

SID MEIER'S

CIVILIZATION®

THE BOARD GAME



WISDOM AND WAREFARE™
EXPANSION
RULES OF PLAY

EXPANSION OVERVIEW

The Wisdom and Warfare expansion for *Sid Meier's Civilization: The Board Game* introduces six new civilizations: The Aztecs, The English, The French, The Japanese, The Mongols, and The Zulu. With this expansion, players can now use social policies to refine their governments and pursue new strategies. An entire replacement set of military unit cards makes combat more tactical, and other new additions make the space race a viable path to victory for any civilization.

COMPONENTS

- This Rulebook
- 6 Civilization Sheets (1 per civilization)
- 6 Trade Dials (1 per civilization)
- 6 Economy Dials (1 per civilization)
- 6 Plastic Connectors (1 per civilization)
- 6 Culture Level Markers (1 per civilization)
- 6 Home Map Tiles (1 per civilization)
- 6 Neutral Map Tiles
- 2 Relic Markers
- 94 Small Cards, including:
 - » 20 Tech Cards (4 per player)
 - » 6 Wonder Cards
 - » 12 Culture Event Cards
 - » 20 Replacement Government Cards (4 per player)
 - » 20 Social Policy Cards (4 per player)
 - » 1 Replacement “Leonidas” Great Person Card
 - » 5 Replacement “Endowment for the Arts” Investment Cards (1 per player)
 - » 5 Replacement “Metal Casting” Tech Cards (1 per player)
 - » 5 Replacement “Railroad” Tech Cards (1 per player)

- 55 Square Combat Cards, including:
 - » 15 Artillery Unit Cards
 - » 15 Infantry Unit Cards
 - » 15 Mounted Unit Cards
 - » 8 Aircraft Unit Cards
 - » 2 Combat Bonus Cards
- 6 Wonder Markers
- 5 Shipyard Markers
- 1 Market Board Overlay
- 5 Hut Markers
- 5 Village Markers
- 5 City-state Markers
- 7 Building Program Markers

COMPONENT DESCRIPTIONS

This section identifies each component of the *Wisdom and Warfare* expansion.

NEW CIVILIZATION SHEETS, TRADE DIALS, ECONOMY DIALS, PLASTIC CONNECTORS, AND CULTURE LEVEL MARKERS

These components add six new civilizations (The Aztecs, The English, The French, The Japanese, The Mongols, and The Zulu) to the game and are assembled as described in the core game rulebook.



MAP TILES AND RELIC MARKERS

There are six new home map tiles, as indicated by the picture of the civilization's leader on the back of the tiles. There are also six new neutral map tiles that do not belong to any specific civilization. Some of these neutral map tiles have new squares on them called **RELICS**, which are described on page 11. The two included relic markers are also used with these new rules.



TECH AND CULTURE EVENT CARDS

These new cards add a number of options to the game.



WONDER CARDS AND MARKERS

These new wonder cards add more possibilities for players expanding their cities.



HUT AND VILLAGE MARKERS

These new markers add variety when discovering a hut or a village.



CITY-STATE MARKERS

These markers show the location of city-states.



REPLACEMENT SMALL CARDS

These cards replace all government cards, the “Metal Casting” and “Railroad” techs from the core game, and the “Leonidas” Great Person card and the five copies of the “Endowment for the Arts” investment card from the *Fame and Fortune* expansion.



REPLACEMENT COMBAT CARDS

These cards replace all combat cards from the core game.



SOCIAL POLICY CARDS

These cards expand the effects of government and provide civilizations with additional options for enhancing their long-term strategies.



BUILDING PROGRAM MARKERS

These markers represent that a city has started a building program to increase its production output.



SHIPYARD MARKERS

These markers represent the new Shipyard building. Shipyards are unlocked by researching the level I tech “Navy” and are **not** an upgraded form of Harbors.



MARKET BOARD OVERLAY

This overlay covers up the area of the market board designated for Harbors and creates a space for Shipyards.



