CivGen
Generals at War

Rulebook

www.civgen.com

Table of contents:

1 Introduction

CivGen: Generals at War is a board strategic game for 2 – 4 players. Game time is around 50 minutes per player. This rulebook is applicable to online version of the game but also contains elements applicable for future board game.

2 Definitions

District, building, facility	Expressions describing the same objects like mines, farms, public district, fortification etc.

3 Board

A – Player civilization panel
Panel contains information about how many resources player has, how many resources player produce (value in bracket), what is the happiness of player civilization.
On the left there is menu button. On the right there is Next button to proceed with round and Pass button if player decides to Pass.

B – Player cards on table

Cards that player has on table. Some cards like general can perform different actions. Below card there is button to perform card action.

C – Cards

New cards that player can take. Every turn player is taking cards from his card deck and can take some of them to his hand. Each player has his own deck.

Cards that player has in his hand. Player can play those cards. Some cards when played will be placed on table.

General cards that can be taken by players. General cards are from one deck, shared by players.

Wonders cards that can be taken by players. Wonder cards are from one deck, shared by players.

D – Players military power and players information

Number represents each player military power. If military power value is black it means that player Pass. Next to military power there is pawn icon that shows which player will start round in next turn. Player who first Pass will play first in next turn.

Player can click on icon and see what cards on table has another player and how many resources he has and produce. Cards that were played in last round by player are highlighted. Disposable cards like bonus or action cards will be also shown.

E – Event card, undo moves, chat

First icon represents turn event card   . After clicking on second icon your round moves will be undo   . Third icon opens chat window   .

3.1 Military unit icons

A – ⛏️ Military unit attack direction and initiative value in which unit will attack.

One of the unit attack direction icon is in light blue color, this icon shows where is front of the unit. It helps to set direction on touch screens.

B – 🔴 Military unit attack power.

C – 🟢 Military unit health.

D – 🔺🔺 Military unit range.

If arrow is red it means that unit cannot shoot over obstacles like mountains, other units or buildings (can shoot over water). If arrow is purple it means that unit can shoot over obstacles. Purple arrow also means that player can choose any target in unit range.

General units are giving bonuses to player's military units. Bonus icon represent direction, military unit in that direction will get bonus.

Below list of general units bonuses:

🔷 +1 initiative for unit

🔴 +1 attack for unit

🟢 +1 health for unit

❌ enemy unit cannot attack

↑↑↑ +1 range for unit that use arrows

| ⊙⊙ | +1 range for artillery unit

| 🡅 | move unit (no. of moves equals to no. of this bonus on unit)

3.2 Wonder card condition

To take wonder card to hand player needs to meet Wonder card condition. Condition is described on red card that is placed under orange wonder card. Wonder card conditions are randomly assigned to each wonder cards.

3.3 Building panel
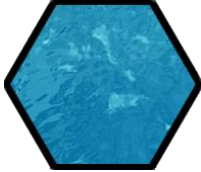
Player needs to click on hex on board to open building panel and click on building or military unit that he want to build.

First value next to building represents cost of building, for mine it is 2 production points. Second value on red background represents building or military unit consumption, for mine it is minus 1 food each turn. Third icon on green background represents production bonus for each building, for mine it is +1 production point production.

4 Hex tokens

4.1 Terrain

Hex image	Terrain description
	Water. Player cannot build buildings on water. At the beginning of the game players cannot place or move military unit on water. There are technologies that can allow player to move units on water or build units on water. There are technologies that give bonus when particular buildings are placed next to water.
	Mountain. Player cannot build buildings or military units on mountain. Player cannot move units on mountains. There are technologies that give bonus when particular buildings are placed next to mountain.

	Grass. On grass you can place districts and military units.

4.2 Strategic resources

Any building can be built on hex with resource but only particular building will give bonus from resource.

Hex image	Resource description
	Strategic resource: Steel. Player needs to build **mine** on hex with that resource to have access to steel.
	Strategic resource: Powder. Player needs to build **mine** on hex with that resource to have access to powder.
	Strategic resource: Oil. Player needs to build **mine** on hex with that resource to have access to oil.
	Wheat. Player needs to build **farm** on hex with that resource to have +1 food production bonus.
	Coffee. Player needs to build **farm** on hex with that resource to have +1 culture production bonus.

4.3 Player hex tokens

In the game we have 2 types of player hex tokens: buildings (facilities) and military units.

