced".

*NOTE: Some special advances list a Government category rather than a specific advance. This simply means that the top advance within that Government category will give you access to the special advance. It is done like this to allow more Government advances to be added in the future.*

## LEADERS

Each civilization starts with a Leader, represented by a Leader card as well as a miniature on the board. Leaders aren't units but they move around the board like one, lending their abilities to nearby units and cities. Leaders can't fight on their own, but the Armies they lead into battle can receive a decisive advantage from their presence.



Each Leader brings two powerful abilities to the game, listed on the Leader card. Abilities often refer to the Leader's Army, Ships, or his or her city. This simply means the Army or Ships in the Leader's space, or the city the Leader is in. Abilities that add to the CV (Combat Value) add to it every combat round unless it says otherwise on the Leader cards.

### Movement

Leaders behave exactly like Settlers in regards to movement, except they don't take up any space on Ships.

### Death

Leaders can't fight on their own, and in battle act exactly like a Settler unit when it comes to being eliminated

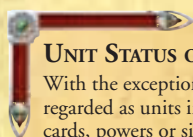
(including during Barbarian attacks). Leaders can also die from Event cards that specifically target Leaders. When your Leader dies, remove the miniature from the board and discard the Leader card from above your Civilization Board.

If you kill an enemy Leader in a Land or Sea battle, you take its Leader card and place it in front of you with your completed objectives where it counts as 2 VP.

### Getting a new Leader

As a last step in the Status Phase, players can get a new Leader if they wish. If your Leader is still alive, discard your current Leader card. Remove your Leader miniature from the board. To gain a new Leader, draw a new random Leader from your unused Leader cards and place it above your Civilization Board. Place the Leader miniature in any of your cities.

**A discarded or killed Leader cannot enter the game again at a later point.**



### UNIT STATUS OF LEADERS

With the exception of movement rules, Leaders are not regarded as units in general. This means that advances, cards, powers or similar that refer to a unit do not refer to Leaders unless specified.

### Leader Summary

- Leaders have two special abilities which affect nearby cities or units.
- Leaders are not units for advances, cards, powers, etc.
- Leaders move like Settlers but don't take up any space on Ships.
- Leaders can't fight on their own and are eliminated in battle exactly the same as Settlers.
- Leaders are worth 2 VP to the players who defeat them in battle.
- New Leaders may appear as a last step of the Status Phase.

## CITY-PIECES

Three new city-pieces are added to the game. These can be used to "Increase City Size", just like the pieces from the base game. Each city can still only have four city-pieces in addition to the central Settlement piece, so choose wisely.

Each city-piece costs 1 Food, 1 Ore and 1 Wood, just like the pieces from the base game.

### Market

**(Requires the "Bartering" advance)**

1. Cities with a Market may "Build" Cavalry and Elephant units.
2. Get 1 Gold total, each time an opponent uses "Trade Routes" with one or more of your cities with a Market.
  - *Players do not have to collect from all of their trade routes each turn (i.e. a player may choose not to use a trade route that connects with an opponents' city with a Market).*
  - *Gain at most 1 Gold, even if an opponent trades with more than one of your Market cities.*

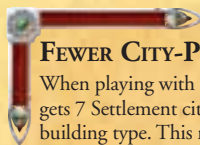


### Obelisk

**(Requires the "Art & Sculptures" advance)**

- The Obelisk city-piece is immune to Cultural Influence, and remains in the builder's color, even if the city is captured.

*A captured city with an Obelisk in another color is considered to be under Cultural Influence by the Obelisk's builder.*



### FEWER CITY-PIECES

When playing with the Civilizations expansion, each player gets 7 Settlement city-pieces as normal, but only 5 of any other building type. This means that for the base game buildings (Port, Academy, Fortress, and Temple), each player will remove 2 of each type. This constraint helps balance the increased choices that the expansion introduces.