INCORPORATING THIS EXPANSION

Before playing a game, use the following instructions to incorporate this expansion.

- 1. Assemble Civilizations:** Assemble the six new civilization sheets as described in the core game rulebook, and add them in with the rest of the civilization sheets.
- 2. Add and Remove Tech Cards:** Add the six new tech cards to each player's existing tech deck, and remove the old "Metal Casting" and "Railroad" techs. If you do not own the *Fame and Fortune* expansion, simply ignore the purple tech cards.
- 3. Add Wonders and Culture Events:** Shuffle the new wonders and culture events into the appropriate decks.
- 4. Integrate Map Tiles, Hut and Village Markers, and Relic Markers:** Add the new home map tiles in with the rest of the home map tiles. Shuffle the new neutral map tiles in with the other neutral map tiles. Add the hut and village markers in with the rest of the hut and village markers. Players may also wish to store the relic markers with the hut and village markers, since all of them are used when exploring the map.
- 5. Separate City-state Markers:** Separate the city-state markers from the rest of the markers.
- 6. Add Shipyard Buildings and Market Overlay:** Add these new components in with the rest of the buildings.
- 7. Replace Unit and Government Cards:** Remove the unit and government cards from the core game and replace them with the new unit and government cards. The new units are still separated by type during General Setup, and are not compatible with the original units.

8. Replace *Fame and Fortune* cards (if necessary):

If you own the *Fame and Fortune* expansion, remove the old "Leonidas" card from the Great Person deck and remove the "Endowment for the Arts" card from each investment deck. Replace them with the new cards included with this expansion. If you do not own the *Fame and Fortune* expansion, simply ignore these replacement cards.



GENERAL SETUP WITH THIS EXPANSION

When playing *Sid Meier's Civilization: The Board Game* with the *Wisdom and Warfare* expansion, follow the extra instructions described below during General Setup (see page 8 of the core game rulebook).

2. DISTRIBUTE PLAYER COMPONENTS

Each player receives one deck of social policy cards.

3. SET UP MARKET BOARD

BUILDING MARKERS

Place the Market Board Overlay sheet on the Market Board so it covers up the “Harbor” space.

WONDER CARDS (BUILDING THE WONDER DECK)

Now that the number of available wonders has increased, players need to build the wonder deck differently than as described in the General Setup of the core game. To do so, carry out the following steps:

1. Shuffle the modern wonders and deal four of them, facedown, into a deck. Return the remaining modern wonders to the box without looking at them.
2. Repeat step 1 with the medieval wonders, dealing four medieval wonders on top of the modern wonders dealt out in step 1.
3. Finally, repeat step 1 with the ancient wonders, dealing four ancient wonders on top of the medieval wonders dealt out in step 2.

Egypt (if playing) receives the top card of the wonder deck after it is built. Then the top four cards are turned faceup and placed in the wonder market spaces.

8. PLACE SPECIAL CARDS AND MARKERS

Place the city-state markers in a pile near the Market Board and shuffle them.

CIVILIZATION BONUSES FOR NEW CIVILIZATIONS

The bonuses each new civilization receives at the start of the game are summarized as follows.

THE AZTECS

The Aztecs have no special setup bonuses other than their starting tech.

Note: The Aztec’s home tile has only three starting options for their capital city because one of the four central squares on their home map tile is a water square.

THE ENGLISH

The English have no special setup bonuses other than their starting tech.

THE FRENCH

The French begin the game with an additional social policy, and their social policy maximum is increased by one. See “Social Policies” on page 10.

THE JAPANESE

The Japanese begin the game governed by Feudalism instead of Despotism. In addition, due to “Chivalry,” Japan’s mounted military marker starts the game at rank 2.

THE MONGOLS

The Mongols start with two extra mounted units from the market board, adding the units to their standing forces. In addition, due to “Horseback Riding,” the Mongols’ travel speed starts at 3.