Hex image	Description
	Capital city Production: +2 production, +2 food, +1 gold, +1 science Health: unlimited
	Mine Production: +1 production Consumption: -1 food Health: 1
	Farm Production: +1 food Health: 1
	Science district (building) Production: +1 science Consumption: -1 food Health: 1
	Commercial district (building) Production: +1 gold Consumption: -1 food Health: 1
	Public district (building) Production: +1 culture Happiness: +1 Consumption: -1 food Health: 1
	Fortification (building) Consumption: -1 food Health: 2 Military units placed next to fortification can get bonuses from fortification.
	Wonder era: 1, 2, 3 or 4 Wonder era 1 health: 1 Wonder era 2 health: 2 Wonder era 3 health: 3 Wonder era 4 health: 4

	General unit General bonuses described on general card.
	Military unit Statistics described on military unit technology card.
	Mounted military unit Statistics described on military unit technology card. Horseman, Knight, Hussar
	Ranged military unit Statistics described on military unit technology card. Archer, Crossbowman, Longbowman
	Artillery military unit Statistics described on military unit technology card. Catapult, Cannon
	Demolished building Demolished building is not producing or consuming any resources. Demolished building is considered as player territory. During war demolished building is treated like any other building. Health: 1. Health bonuses are not working on demolished building.

4.4 Player other tokens

Hex image	Description
	Upgrade token. Token is used to mark upgraded building. There are 3 upgrade levels. There are building technology cards that allows player to upgrade building.
	Damage token. Token is used to mark damage taken by building or military unit.

5 Resources

In game we have 5 types of resources:

- production
- food
- gold
- science
- culture

Production resource points are used to build buildings, military units and different card features. Production resource points are produced by mines.

Food resource points are consumed by buildings. Food resource points are also used to build military units and different card features. Food resource points are produced by farms.

Gold resource points are consumed by military units and is used to pay for cards or different card features. Gold resource points are produced by commercial districts.

Science resource points are used to invent technologies cards. Science resource points are produced by science districts.

Culture resource points are victory points. Player with highest culture points at the end of the game is winning game. Culture resource points are produced by public districts.

5.1 Happiness

Each public district is giving one happiness point. Number of farms defines your population. The bigger population the higher happiness penalty. For example if player have 3 farms his unhappiness is 0. When player builds his forth farm his unhappiness is -1, player needs to build public district to get 1 happiness and after that his happiness will be 0 (1 happiness minus 1 unhappiness equals 0).

You can get happiness points also from cards, generals and wonders.

Below table shows happiness penalty dependent on players population (defined by number of farms):

Population (no. of farms):	Happiness penalty:
0	0
1	0
2	0
3	0
4	- 1
5	- 1
6	- 2
7	- 2
8	- 3

9	- 3
10	- 4
11	- 4
12	- 5
13	- 5
14	- 6
15	- 7
16	- 8
17	- 9
18	- 10
19	- 11

5.1.1 Unhappiness

For each one unhappiness point player get -2 penalty to his production of all resources: production, food, gold, science, culture.
Production, science and culture production cannot be lower than zero (never).

6 Production, consumption and corruption

Buildings and military units have their production and consumption.

6.1 Corruption

Government defines corruption levels. Example: corruption 5/2. In this case when your production, food or gold at the end of your turn, before production phase, is equal or above 5 you lose 2 points of particular resource. If particular resource is 10 at the end of player turn, player will lose 4 points of particular resource. Player loses 2 points of resource for each 5 resources. After calculation of corruption production take place.

6.2 Production

Buildings can produce resources. After constructing building, update resource production indicators. Remember to include bonuses from technology cards, wonders and generals.
On the civilization panel there is only production indicator. Consumption is already included in production indicator. Production indicator of particular resource can be lower than zero (0) when production is lower than consumption. Science and Culture cannot be lower than zero because science and culture is not consumed.

6.3 Consumption

Usually buildings consumes food and military units consumes gold each turn. Farms are not consuming any resources.

When player builds building, food production indicator needs to be updated. If player builds farm increase food production indicator. Remember to calculate all bonuses like extra food points from Irrigation card or other cards, additional bonuses from wonders and generals. If player builds other building then farm decrease food indicator by building consumption points (usually 1 food).

When player builds military unit, gold production indicator needs to be updated. Remember to calculate all bonuses like extra gold points from Gold mine card or other cards, additional bonuses from wonders and generals.

Of course when player builds building or military unit player needs to pay its price. Update your resource levels after buying building or military unit.

6.4 Resources below zero

If after production phase player has food points lower than zero, player needs to decrease his production points by number of minus food. For example after production phase player has 8 production points and -2 food points. Player needs to decrease his production points 8 – 2 = 6.

If gold points are below zero, player needs to decrease his science points and culture points in the same way like production points in above example.

Production points, science points and culture points cannot be lower than zero.