### Apothecary

**(Requires the "Mathematics" advance)**

- After a battle or an Event card where you lost Land units, you may pay 1 Food for each lost unit you wish to place in a city with an Apothecary (1 unit per Apothecary).
- *Units that moved on your turn are still regarded as having moved after appearing in an Apothecary.*
- *Units revived by an Apothecary still count as being eliminated or defeated in battle.*
- *You always revive the exact same units that were lost. So for the "Black Death" event, you would remove the units from the Event card when reviving them.*
- *Players who capture a city with an Apothecary may use it immediately to revive units they lost in the battle!*
- *You may pay with Gold instead of Food as normal.*



# CAVALRY & ELEPHANTS

Two new Army units are added to the game, Cavalry and Elephants. Both of these add a die to combat, just like regular Army units (now called Infantry). However, Cavalry and Elephants have different costs and an additional special power.

*Note: Any reference to Army units also refers to Cavalry and Elephants. When used, the term Infantry refers specifically to the regular Army units from the base game. (For example, "Tactics", "Draft", "Nationalism", as well as others, also apply to Cavalry and Elephant units.)*

UNIT	COST	POWER	REQUIREMENTS
Cavalry		<p>Each Cavalry unit adds +1 CV (Combat Value) to Combat Rolls per Infantry unit in the Army.</p> <p><b>Example 1:</b> You have 2 Cavalry and 1 Infantry. This means you roll three dice for Combat Rolls, but add +2 to the CV (+1 for each Cavalry).</p> <p><b>Example 2:</b> You have 2 Cavalry and 2 Infantry. This means you roll four dice for Combat Rolls, and add +4 to the CV (+1 for each Infantry, for each of the Cavalry).</p>	Market or special advance
Elephant		<p>During your Combat Rolls, each Elephant unit makes your rolls of 1 and 2 cancel "hits" rather than add to your CV (even if there are no "hits" to cancel). Rolls of 1 and 2 in excess of the number of Elephants you have are added to the CV as normal.</p> <p><b>Example 1:</b> You have 2 Elephants and 1 Infantry. You roll 5, 4 and 2. This gives you a CV of 9 since the 2 does not count toward your CV but will instead cancel a "hit" made on your opponent's Combat Roll (if any).</p> <p><b>Example 2:</b> You have 1 Elephant and 2 Infantry. You roll 4, 2 and 1. If you had 2 Elephants, both your 2 and 1 would cancel "hits" rather than add to your CV. As you only have 1 Elephant you choose to let the roll of 1 (the lower of the two) not add to the CV but instead cancel a "hit". The roll of 2 is added as normal, for a total CV of 6.</p>	Market or special advance

## ACCESS TO CAVALRY & ELEPHANT UNITS

Historically, not all civilizations had access to horses, elephants or other such animals. The same is the case here. In general there are two ways to get access to these exotic units:

1. "Building" them in cities with Markets—thematically importing the animals.
2. By having a civilization which has a special advance that grants all your cities the ability to "Build" them.

In short, you either "Build" them from specific cities with Markets or all your cities can "Build" them due to your civilization's special advances.

*Note: The "Cavalry" combat effect from Action cards in the base game can be played as normal with any Army unit. Thematically, it represents having some cavalry in your Army, but not enough to be represented by a full unit with a special miniature.*

## REMOVING CASUALTIES

Cavalry and Elephants must always be taken as casualties before Infantry, and in the case of Barbarian attacks, also before Settlers and Leaders. This rule applies to combat rolls, effects of Combat cards and Event cards. If an Event card allows you

to select a space to remove units from, you don't have to choose a space with Cavalry or Elephants over spaces with just Infantry or Settlers.

Which of the two types—Cavalry or Elephants—are removed first in a mixed army is decided by the player who is receiving the "hits"; for Barbarians by the opponent player who is rolling the Barbarian's dice.

## BARBARIAN CAVALRY & ELEPHANTS

8 new Barbarian pieces are added to the game: 4 Cavalry and 4 Elephants. They have the same powers as the player versions.