THE ZULU

The Zulu start with two extra artillery units from the market board, adding the units to their standing forces.

RULES CHANGES AND CLARIFICATIONS

All the rules found in this rulebook supersede the rules found in the core game and must be used when playing with the *Wisdom and Warfare* expansion. This section contains general rule changes that clarify and replace those found in the core game. These rules changes and clarifications were first introduced in the *Fame and Fortune* expansion, so if you are already familiar with that expansion, you can skip this section and proceed directly to the “How to Use This Expansion” section on page 7.

ADDING WONDERS TO THE MARKET BOARD

Each time a wonder is purchased from the market, the next wonder in the deck must be drawn and placed faceup in the market to replace it, along with its accompanying wonder marker.

OBSOLETING WONDERS IN THE MARKET

When obsoleting a wonder using a tech card, a player may choose a wonder still in the market to obsolete. In this case, the obsoleted wonder is discarded from the market along with its marker, and a new wonder is drawn from the deck to replace it, as indicated above.

LOOTING AFTER BATTLE

Although the losses incurred by the losing side remain basically the same, the looting system has been adjusted to simplify it and to avoid certain abuses of the game.

If the loser had one or more figures in the square:

The winner gains 1 loot.

If the loser was defending one of their non-capital cities:

The winner gains 2 loot.

If the loser was defending their capital city:

The winner immediately wins the game with a military victory.

The winner immediately spends the loot they received to purchase items from the table below. A winner receiving more than one loot may purchase as many effects as they can afford, and they may purchase the same effect multiple times. For instance, a player receiving 2 loot could purchase a 2-loot effect, two different 1-loot effects, or the same 1-loot effect twice.

1 LOOT EFFECTS

- Steal up to three points of trade from the loser’s trade dial.
- Steal up to three culture tokens from the loser.
- Steal any one resource token from the loser (facedown hut and village tokens may be chosen, but the winner does not get to see what they are before choosing).
- Force the loser to discard a coin token of the winner’s choice.

2 LOOT EFFECTS

- Learn one of the loser’s known techs that the winner does not know, without paying the trade cost. The winner must have a legal spot in their tech pyramid to do so.
- Steal one of the loser’s culture event cards. The winner only gets to look at the card backs when choosing.
- Steal one of the loser’s coin tokens and place it on the winner’s civilization sheet.

HOW TO USE THIS EXPANSION

All the rules found in this rulebook supersede the rules found in the core game and must be used when playing with the *Wisdom and Warfare* expansion. This section describes how to use the new component types and new game rules for the *Wisdom and Warfare* expansion.

NEW CITY ACTION: START A BUILDING PROGRAM

There is now a fourth city action available to all players: **Start a building program**. When a city starts a building program, place a building program marker on the city. A city cannot have more than one building program marker on it at a time. The building program marker stays on the city until the city is destroyed or until the city is used to produce a figure, unit, building, or wonder.

The next time a city with a building program marker is used to produce a figure, unit, building, or wonder, discard the building program marker on the city and double the amount of ⚔ the city has in its outskirts for the duration of the action. A city must use a building program marker when it produces. The city does not double any ⚔ gained from other sources, such as culture event cards or governments. Any excess ⚔ after the produce action is complete is wasted.

STARTING A BUILDING PROGRAM

The blue player spends his city action to start a building program and places a building program marker on his city center.



On his next turn, the blue player spends his city action to produce the Statue of Zeus wonder, for which he needs 15 ⚔. In his city outskirts, he has 9 ⚔ (8 ⚔ from the forest tiles and 1 ⚔ from the harbor). However, the city's building program marker doubles the production in its outskirts to 18 ⚔, more than enough to produce the wonder. The remaining 3 ⚔ is wasted.



COMBAT

This expansion includes replacement unit cards that make battles more tactical. Players use these cards following the rules from the core game with the exceptions noted below.