7 Civilization card

Players are using civilization card to manage resources and resource production, control happiness and military power.
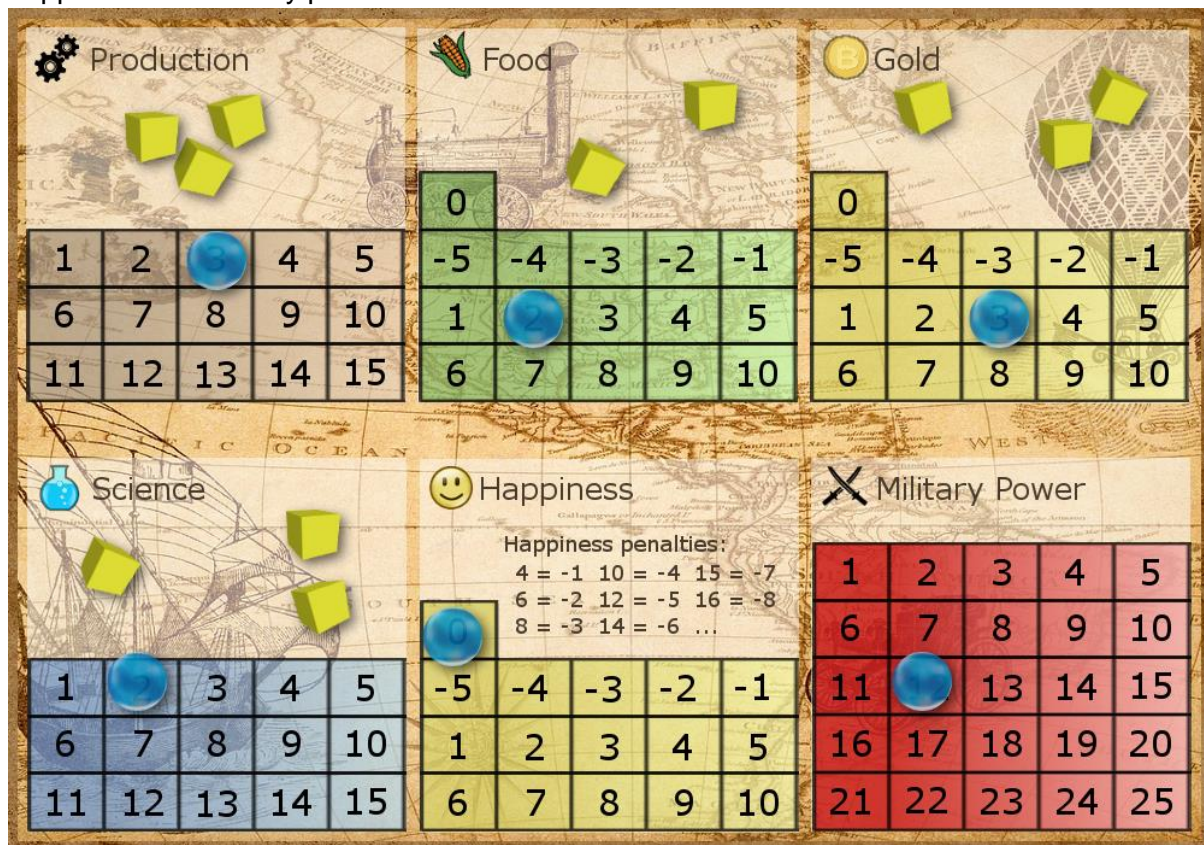
Project of civilization card to be used in board game.

Yellow cube indicators shows amount of particular resources. Blue sphere indicators defines resource production or level of happiness and military power.

7.1 Civilizations culture points

On game board players are marking their culture points. Each player is using indicator in players color. If culture points are above 50, player is taking card to mark that he collected 50 culture points. Player is moving his indicator back to zero. If player collected 100 points, player is changing card to card with 100 culture points. Player is moving his indicator back to zero.

Project of game board to be used in board game.

8 Card

> (i) **Player can click on info icon that is placed on each card to see all details about that particular card.**

A – Card cost
Cards can cost science points or gold. In this example 5 science points needs to be paid to play card and invent technology.

B – Build or upgrade cost
 In this example 4 production points needs to be spend to upgrade science district. After upgrade particular science district will produce 1 additional science point.

 Player needs to spend 5 production points and 1 food point to recruit military unit.

 Player needs to spend 1 production point for each fortification building on board to activate that card. Cost of new fortification building is increased by 1 production point.

 8 production points needs to be spend to build that wonder.

C – Impacted building
Name of the building that is impacted by that card. On wonder cards if there is symbol of water or mountain it means that wonder needs to be placed next to water or mountain.

D – Card information

Name of the card, era of the card and description of the card. Icon defines production bonuses from card. In this example science district after upgrade will have additional 1 science production.

E – Card group
Card with particular symbol is replacing card on table with the same symbol.

8.1 Card icons

8.1.1 Resource bonus types icons

Bonus to player resources is defined by icon Player gets bonus that is defined after that icon. Below example of bonuses:
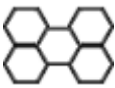
 +1 culture point production.