During the second step of the Barbarians Spawn icon on Event cards, where you place an extra Barbarian unit, you may place an available Barbarian Cavalry or Elephant unit instead—but only if the Settlement already has at least one Barbarian Infantry.



# PIRATES

## ENTERING THE GAME

- **Exploration:** When you reveal a region with two Sea spaces, place it normally, then place a Pirate Ship (black Ship miniature) on one of the two spaces. *As a reminder, you may permanently mark these regions with a Pirate icon, using the provided stickers.*
- **Event cards:** If an Event card has a Pirate icon, it will also spawn a Pirate Ship.



## EFFECT

- Pirate Ships block the collection of resources from the Sea spaces **they are in and all adjacent Sea spaces.**
- Pirate Ships block trade routes starting from, or going through, the Sea spaces **they are in and all adjacent Sea spaces.**
- Player Ships may not pass through spaces with Pirate Ships, and must stop and fight them when entering their spaces.

*Note: When using "Navigation", Pirate Ships only block if they occupy the only entrance to, or exit from, a group of Sea spaces. If several connected Sea spaces are all touching the edge, the Ship using "Navigation" can use any of them to enter or exit when moving around the edge of the board.*

*Note: When you explore a new region with a Ship, place the region normally, then place a Pirate Ship if needed. You may move directly to the Pirate Ship's space to battle it. If you don't wish to fight and the Pirate Ship blocks you from entering the region, then you may move your Ship back to the space it moved from.*

- **Event cards:** If an Event card has a Pirate icon, it will trigger a *Pirate Raid*.

## PIRATE ICONS

Whenever you draw an Event card featuring the Pirate icon, you first do a *Pirate Raid* and then a *Pirate Spawn/Move*.

1. **Pirate Raid:** For each Pirate Ship you can pair with a unique coastal city of yours within 2 spaces (Land or Sea), you must lose a resource or a Mood token. Each Pirate Ship can only be paired with one city and each city must be paired with a different Pirate Ship (similar to "Trade Routes"). For each that you are unable to pay, you must reduce the mood of a paired city if possible. "Myths" may not be used to avoid this mood reduction.
2. **Pirate Spawn/Movement:** Place an unused Pirate Ship on any Sea space that doesn't contain a player Ship. If all four Pirate Ships are in play, you may take one of them and place it in any Sea space that doesn't contain a player Ship (or you may leave all four where they are).

*Note: Pirate Ships controlled by Carthage are not considered Pirate Ships, so they do not raid or move.*

## ATTACKING PIRATES

Moving your Ships into a space with Pirate Ships starts regular naval combat. An opponent player rolls the dice for the Pirate Ships, but cannot play Combat cards for them. For every Pirate Ship you defeat, you get **1 Gold** and **1 Mood token**.



# CARDS

## EVENT CARDS

20 new Event cards are added to the game. Simply shuffle them into the Event deck from the base game. They work just like Event cards in the base game but can feature new elements from the expansion. Some of the new cards have two Event icons. Resolve the top one first.



The Pirate icon is a new icon added to some of the cards, as previously described.

## OBJECTIVE CARDS

Six new Objective cards are added to the game. Shuffle them into the Objective deck from the base game. Note that all the new Objective cards feature elements from the expansion.



## REPLACEMENT CARDS

There are five replacement cards for you to use with the expansion. They replace cards that the expansion makes obsolete or that take into consideration the elements of the expansion. Replace the old cards with the new ones when playing with the Civilizations expansion.



**ACTION CARDS:**  
MILITIA



**CULTURAL AWE**



**OBJECTIVE CARD:**  
DIVERSE / ART OF WAR

Note that all cards from the Civilizations expansion have this icon on them, so you may easily separate them as needed.



# SPECIAL ADVANCES - DETAILED

## BABYLONIA

### Canals (Engineering)

If you “Collect” only 1 Food (but any amount of other resources), get an extra Food for free.