STRENGTH AND HEALTH

Each unit now has a **STRENGTH** value and a **HEALTH** value. Strength is how many wounds the unit deals when it attacks. Health is how many wounds the unit can sustain before it is killed. Any unit that suffers wounds equal to its health value is immediately killed. Return killed units faceup to the bottom of the unit deck it was originally acquired from.

Example 1: During a battle, Player B has a Pikeman in play with a strength value of “3” and a health value of “3.” His opponent, Player A, plays his Rifleman on that front. The Rifleman has a strength value of “3” and a health value of “5,” and deals three wounds to the Pikeman unit, killing it. The Rifleman suffers three wounds in return, and three wound tokens are placed on it to record the damage.



ENGAGED UNITS

Units cannot attack an existing front that has two units already engaged on it. If all fronts are currently engaged from both sides, a player must start a new front.

REPLACEMENT UNIT CARD ANATOMY

The replacement unit cards have four different sides, as shown below. Each side represents a different military rank of the same type of unit.



- | | |
|-------------------|------------------|
| A. Strength Value | D. Unit Name |
| B. Health Value | E. Military Rank |
| C. Trump Symbol | F. Unit Type |

RESOLVING A BATTLE

After both players have played all of their battle forces, the battle is over. **Before wound tokens are removed** from surviving units in the battle, each player adds together the health values of all their surviving units. Then each player subtracts the total number of wounds on his surviving units, and adds the value of the combat bonus card (if he has it) to determine his final combat value. The player with the highest total wins the battle, with ties going to the defender.

Example 2: Below are the results of the battle that began in example 1. Player A's surviving units have a total health value of 10 and have sustained 7 wounds. Player B's surviving unit has a health value of 4 and has sustained 3 wounds. Player A also has a Great General (+4 combat bonus), while Player B has a Barracks (+2 combat bonus). Player A takes the combat bonus card and sets it to +2 to represent the difference in their bonuses. Adding it all up, Player A has the highest total and wins the battle.



PLAYER A

PLAYER B



TOTAL HEALTH: 10
 TOTAL WOUNDS: - 7
 COMBAT BONUS: +2
 COMBAT VALUE: 5

TOTAL HEALTH: 4
 TOTAL WOUNDS: - 3
 COMBAT BONUS: +2
 COMBAT VALUE: 1

NEW CULTURE EVENT CARDS

One of the new culture event cards, “Roaming Horde,” gives a player the ability to cause barbarians to attack another player’s army figure or city. When one of these culture event cards is played, the player who played the card becomes the barbarian player and controls the barbarian units. The barbarian units are stronger than normal, and use rank II units instead of rank I. If the player who was attacked by barbarians wins the battle, he does **not** receive any rewards.

Several other new culture cards have two effects, with each effect tied to a different phase. A player must choose in which phase he is playing the card, and cannot resolve both effects.

CITY-STATES

City-states are a new hut and village effect that can generate bonuses for the controlling civilization each turn. There are five different city state tiles that are shuffled together and placed facedown near the board at the beginning of the game.



FOUNDING A CITY-STATE



A city-state is founded by discovering its reward on the back of a hut or village marker. Draw the top city-state marker and place it on the square the hut or village was on.

EFFECTS OF A CITY-STATE

A player controls a city-state if he has a figure on the square the city-state occupies. A controlled city-state is considered to be in the outskirts of the controlling player’s capital. It can generate production, trade, culture, and other bonuses for the controlling player. A player can also place figures he builds with his capital in the squares of city-states he controls, following normal stacking limits.

Armies that are garrisoned in a city-state can be attacked by other players. City-states provide a small defensive bonus similar to cities (+4) if its garrison is attacked. If a scout on a city-state is attacked, it is removed from the board without a battle, per the normal rules.

Important: Players can build cities in the same square as a city-state. When a city is built on top of a city-state, the city-state is destroyed and the player receives 3 ♠. Players cannot build cities adjacent to city states. If the Zulu explore a city-state by building a city, the city-state is immediately destroyed and the Zulu receive 3 ♠.