 +1 food point production. Applied when 3 impacted by this card districts are

placed next to each other in triangle like on icon:
If particular district is in use in one triangle formation it cannot be used in another triangle

formation. In this example: bonus will be +1 food point production.

 +1 food production when 3 farms are placed next to any water hex. Particular farm can be used to calculate only one bonus from 3 farms next to water formation. Farms don't need to be place next to the same water hex or next to each other. If player is having 6 farms and each of them are next to any water, player gets +2 food production.

 +1 science production when one science district is placed next to water or mountain hex. Particular science district can be used to calculate only one bonus from formation. If player is having two science districts and both are next to water or mountain or one is next to water and another next to mountain, player gets +2 science production. Districts can be next to the same mountain or water hex to get bonus for each district.

 +1 culture production when public district is placed next to 2 commercial districts. Bonus can be only +1 culture point production it doesn't matter if the same public district is placed next to 6 commercial districts. Bonus is applied to each public district that meets condition. Two public districts can be placed next to the same 2 commercial districts to get a bonus for each public district.

 +1 culture point production. +1 food production for each farm that is placed next to impacted by this card district (Wonder). Bonus is applied maximum to 2 farms. Two farms next to impacted district will provide +2 food production while one farm next to impacted district will provide +1 food production.

8.1.2 Consumption icon

Building or unit consumption is represented by icon:

8.1.3 Other icons

 Bonus from fortification technology card is applied to particular military units.

9 Card types

9.1 Government (navy)
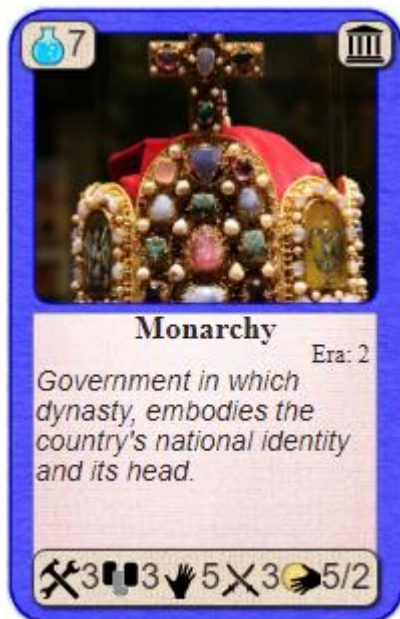
Government always gives 1 move action in turn.

Government card defines:

Number of actions that player can perform in round.

Number of new cards that player can take from card deck.

Number of cards that player can have on hand.

Number of battle cards that player can play during war.

Corruption: X / Y where X level after which corruption is triggered. Y how much player lose.

9.2 Military unit technology (red)

Military unit technology card allows you to recruit particular military unit and place that unit on hex board. Military unit technology card defines:
- Attack
- Range
- Health

Invention cost. In this example 6 science points.

Cost of recruitment. In this example 5 production points and 1 food point.

Consumption. In this example 2 gold point.

To recruit military unit you may need strategic resources like steel , powder or oil .

9.3 Technology (cyan)

Technology card gives different bonuses.

Invention cost. In this example 2 science points.

Bonus production. Examples:

Irrigation: +1 food production if 3 farms are placed next to any water hexes.

Quarry: +1 production point production if 2 mines are placed next to any mountain hex.

Fauna and flora: +1 science production if science district is placed next to water or mountain.

9.4 Building technology (light blue)

Technology card that is impacting particular buildings. In this example science districts are impacted.

Invention cost. In this example 6 science points.

Upgrade level for an impacted district. Cost of upgrade of impacted district. In this example 8 production points.

Bonus production after upgrade. In this example 2 science point.

Technology card that is impacting particular buildings. In this example farms are impacted.

Invention cost. In this example 4 science points.

Bonus production. In this example 1 food point for each triple farms formation.
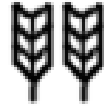
Card group. If on table player has card with that symbol it will be replaced by card from next era with the same symbol.

9.5 Fortification technology (blue)

Fortification technology cards impacts fortifications and also Capital city.

Invention cost. In this example 3 science points.

cost of new token. In this example 1 gold point.

Bonus applied to particular military units. In this example bonus applied to catapult and cannon.

Tokens can be collected on card. During war you can use token to add bonus described on that card to military unit that is placed next to fortification or capital city.

Castle

Era: 3

Castles better supports your army.

Token bonus for 2 units next to fortification.

Invention cost. In this example 3 science points.

Upgrade cost. After playing card player needs to activate card. To activate card player will have to pay 1 production point for each of his fortification on board. After activation all fortifications on hex board are having abilities described on card. Cost of new fortification will be increased by 1 production point.

Fort

Era: 3

Fort was a distant post in hostile lands.

1 move action for military unit next to fortification.

Invention cost. In this example 4 science points.

To move unit click on fortification on hex board and

choose option move:

9.6 Bonus (yellow)

Bonus card adds resources.