When any of your cities collects only a single Food with a “Collect” action, you gain an extra Food (for a total of 2 Food gained). All Food collected counts, including through cards like “Mass Collection” and “Focused Collection” as they affect the “Collect” action directly. But note that the Great Gardens awards bonus Food after the “Collect” action, which does not count for or against the required 1 Food. “Canals” can be used more than once per turn.

## CARTHAGE

### Hegemony (Cartography)

AAA: May “Found” a Settlement with a Ship on an adjacent Land space with no enemies (remove Ship and “Move” any units on the Ship to the new city).

Your Ships may be used to found settlements on Land spaces directly adjacent to them. Normal founding rules apply (no Barren, no Exhausted, no other cities). Your Leader and any units on the Ship get moved to the space and are affected by any terrain rules just like a normal “Move” action.

### Pirate Allies (Navigation)

Your units (and Leader) may move through or share spaces with Pirates; when sharing, Pirates are regarded as your Ships in every way.

Your Ships, Land units and Leader may move through, or move onto and share, spaces with Pirate Ships. When your Ships move (or are “Built”) into a space with Pirate Ships, you may choose to either share the space, or attack the Pirate Ships as normal. Your Land units and Leader may move directly onto Pirate Ships, without controlling them first.

Once your Ships, Land units or Leader share a space with a Pirate Ship, they count as your units. This means that:

- They don’t Raid and are not affected by Pirate icons on Event cards. (When you spawn Pirate Ships, you may **not** place them directly with your Ships.)
- They are counted as your units if an Event card asks you to remove units (unless stated otherwise on the card).
- They can be used for “Trade Routes”.
- They award no Gold or Mood tokens to opponent players who defeat them. (However, when you attack Pirates, you always get the Gold and Mood token reward.)
- In combat, they count as your Ships for the entire battle (even if they are the last units remaining because you removed your Ships as casualties first).
- There is a stacking limit of 4 Ships in one space. Controlled Pirate Ships are in addition to your normal 4 Ships, so Carthage can, in theory, control 8 Ships.

*Note: If you already share a space with a Pirate Ship, you may also attack it by spending a “Move” on your Ship in the space and remaining in the space to attack it. Ships sharing a space with a Pirate Ship would also join in the attack if you move another of your Ships to the space to attack it.*

## CELTS

### Druidic Influence (Priesthood)

May “Culturally Influence” Barbarians: if successful, place a Culture token under the Settlement—worth 1 VP (remove if Settlement is captured).

You may target Barbarian settlements with “Cultural Influence” actions. Instead of replacing the Settlement piece, you place a Culture token under it to show success. The Barbarian settlement is unaffected, but you score 1 VP per token remaining at the end of the game. The token is removed if any player (even you) either captures the settlement or converts it using the “Cultural Awe” card.

## CHINA

### Rice Paddies (Irrigation)

Get +1 Food from each Fertile space with a Settler (and no city) that you “Collect” from (up to 2 extra Food per “Collect”).

When you “Collect” from a Fertile space outside of your city that has a Settler on it, you gain an extra Food. You can get at most 1 extra Food per Fertile space and at most 2 extra Food total. The extra Food is a bonus and is not included in the amount of resources you can “Collect” based on city size.

### Sprawling (Husbandry)

After “Building” one or more Settlers (or using “Sanitation”) you may “Move” any or all of your Settlers currently in cities at no action cost.

After a “Build” action where you built at least 1 Settler (and possibly other units), or after gaining a Settler through “Sanitation”, you may take a free “Move” action to move any of your Settlers out of cities.

- “Roads” can be used (if paid for).
- Instead of the normal “Move” of 3 units/groups, you could move up to 4 times (once for each Settler).
- You don’t have to “Move” the Settler you just built or gained. You may move just the other Settlers if you want.
- Only your Settlers may move; your Leader and other units may not join.
- Settlers gained through other means (such as Refugees, Migration, Population Boom) may not use “Sprawling”.