ABANDONING A CITY-STATE

Players can move their figures away from a city-state per normal movement rules. If a player leaves a city-state, he no longer gains any of the bonuses for controlling the city-state. City-states exist even if no player controls them.

SOCIAL POLICIES

Social policies are a new game feature that expand the role of government and provide additional strategic options for civilizations. Social policies are represented by a set of four double-sided cards, and every civilization begins the game with one set. Social policies are always unlocked at the start of a game (i.e., no special tech is required to use them), but a civilization cannot benefit from a social policy until it **ADOPTS** it (see below).

ADOPTING SOCIAL POLICIES

A civilization's **SOCIAL POLICY MAXIMUM** is equal to the number of its built cities. Each time a civilization's social policy maximum increases, it must immediately adopt a new social policy.

Each civilization begins the game with a social policy maximum of 1, and should adopt a social policy in step 1 of Player Setup. (**Exception:** The French begin the game with a social policy maximum of 2 and their social policy maximum is increased by 1).

SOCIAL POLICY CARDS

Each social policy card has a title and one or more abilities. Each “Start of Turn” ability on a social policy card can only be used once per turn. If a card has two abilities, both can be used once.



When a civilization adopts a new social policy, its player chooses a social policy card it does not currently have and flips it to its desired side. After a civilization has adopted a social policy, it cannot adopt another social policy from that same card (to use the reverse side of the card, the social policy must be switched).

LOSING SOCIAL POLICIES

Each time a civilization's social policy maximum decreases, its player chooses a social policy card it currently has and returns it to its pile of unused social policies (any policy on the card can be re-adopted later).

SWITCHING SOCIAL POLICIES

Normally, after a social policy is adopted, it cannot be changed. This makes the decisions of which social policies to adopt very important. There are certain effects, such as the new Bureaucracy tech (level II), that allow a civilization to switch a currently adopted social policy to a different social policy. When switching social policies, a player may either flip a currently

adopted social policy to its reverse side, or switch out a currently adopted social policy card for a different card that he is not currently using.

RELICS

Two of the new neutral map tiles in this expansion contain a special square known as a relic – a ruin or object left over from a bygone age. When a map tile with a relic is discovered, place the matching relic marker on the appropriate square. While the relic marker remains in place, the square cannot be built in or altered by any culture event, tech, or other game effects (such as “Deforestation”). In addition, while the relic marker remains, no cities may be built adjacent to it, nor may any scout figures enter the square unless accompanied by one or more armies (not even if owned by a player whose civilization has adopted the Pacifism social policy).

When one or more army figures end their movement on a relic square, their owner removes the relic marker from the board, gaining a special one-time ability as described below. Once the relic marker is removed from the board, the relic square may be built over or altered as normal. Armies may move through a relic square without ending their movement.



ARK OF THE COVENANT

The player who removes the Ark of the Covenant relic marker from the board receives two free advances on the culture track. The Ark of the Covenant is a desert square.



ATTILA'S VILLAGE

The player who removes the Attila's Village relic marker from the board immediately builds two unlocked units of his choice for free. Attila's Village is a grassland square.

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NEW HUT AND VILLAGE EFFECTS

To provide more variety, this expansion adds hut and village markers with two different effects, as described below.



City-state: Draw the top city-state marker and place it on the square the hut or village was on.



Wealth: Immediately reveal and discard this marker, then gain one coin token, placing it on your civilization sheet.

WISDOM AND WARFARE EXPANSION ICON

Components in this expansion are marked with the *Wisdom and Warfare* expansion icon to allow easy distinction from components from the core game and the *Fame and Fortune* expansion. Replacement small cards for the core game and *Fame and Fortune* are marked with an **R**.



NEW RELIC EFFECTS

Two special squares known as relics may be found on the neutral map tiles in this expansion. The first player to end the movement of one of their army figures on a relic square removes its relic marker from the board and gains a one-time ability, as described below.



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