Gold and science
Era: 3
Gain 4 points of science or gold in total. (your choice)

9.7 Action (green)

Action card can cost gold.

Push, move, heal, repair action card can be played before war action card is played.
General and wonder actions are considered the same as above action cards.
War action card cannot be played if player took any other actions then playing above action cards.

Push – select enemy military unit placed next to your facilities or units. Move enemy military unit to empty field that is not next to your facility or military unit from which you pushed enemy unit.

Riots – select enemy facility (not city and not wonder), that is placed next to your building. Remove facility from board and replace it by **demolished building hex in color of player who played riots card.**

Push back
Era: 3
Push back enemy unit from your unit or building.

Move – move military unit to any empty hex on board. Unit can be moved by one hex. If card allows more than one move player can move any units. For example move one unit by one hex and move different unit by one hex.

Heal, repair – remove damage token from military unit or building. Can be applied only to players units or buildings.

9.8 Battle (black)

Battle cards can cost gold.

Battle cards can be played only during war. When war starts first player is playing battle cards and pays gold for playing them.
Battle card adds bonus described on card to any player's military unit on board.
Health bonus for facility can be added to any building also wonder.

Holy army
Era: 2
+1 attack and +1 initiative for your military unit during war.

9.9 Wonder (orange)

Wonders gives additional bonuses and actions.
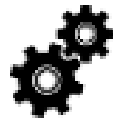
Cost of wonder. You can spend any amount of production on building wonder each turn. When production points reaches wonder cost then wonder is activated. (In this example cost is 10)

Bonus production. In this example 1 culture production and 1 food production for each farms placed next to wonder. Maximum 2 farms are giving bonus.

After finishing wonder execute all actions that are described on card. In this example produce science but don't include in production science bonus from that card.

Machu Picchu
Era: 2
Inca citadel situated on a mountain ridge 2,430 metres.

2×

9.10 General (purple)

General always gives 1 move action in turn.

General have special abilities.

Genghis Khan
Era: 2
Founder of the Mongol Empire, the largest contiguous empire in history.
**Horseman units consumes 1 gold less.**

9.11 Event (cyan)

~ event ~
Scouts spots barbarian horde. Barbarians are attacking borders.

Barbarians power: 2.
If you win: +🧪1
If you loose: Remove District or Fortification or Military Unit
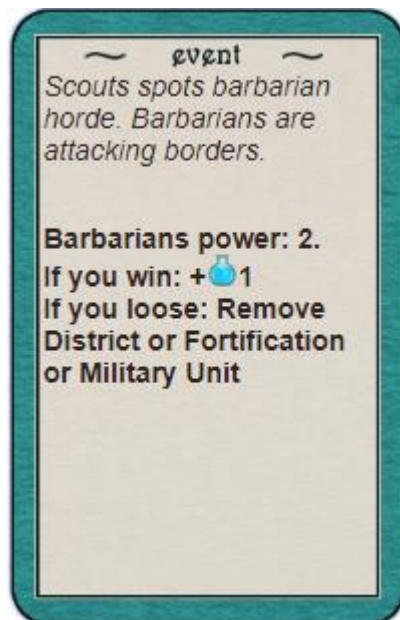
Event card is taken at the beginning of each turn.

Barbarians/Rebels – when Barbarians or Rebels event card is drawn, players need to throw dice to decide who will be attacked. Each player is rolling two dice, the player with lowest result is attacked. If two or more players are having the same lowest result they roll again until one player will be selected.

If event is about comparing particular players parameters like military power, resources or resource production and there is a draw, follow instructions described in point 10.13.1.

10 Cards rules and actions

10.1 Play card

Player needs to pay cost of card. Usually using science points or gold points.
Some cards may be not active after placing them on table. Player needs to spend additional resources to activate such card.

10.2 Active / inactive card

Active card is placed on table in vertical way:
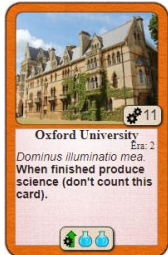
Inactive card is placed on table in horizontal way:

10.3 Use card ability

Token represents actions on cards. If player is using general or wonder ability, remove token representing that action from card.

10.4 Government card rules

Player can have only one government. New government replaces old government. **Each government gives one move action to player.**

10.5 Military unit technology card rules

Player needs to pay science points to play military technology card. Card is placed on table and is active. From now on player can build military units defined by technology. Some military units needs access to strategic resources.

10.6 Technology card rules

Player needs to pay science points to play technology card. Card is placed on table and is active. Effect from technology card is active after placing on table. Recalculate bonuses from card.