## EGYPT

### Flood Plains (Irrigation)

May “Collect” Food or Wood from Barren spaces and found Settlements there.

Egypt may found cities on Barren spaces, and all of its cities may “Collect” Food or Wood from Barren spaces.

If a city on a Barren space is captured by another player, the city remains on the Barren space even though they don’t have the “Flood Plains” advance. The new owner will only be able to collect from the Barren space if they have “Irrigation” (and then only Food of course).

### Embalming (Rituals)

- Get 1 Culture token after fighting any battle (if you have 4 or fewer Culture tokens)
- Always get 1 Culture token when your Leader dies

If you have no more than 4 Culture tokens, you get a Culture token after fighting any battle, regardless of who wins or loses. This includes being attacked by Barbarians, and battles involving undefended cities or undefended Settlers and Leaders.

Regardless of how many Culture tokens you have, you always get a Culture token when one of your Leaders dies (i.e. killed in battle or due to an Event card—but not when discarded during a Status Phase).

### Man God (Priesthood)

Each “Theocracy” advance also gives you the power of the “Autocracy” advance to the left of it (no cubes are placed there).

Man God enables Egypt’s “Theocracy” advances to gain the abilities of “Autocracy” as well. For example, if you have “Dogma” then you may also use “Nationalism” (“Draft” not required). If you have “Devotion” then you also benefit from “Totalitarianism”. Etc.

### Cleopatra (Leader)

*Mistress - Free action: May pay and place 1 Culture token in her city (once per turn). To attack any city with tokens in them, the attacking player must first pay an equal amount of Culture tokens to remove them.*

With Cleopatra as your Leader, you may pay a Culture token each turn and place it in her city. To attack any Egyptian city with Culture tokens (regardless of whether or not Cleopatra is still there), an opponent must pay the same amount of Culture tokens to the supply (not to the Egyptian player). The cost must be paid prior to “Moving” the attacking units, and the outcome of the battle has no effect on the tokens as they are removed prior to battle.

Barbarian attacks are not affected in any way.

If Cleopatra dies or is replaced, all tokens are removed. If Egypt loses a city through an Event or other means (e.g. Volcano), all tokens are removed with the city as well.

## GREECE

### Formal Training (Public Education)

*Get 1 Idea whenever you “Build” units in a city with an Academy.*

“Formal Training” only applies when activating a city to “Build” units, including Ships. It does not work when getting a Settler from “Sanitation”, Event cards or similar.

### City States (Voting)

*After activating a city a second time, you may avoid its mood drop by letting a city of at least equal size and mood be considered activated instead (once per turn).*

City States lets you double activate a city with no drop in mood. This allows for flexibility in what you “Collect”, where you “Build” units, how fast you can “Increase City Size”, as well as other uses.

When you activate a city a second time, you may select another city of at least equal size and mood state (“angry”, “neutral”, “happy”) to be activated in its place. As normal, the original city uses its own size and mood state to perform the action. The other city doesn’t perform any action; it just activates. And if it had already been activated on this turn, its mood would drop instead.

The city you activate in place of the original city must be of equal size at the time the original is activated. This means that it is okay to activate a size 2 city to “Increase City Size” (becoming size 3) and then still have another size 2 city suffer the activation.

“At least equal mood” means the city can’t be in a lower mood state. So if the original city is “happy”, you can’t activate a “neutral” or “angry” city in its place. And if the original city is “neutral”, you can’t activate an “angry” city.

### Hellenization (Art & Sculptures)

- May attempt “Cultural Influence” from foreign cities under your Influence
- May activate “Art & Sculptures” with 2 Mood tokens

With “Hellenization”, once you have an influenced city-piece in a foreign city, you can use that foreign city for future “Cultural Influence” attempts, greatly expanding your potential range.

