

Start Setup	
• 20 Gold (g)	• 2 Settlers
• 1 Town	• 2 Swordsmen

# CIVILIZATION: Rob's Rules

Ways Of Winning
Military Victory - eliminate all opponents
End Of Modern Era Points: 1/City Size; 2/Tech; 3/Wonder

Step	SEQUENCE (every player plays each before next Step)	
Move	1) 2)	Bombard & resolution Movement & Combat
Money	1) 2) 3)	Critical Resource: 1-2 x Total Cities Sizes #Tech x #Unique Resources Monopoly 3x=20g, 4x=40g, 5x=80g
Purchase	1) 2)	Buy Units/Tech/Wonder/Villages/Upgrades Place Units 1/city size at turn start *
End	Step Start Player moves clockwise	

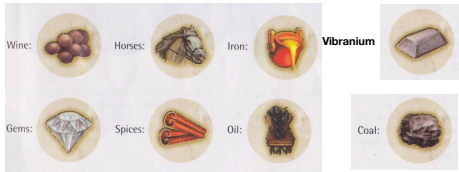
BUY	COST	Notes
Infantry / Cavalry	5 gold / era	1 Movement Point
Artillery	Ancient 5g	1 MP or Bombard city 1/6 chance
Fleets	Medieval 10g Industrial 15g	1 ancient tech-coastal 2-ancient tech-oceanic 1MP/era, carry 1unit/ Era
Village	Modern 20g	Village creation consumes Settler *
Settlers		2 MP, Explore At End Of Move
Aircraft	40 gold (Modern Only)	3 MP. Air units must land on Modern Fleet, friendly/empty land or die
Upgrades	5 unit in a settlement 5 Village -> Town 10 Town -> City 20 City -> Metropolis	1 upgrade/turn unmoved/noncombat * Cities acquired on same turn don't produce resources/gold, can't be upgraded and can't place units
Tech	10 + 5 gold/previous tech 1st is 10g, 2nd is 15g...	Upgrade era on next turn if you have 3 from current era, or last 1 is bought

COMBAT	Total All (+ Bonuses)
1 Die / Your Unit's Era	+1 Die for Air Unit bonus
+1pt / Same Era Tech	+1pt / Lowest Unit's Era CIA
+1pt/Settlement Size(defence)	Cavalry > Infantry > Artillery>...

WONDERS	cost	5 g/era	+meet requirement	(purchase phase)
Ancient Wonder	Medieval Wonders	Industrial Wonders	Modern Wonders	Benefit
6 Villages	2 Medieval Technologies	2 Industrial Technologies	10 Metropolises	+1 to land unit combat
2 Ancient Technologies	6 Medieval Fleets	8 Industrial Fleets	2 Modern Technologies	+1 to naval unit combat
8 Ancient Armies	6 Medieval Infantry	8 Industrial Artillery	3 Planes	see bottom row
Fast Ancient Cavalry +1MP	Extra: Medieval First Strike	Extra Industrial Bombard	+1 to air combat unit	All bonuses apply to units of same era only

CRITICAL RESOURCE	Critical	Resource	Die	Roll	Result
Your Era	2-3	4-5	6-8	9-10	11-12
Ancient	Wine	Horses	Iron	Gems	Spices
Medieval	Wine	Gems	Spices	Iron	Horses
Industrial	Oil	Gems	Coal	Iron	Horses
Modern	Coal	Vibranium	Oil	Oil	Iron

## Resource: you decide if you want to reveal it



## Event: **reveal immediately**, resolve & remove marker



You get 1 technology of your current era (unless already at 3, then you get one of the next era instead).

You get 10 gold / your current era.

You find a civilization. Roll a die.

1-2 they're cannibals and eat your settler (combat units are unaffected, except emotionally).

3-6 they join your tribe and provide 1 village & 1 army unit of the ancient era at this location (your choice of type).

In this area, all land units die & cities reduce in size by 1 (excluding villages). Air/naval units are safe.

Medieval Era - also affects the next land regions (1 away)

Industrial - also affects land regions 2 away

Modern - also affects land regions 3 away

## Terrain: **reveal immediately**



### Desert

- no settlements can be built here



### Mountains

- Maximum settlement size is a village



### Jungle

- Maximum settlement size is a town



### Fertile

- settlements produce gold as if they were 1 size larger. Otherwise the settlements are no bigger.



### No Encounter

- Plain region, no effects
- remove marker

## Combat Units

	Cavalry	Infantry	Artillery	Fleets	Aircraft
Ancient Era	Horseman	Swordsman	Ballista	Galley	
Medieval Era	Knight	Man-at-Arms	Catapult	Caravel	
Gunpowder/Industrial Era	Dragoon	Musketman	Cannon	Frigate	
Modern Era	Tank	Machinegunner	Howitzer	Battleship	Fighter

**First Strike Wonder:** Your medieval infantry get a 1/6 chance to kill a land enemy of their choice (settler or same/lower era unit) before a battle begins.

0 Tech - can't build

1 Tech - coastal

2 Tech - oceanic

(coastal fleets can't stop or attack oceanic fleets, but they can defend a coast from them)

Bombarding battleships can't unload or attack.

Fleet attacks are resolved before landing units.

Attacking fleets declaring amphibious assault will unload to the selected region after the ocean battle.

Fleets can be placed in occupied zones but don't stop fleets already there from leaving without a battle if they move first.