10.7 Building technology card rules

Each building technology card is impacting particular building. Player needs to pay science points to play building technology card. Some cards are active after being played. Effect from such card is active immediately after playing card. Other cards needs to be activated. If card is impacting building and there is cost of upgrade (example:

) on card player needs to pay that cost to activate card. For example **Church** card is impacting Capital city and player have 1 capital city on board, cost of card activation is 2 production points. Player needs to pay 2 production points to activate card. Inactive card is placed on table in horizontal way.
If card is impacting building and there is cost of upgrade with building level (example:

) on card, card is active immediately after being played. Player can choose particular building impacted by that card to upgrade it. After upgrade player is placing upgrade token on building (hex on board), from now on building is having bonus from that card. If building is upgraded to level 1 and player is upgrading it to level 2, cost of level 2 upgrade is reduced by cost of level 1 upgrade. The same for level 3. Player can upgrade building immediately to level 2 skipping level 1 and pay full cost of level 2 upgrade.

10.7.1   Upgraded building health

Not upgraded building health is 1. Level 1 upgraded building is having 2 health points. Level 2 upgraded building is having 3 health points. Level 3 upgraded building is having 4 health points.

10.8 Fortification technology card rules

Some of Fortification Technologies can produce bonus tokens. Player can pay for token and place the token on the card. During war player can decide to use bonus token placed on card to add bonus described on card to players military unit that is placed next to fortification. Token bonuses from fortification technology cards can be applied also to units next to **Capital City**. After war ends remove used tokens.
Fortification technology card is impacting fortification and there is cost of upgrading

fortification (example:) on card player needs to pay to activate card. For example card is impacting fortification and player have 2 fortifications on board, cost of card activation is 1 production point. Player needs to pay 2 production points to activate card. Cost of new fortification will be higher.

Fortification technology cards with token icon can be used only during war. Fortification technology cards that gives moves to units next to fortification (**Fort**), health to fortification (**Improved walls**) or improving number of bonuses that can be assigned from one fortification (**Castle**), take effect immediately. Player can move units during standard turn not during war.

If player is having active fortification technology card **Fort**. To move unit next to Fortification

hex click on fort and choose option move:

10.9 Battle card rules

Battle cards can be played only at the beginning of war after war card was played. Player who played war is playing battle cards. Bonus from battle card can be assigned to any player's military unit or building. Place a token on military unit or building that represents particular bonus. After war ends throw away played battle cards.

10.10   Action and bonus card rules

Effect of **action (green)** and **bonus (yellow)** cards happens immediately after card is played. After executing actions from card, throw away card.

10.11   Wonder card rules

Player can have only one wonder in particular era. Player cannot change wonder during era, cannot replace wonder card. If wonder was destroyed, building of new wonder can be started.
To start building new wonder previous wonder that is under construction needs to be finished first, even if new wonder is from different era.

10.11.1   Build Wonder

When player plays wonder card, place it on table in horizontal way. Player can spend any amount of production points each turn to progress wonder construction. After wonder is finished place wonder card in vertical way on table. Wonder abilities are active and can be used after finishing wonder.

10.11.2   Destroyed Wonder

If wonder is destroyed player can start building another wonder. Example: player is having wonder from era 1 that was destroyed by enemy player. Player can take new wonder card from era 1 and start building new wonder.

10.11.3   Remove Wonder

Wonder from era 1 needs to be finished before era 2 ends.
Wonder from era 2 needs to be finished before era 3 ends.
Wonder from era 3 needs to be finished before era 4 ends.
If wonder was not finished in time, player needs to remove wonder card and wonder hex from game.
Player cannot remove unfinished or finished wonder by himself at any time.

10.12   General card rules

Player can have only one general in particular era. Player cannot change general during era for general from the same era. **Each general unit gives at least one move action to player.**

10.12.1   Take General Card

If player decides to take general from generals deck, he cannot take any other card from card deck in particular turn. New general is having all his bonuses and actions active. For example if player had general from era 1 and he performed move action from general and he replaced that general he can still perform move action from new general in the same turn. After taking general card place general unit on board in the same way like any other military unit.

10.12.2   General unit destroyed

If general unit on board is destroyed during war, remove general card. You cannot take new general in that particular era.

10.12.3   Remove General

When player enters new era (there is first turn in new era) and is having general from previous era in 3 turns general will die. Player needs to remove general card from game and cancel all his bonuses at the end of third turn in era.
Player cannot remove general by himself at any time.

10.13   Event card rules

After taking even card players executes actions described on card.

10.13.1   Draws

If two or more players are having the same value of military power, resources or resource production and there is an event that compares that values there is a draw. Verify who was starting this turn. If player who started turn has draw with other players, he wins draw. If starting player is not having draw with other players go to next player until player who has draw will be found. This player is winning draw.

<u>Example:</u>
There are 4 players that play rounds in following order:
A – 3 military power
B – 5 military power
C – 5 military power
D – 4 military power
Player D was starting turn. There is event that gives bonus for player with highest military power. Players A and D are not having highest military power. Players B and C are having highest military power, because player D was starting turn, next player after that player who has highest military power is player B. Player B wins.