“Cultural Influence” attempts may be made from any city that is under your influence, i.e., that has a city-piece in your color. As normal, the range of the attempt is equal to the size of the city and not just the number of city-pieces you have influenced in that city. So if you have influenced one building in a size 3 city, then your Cultural Influence range from that city would be 3. Also as normal, the foreign city cannot target itself, but it can be used to remove influence from your Greek cities.

Additionally, you may use 2 Mood tokens to use the “Art & Sculptures” advance, but still only once per turn. So you can’t use it once with a Culture token and then again with 2 Mood tokens on the same turn.

## HUNS

### Nomads (Storage)

*“Happy” size 1 cities may activate to “Move” with units or alone into Land spaces with no cities/enemies, and gain 1 resource from the new space.*

Nomads lets you move “happy” size 1 cities like units during “Move” actions. They may move by themselves or with groups of other units. If moved alone, they use up one of the “Move” action’s three moves, just like a unit. After moving, each moved city gets 1 resource matching the space to which it moved (Food for Fertile, Wood for Forest and Ore for Mountain). This is not considered a “Collect” action. It’s possible to move up to 3 cities and gain up to 3 resources each “Move” action.

- A city’s Mood token follows the city.
- Terrain rules apply, so cities that move into a Mountain space cannot be moved again that turn.
- Cities may not use “Roads” or move with a group that uses “Roads”.
- Cities may never move to the same space as any other city.
- Cities do not count toward any unit stacking limit.
- A size 1 city with a Wonder cannot be moved.



- A city can move to an Exhausted or Barren space but never gets a resource for moving there, even with the “Irrigation” advance. And if the city then “Increases City Size”, it will remain on the Exhausted or Barren space.
- Cities activate each time they move. Further moves (or any other activation) will reduce their mood as normal.
- Units in a city do not have to move along with a city that moves.

## INDIA

### Proselytism (State Religion)

*“Cultural Influence”*: Settlers may be used to target cities (range 2) and they each add +1 range to the city they are in or to a Settler in the same space.

Your Settlers may make “Cultural Influence” attempts against foreign cities. Their base range is 2 but it can be boosted by Culture tokens as normal, or by other Settlers in the same space. Each additional Settler will add +1 to the range, and Settlers in cities boost the city’s range in the same way. For example, 3 Settlers in a single space would have a range of 4, and 3 Settlers in a size 2 city would have a range of 5. All other rules, such as one “Cultural Influence” success per turn, still apply.

## JAPAN

### Pottery (Storage)

*When a city “Collects” at least 3 Food, get 1 Culture token (once per turn).*

When one of your cities collects at least 3 Food with a single “Collect” action, you gain 1 Culture token. Cards like “Mass Collection” and “Focused Collection” may be used to get the Food as they affect the “Collect” action directly. But note that the Great Gardens awards bonus Food after the “Collect” action, which does not count toward the 3 Food required to gain a Culture token.

### Shogunate (Autocratic)

- *“AAA” Action cards can be played at no action cost (once per turn)*
- *May use “Draft” to draw an Action card in place of a unit (once per turn)*

Any Action card that says AAA may be played as a Free Action instead. Currently this includes: City Growth, Explorers, Mercenaries, New Goals and Spies.

When using the “Draft” advance you may draw an Action card instead of “Building” a unit. This means that a size 3 city would be able to build 2 units and draw a card using “Draft” (but not 3 units and a card).

If you use “Shogunate” to draft only a card, but not build any units, it does not activate the “Nationalism” power as you did not build an Army or a Ship.

### Subterfuge (Tactics)

*Discard an Action card to cancel (as if unplayed) any non-combat Action card played by an opponent within 2 spaces of your cities or Army units.*

When another player plays an Action card for its main effect—not its combat effect—you may cancel the card by discarding

one of your own Action cards. You must have a city or Army unit within 2 spaces of any unit, Leader, or city of that player.