11   Civilization

In game there are different civilizations that are having modified card decks. Each civilization is having unique cards that are replacing standard cards. Number of cards in card deck for each era is the same for every player.

Player is choosing which civilization he would like to play and is replacing particular cards by unique civilization cards.

Sample civilizations:
   a. Kingdom of Poland
   b. Persian Empire
   c. Kingdom of Great Britain
   d. Japan Empire

12   Gameplay

12.1 Turns

Game is split into turns and every turn is split into rounds. Player can perform particular number of actions during his round. Number of actions is defined by government card. Tyranny allows player to perform maximum 2 actions in round. Player can decide to perform only one action in round. If player performed at least one action during round, player can finish his round and next player starts his round. Any time during round player can finish his turn and Pass. If player didn't perform any action during turn, player is obligated to Pass. **First player who Pass will start in next turn**.

Player can play multiple rounds during turn until he will decide to Pass.

When every player Pass players are starting production phase and after that new turn starts. Turns and rounds move clockwise through players.

12.2 First turn

In first turn player needs to place Capital City on board. City needs to be placed on board on first or second hex from board edge. After placing Capital City on board player Pass.

12.3 New turn (Event card)

At the beginning of each turn, player who is starting turn is taking one event card from event cards deck. Players are performing actions from the event.

If **event card starts war** after event war players can still play war cards. After war event player who started turn is continuing his turn.

12.4 Player round

Below there is a sequence of moves that player can perform during his round. Not all moves are considered as actions limited by government card. Player needs to perform moves in following order:

1. Remove your demolished buildings from hex board. This happens only in player's first round of the turn. (this does not cost you any action)

From this point player action can be executed in any order. If your action is impacting your resources and resources production, update it immediately.

2. Take new cards from your card deck (this does not cost you any action). Don't show cards to other players. You can take new cards once per turn.
    a. In era 1 take 4 new cards
    b. In era 2 take 5 new cards
    c. In era 3 take 6 new cards
    d. In era 4 take 6 new cards
3. Take cards to your hand from new cards (this does not cost you any action). Government card defines how many cards you can have in hand and how many cards you can take from new cards to hand. Don't show cards to other players.
4. Take general card, place card on table and place general unit hex on board. (this cost you action).
   If you took general card you cannot take to your hand any card from new cards taken from card deck. If you took card from new cards to your hand you cannot take general card. Even if you used general action like move, if you take new general that replaces old general, new general actions are having initial value. Player can use move action of new general even if move action was used by old general.
5. Take wonder card to your hand. (this cost you action)
   You can take wonder card only when you meet **wonder card condition.**
   If you took wonder to your hand you can still take general card but only if you didn't take any card to your hand from new cards.
6. Move unit on board using move action from government or general. (this cost you action)
   Each government or general has at least one move action per turn.
7. Use one action from general or wonder. (this cost you action)
8. Play card from your hand. (this cost you action)
   Pay cost of card. (left up card corner)
    a. If you play wonder card, place card on table in horizontal way.
    b. If you play technology card that needs to be activated place that card on table in horizontal way.
    c. If you play one time card like action or bonus card, execute actions on card and discard card.
    d. If action on card is about replacing or building buildings or military units don't count replacing or building as another action. Card action and all consequences of that card are one action.
    e. If player plan to play war card, player can perform additional actions before playing war card:
        i. **War action card can be played only once in turn in first round.** (technology card **Battle tactics** and general card **Henry V of England** allows to play war in second round but still only one war in turn)

      ii.   **Move, push, heal, repair** action cards can be played before war card is played.

      iii.   Government, General and Wonder move, push, heal, repair actions can be played before war card is played.

      iv.   Player can move units next to fortification or water when having such technology or wonder before war card is played.

      v.   Other actions are not allowed. Player cannot for example build building or military unit, invent technologies etc. before playing war card in particular round. In first round player can perform any actions and still in second round player can play war following above rules. (if he has such technology or general that allows to play war in second round)

      vi.   When war ends player round is finished and next player is starting his round.

9. Activate card on table. (this cost you action)
10. Build building or military unit. (this cost you action)
11. Demolish building. (this cost you action)
12. Remove military unit. (this cost you action)
13. Build wonder.
    a. Spend production points to progress with wonder build. (this not cost you any action). Wonder is not finished and still under construction.
    b. Finish wonder and rotate wonder card to mark it as finished. (this cost you action)

12.5 Turn end

When all players Pass, turn ends.

Each player executes below actions in following order:
1. If civilization is unhappy lower each of resource production by 2 points for each unhappy citizens. Production, science and culture production cannot be below zero.
2. Produce resources (consumption is included in production indicators).
3. If food points are below zero (after production), lower your production points by number of food points that are below zero. Production points cannot be below zero.
4. If gold points are below zero (after production), lower your science and culture points by number of gold points that are below zero. Science and culture points cannot be below zero.
5. If third turn after new era ends, remove general from previous era.
6. If new era starts remove unfinished wonder from two eras back. For example era 3 starts, players needs to remove unfinished wonders from era 1.

12.6 Actions

12.6.1   Build building

Player can build building only next to his two other buildings OR next to capital city OR next to fortification OR next to one building and water.

Player can replace his building by other building paying cost of new building. Player can replace damaged building by new building of the same type paying cost of new building. After constructing building, pay price of building by updating resource indicators. Update production indicators (recalculate production and consumption).

12.6.2 Build military unit

Military unit can be build next to any of your building. Set direction of military unit in which unit will attack by rotating it.
Military unit cannot be built on existing building or other military unit. There are cards that can change that rule.
After building military unit pay price of military unit by updating resource indicators. Update production indicators by military unit consumption.

12.6.3 Remove military unit

Any time you can remove your military unit during your round. Remove military unit from board. You can build any other military unit or building in place of removed military unit following standard rules.
After removing military unit update production indicators. Military unit is no longer consuming your resources.

12.6.4 Remove building (demolish)

Any time you can demolish your building during your round. Replace your building by demolish building hex token in your color. Your demolished building is not producing or consuming and is not taking into consideration for any bonuses. Demolished building can be replaced by new building. Demolished building cannot be replaced by military unit.
At the beginning of next player's round demolished building will be removed from board.
After demolishing building update production indicators. Building is no longer consuming and producing resources.

12.6.5 War

Each war card provides below culture bonus points for a player who played war:
+1 culture point for each destroyed military unit.
+2 culture points for each destroyed general unit.
+2 culture points for each destroyed building.
+3 culture points for destroyed wonder.

Player plays war card and war begins:
1. Player who played war card can play battle card. Bonus from battle card can be applied to any player's military unit or building.
2. Player who played war card can assign bonuses to player's military units that are placed next to fortification or capital city. Player can take token from fortification technology card and place it on military unit hex.
3. If player is having sniper units like catapult or cannon he choose its targets. Place target token on attacked unit or building.
4. If players capital city can attack, place target token on attacked unit or building.

5. Next player can play battle cards.
6. Next player can assign bonuses from fortification technology cards.
7. Next player are choosing targets for their sniper units.
8. Players are assigning bonuses and selecting targets until round will go back to player who played war card.
9. Battle starts.

Battle sequence start.

10. Find military unit with highest initiative.
11. Attack enemy units and buildings using units with initiative from above point (point 10).
    a. Military units like archer, crossbowman, Gatling gun shoot first at enemy unit or building on shooting line. Cannot shoot over enemy buildings, military units or mountains, but can shoot over water and friendly units or buildings. (range can be improved by battle cards, general units or fortification technology bonuses).
    b. Military units like catapult, cannon can shoot over buildings, military units, mountains and water. Player selects targets. (range can be improved by battle cards, general units or fortification technology bonuses).
12. On each attacked unit and building place damage token.
    a. For each hit into enemy capital city player takes from city owner culture points equal to attack hit points. (take culture points immediately) It is not important which player played war card.
13. After each military unit attacked in initiative from point 10. Remove all units and buildings in which damage tokens exceeds health points of particular unit or building.
    a. If unit or building have more health then damage tokens, leave damage tokens on that unit or building.
    b. When removing unit or building add bonus points from war card to player who started war by playing war card. Bonus is added only if player's military unit attacked enemy unit or building in initiative round in which enemy unit or building was destroyed and removed from board. Add bonus culture points for destroyed buildings and military units only to player who played war card.
    c. If fortification facility was destroyed remove bonuses, from that fortification, from impacted military units.
    d. If general unit was destroyed remove bonuses, from that general unit, from impacted military units.
14. Now find military unit that has highest initiative lower than previous initiative and repeat points from 10 to 14. Now in point 10 there is new initiative value lower than previous one.

Battle sequence end.

15. After all military units attacked, war ends. Next player (not the one who played war card) is starting his round.

12.6.5.1   War examples

Example 1.

In this situation in initiative 2 one blue horseman and red general will be destroyed. Because general will be destroyed archer initiative will be reduced to 1. After initiative 2 ends, destroyed units and buildings are removed from board and initiative 1 starts. Archer has now initiative 1 so archer shoots second time. Blue horseman was removed so archer is attacking blue farm and destroys it. Result of war:

Example 2.

In this situation red warrior will be destroyed because red general will be destroyed and health bonus will be removed from red warrior. Result of war:

13 End of game

When last cards are taken from players card decks and current turn ends the game ends.
Player with highest level of culture points wins the game.