You declare this after the player announces which card they are playing, and may not wait and decide to cancel after you see exactly how the card’s abilities play out. If it’s a card that targets another player, you may wait until you know who is targeted. As a courtesy, players should pause to give you a chance to use “Subterfuge”, but if you forget they need not remind you. The canceled card is discarded as if unplayed. This means that if the card costs an action or Culture token or other to play, your opponent does not suffer that cost.

## MAYA

### Ballcourts (Circus & Sports)

- *“Collect” or “Build” units: Pay 1 Mood token to add +1 size to the city*
- *Spirituality advances cost 1 Food less (once per turn)*

When you “Collect” or “Build” units, you may pay 1 Mood token to treat the city as 1 size larger, which allows you to “Build” 1 more unit or “Collect” 1 more resource.

Additionally, once per turn you may buy “Spirituality” advances for 1 Food less during an “Advance” action (or other means of advancing).

### Calendar (Astronomy)

*You may look at, but not show, the top Event card at any time; you may then pay 1 Culture token to place the card at the bottom of the deck.*

You may always look at the top Event card at any time during the game (even if you have already looked at it), and then either return it to the top of the deck or pay 1 Culture token to “bury” it by placing it at the bottom of the deck. After burying, you can look at the next Event card immediately and bury that one as well, for as many times as you have Culture tokens to spend.

You may even bury when you or another player triggers an Event. But after burying one or more, an Event card must eventually be played.

As a courtesy, players should pause to give you a chance to use “Calendar” when they trigger Events, but if you forget they need not remind you. Once another player draws an Event card (touches the card), you may not use “Calendar” on that card. (You may use it on the now current top card, of course.)

Note: If buying “Astronomy” (and getting “Calendar”) triggers an Event, you are allowed to use “Calendar” on the Event card. In other words, you buy “Astronomy”, then get “Calendar”, then move the Culture Level indicator up one. If this triggers an Event, you now have “Calendar” to look at and/or bury the card.

## PERSIA

### Zoroastrianism (Priesthood)

*“Cultural Influence”*: May target an Army unit in a Land space with no cities (if successful, change it to your color, and battle any enemies there).

Your cities may target opponents' Army units outside of cities using "Cultural Influence". Boosting the range and die result work as normal. If successful, you change the unit into your color. If there are other enemy units in the same space, a battle immediately occurs between your new unit and the enemy units. Unprotected Settlers and Leaders are automatically defeated in battle as normal, so opponent players beware.

As per normal "Cultural Influence" rules, you are only allowed one successful attempt per turn. If you succeed, you would not be able to make any more attempts on either a city-piece or another unit.

## ROME

### Imperial Roads (Roads)

*Free Action: One unit/group may use "Roads" to "Move" between two Roman cities at no resource cost (once per turn).*

Without spending an action, one unit or group of units may move using "Roads" at no resource cost. The move must be between two cities within 2 spaces of each other and cannot be done in the middle of another action. (For instance, you can't use the ability in the middle of another "Move" action). Other rules pertaining to the "Roads" advance still apply, including not being able to move through enemy units. This "Move" does not let you move more than one unit/group.

## VIKINGS

### Shipcraft (Fishing)

- *Infantry/Settlers can "Move" to an adjacent Sea space with no enemy to convert into Ships (or vice versa); new "Move" action required to move units again*
- *"Navigation" costs no Food*

During "Move" actions, your Ships may convert to Infantry or Settlers, and your Infantry and Settlers may convert into Ships, by moving to an appropriate adjacent space.

Ships that move from a Sea space to an adjacent Land space, may each be exchanged into a Settler or, if you have "Tactics", into an Infantry unit. The "Move" must be made starting from a Sea space adjacent to a Land space, so moving along several connected Sea spaces and then converting is not possible in one "Move" action. The space moved to must be clear of enemy cities and enemy units, but moving into one's own city or into a space with one's own units is allowed. If any Land units are aboard the Ship, they must move with it as it converts, but stacking limits can't be broken.

Likewise, Settlers and—if you have "Tactics"—Infantry, may "Move" into an adjacent Sea space and be exchanged into Ships.

The Sea space may not have any enemy player Ships or Pirates, but may have your Ships. It is also possible to move a group of Settlers or Infantry into a Sea space, exchange only one or some, and let the others board the new Ships during the same move.

- *Converted units are considered to be the same unit in that a new "Move" action is needed to move them. For example, after a Ship moves to Land and becomes a Settler, the Settler*

cannot be moved as part of the same action. A new "Move" action is required.

- *Converted units are considered to be the same unit with regards to terrain effects. So a Ship that converts to an Infantry as it moves to a Mountain space may not move again that turn. Similarly, a group of Infantry that has entered a Forest space on a previous "Move" action and then moved to convert into Ships is still affected by the Forest. Thus, they may not move to attack for the rest of the turn—either as Ships or, if converted back in a subsequent "Move", as Infantry.*
- *"Shipcraft" cannot be combined with "Roads" movement in any way.*
- *It is possible to convert a Settler to a Ship with one "Move" and then convert the Ship to an Infantry with a second "Move".*
- *You cannot convert to or from Infantry without having the "Tactics" advance, since converting units is part of a "Move" action.*
- *Units that explore new regions are not allowed to convert during the exploring "Move".*

### Runestones (Rituals)

*After each battle where you lose 2 or more Army units, you may place an Obelisk in front of you where it counts as a 1VP objective.*

After any battle where you lose 2 or more Army units, you may take one of your unused Obelisk city-pieces, and place it in front of you as a completed objective. For the remainder of the game it counts as a 1 VP objective, and may not be built in any of your cities.

As always, you are limited by the number of components in the game. Units restored by an Apothecary still count as lost in battle.

### Marauders (Trade Routes)

*"Trade Routes": When your Ships pair up with adjacent cities, the city owner loses 1 resource if possible (their choice and only one per player).*

"Marauders" takes effect on your turn every time you "Collect" from your "Trade Routes" advance. If you have multiple trade routes with a single player, they only lose 1 resource on each of your turns.

Remember, collecting from any trade route is optional, so you do not have to use a trade route with an opponent who has a Market, for example. But if you choose to collect income from a trade route, then the player must be affected by Marauders as well.

## VARIANTS

### LEAD US

Instead of randomly drawing Leaders at the beginning of the game, players may choose exactly which Leader they start the game with. Likewise during Status Phases, players may pick a new Leader rather than randomly drawing one.

The standard rules for Leaders help ensure that each civilization will play differently, with different Leaders entering the game at different times. So while this variant increases the control and strategic element of Leaders, it may as a consequence also lead to slightly more scripted games.

### WHAT IF?

... Alexander the Great lead Persia against Caesar's army of Japanese warriors? Let's find out.

- Shuffle Leaders together into one deck.
- Assign two civilizations to each player and pick one (normal rules).
- Then each player draws a Leader from the shared Leader deck. This is the Leader they will begin with.
- Player's still only have access to three Leaders, and they are all drawn randomly from the shared Leader deck.

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**Z-MAN**  
games

ALSO BY  
CHRISTIAN MARCUSSEN

# MERCHANTS & MARAUDERS

WILL YE LAVISH IN A WORLD O' GLORY 'N LOOT, OR  
WILL YE FIND YOURSELF AT TH' BOTTOM O' TH'  
CARIBBEAN SEA? IT ALL DEPENDS ON YE CAP'N!

MERCHANTS & MARAUDERS TAKES YOU BACK TO  
A TIME WHERE PIRATES RULED THE SEVEN SEAS.

WILL YOU BE A DREADED PIRATE OR AN INFLU-  
ENTIAL MERCHANT? CHOOSE WISELY WHAT KIND OF  
CREW YOU'LL PLAY, AS IT MIGHT COST YOU MORE  
THAN YOU THINK ALONG THE WAY!

