

# RHYE'S AND FALL OF CIVILIZATION THE BOARDGAME

1.02

This is a modification by [Rhye](#) for **Sid Meier's Civilization®: the Boardgame**, © copyright of FRED Distribution. The board game, designed by Glenn Drover and originally published in 2002 by Eagle Games, is based on the popular computer game **Sid Meier's Civilization®**, © copyright of Take-Two Interactive.

## Preparation

### Parts from *Sid Meier's Civilization®* to remove

- Remove all cards, including the city cards.
- Remove all coins worth 1 gold.
- Remove all *fertile area* markers and all but 2 *no encounter* markers.
- Remove 1 marker of each type of resource.
- Remove all settlers, caravels and size 3 settlements.

In a two-player game:

- Remove all markers for rare metals, gems, wine, oil and horses.
- Remove 2 plague markers, 2 minor civilizations and 4 treasures.

In a three-player game:

- Remove all markers for rare metals, gems, wine, and oil. Remove 2 plague markers, 2 minor civilizations and 2 treasures.

In a four-player game:

- Remove all markers for rare metals, gems and wine. Remove 1 plague marker, 1 minor civilization and 1 treasure.

In a five-player game:

- Remove all markers for rare metals and gems.



Size 3 settlements are only used as chart markers (see below).  
Size 1 settlements are only used as *colonies*, to indicate who owns a resource. Only 2 settlement levels are left. When you found a settlement, use a village (originally: level 2 settlement). When you upgrade a village to a city, replace the village game piece with a city game piece (originally: level 4 settlement) of the same colour.

### Game set-up

- Each player chooses one civilization, or is assigned one randomly.
- 2 Players: use America and Greenland.  
3 Players: use Eurasia and Africa without the islands.  
4 Players: use Eurasia, Africa, and Australia, including all islands.  
5 Players: use Eurasia, Africa, and America.
- Each player receives 10 gold, 2 swordsmen, 1 village, 1 capital symbol, the starting technology for their civilization, a set of action cards, and (if present) the special action card for their civilization.
- Either use historical starting areas, or roll 2 dice: the player with the highest roll chooses the first starting area. The other players follow clockwise. Place the village and the 2 swordsmen in the chosen area. Also place the capital symbol (or game piece) in the area.
- Place an exploration marker face down in each unoccupied area.
- Use a size 3 settlement to indicate the starting positions for the empires on the *Stability*, *Governments*, and *Religions* charts. Each empire starts as a stable monarchy with paganism.

## Winning the game

The game can end in the following ways.

### Victory Condition

<b>Space race</b>	Build the <i>spaceship</i> wonder (available if you have <i>Space Flight</i> ) and keep control of your capital for the current round as well as the next round.
<b>Domination</b>	Control 15 regions, by occupying them with a village, city, or at least 3 units.
<b>Score</b>	As soon as any player owns all 18 technologies, the game ends after 3 more rounds. Count these scores: <b>50 Gold = 1 VP</b> <b>City (not village) = 1 VP</b> <b>Wonder = 1 VP</b> <b>3 First time technologies = 1 VP</b>

## Sequence of play

1. **Determine player order for the turn:** shuffle the players' civilization cards and draw one randomly. The revealed civilization takes its turn first, followed clockwise by the others.
2. **Revolt check:** only the first player, or (with 4 or 5 players) the first two players. Revolts are possible, depending on your empire's stability and number of settlements (see *Stability* table).

**Roll 1 die for each settlement in revolt** (owner decides which).  
*A capital can never revolt.* On a roll of 4 or higher the revolt is successful: the settlement becomes grey and receives one grey unit of the most modern infantry the player can train. Any of the player's units already present are moved to adjacent free or owned territories. If none is adjacent, the units are eliminated.

3. **Movement:** all players (in turn order) may move all of their units. *If you discover a resource, place a colony there.*
4. **Battles:** if your units share a territory with another player's units, each player present (in turn order) **may** declare war upon **one** other player present. Any other players' units may join one of the combatants. Their units will be used by the player they support.

I. Both players secretly choose **one** unit.

II. Roll as many dice as the attack value (attacker) or defence value (defender) of the unit. **The defender adds +1 die if defending his capital.** A roll of 4 or higher is a hit.

III. The player with the **most hits** wins the skirmish. The loser's unit is eliminated. *Re-roll in case of a tie.*

*If any hostile units remain, repeat steps I to III.*

### Remarks:

- Colonies are destroyed when conquered. An undefended village or city can be captured or destroyed by the attacker.
- **If your village or city is destroyed, you lose 1 stability.**
- You can freely, without waging war, enter the territory of a minor civilization that has no defending units present.
- **If you conquer a minor civilization, you lose 2 stability.** If you destroy it, remove it.
- 5. **Actions:** each player **secretly** selects **one** action. The selected actions are subsequently executed in turn order.

### Consolidation +3 stability levels (or +5 for Babylonia)

**Construction** – **Found a new village** (free), in any free territory containing one of your units.  
(for each of your territories: choose one) **Consequence: lose 1 stability level** (in total, not for each village founded), except for **communism: gain 1 stability level instead.**

- **Upgrade a village** to a city, for 10 gold.
- **Build a Wonder** (if available): only 1 per turn. Pay the costs and place the Wonder in a village or city. Maximum 1 per village, 2 per city. Receive the Wonder card: any effects are applied immediately.

**Recruitment** (choose one) – **Raise new units:** maximum of 1 new land unit per village, 2 per city (except for Rome). Maximum of 1 new fleet per city, in adjacent sea territory (maximum of 1 new fleet in each).  
*Note: obsolete units can not be built.*

- **Upgrade units:** pay the difference in cost and replace your units with an upgraded unit type.

**Research** (choose one) – **Choose one free technology.\*** If first owner: receive the 1<sup>st</sup> owner bonus (if applicable).  
– **Buy a technology** owned by at least **two** other players, for 40 gold.\*

\* *You must already own all prerequisites.*

**Revolution** Choose a different government and/or religion for which you have the prerequisite technologies.  
**Consequence: lose 2 stability levels** (except for *India*).

**Taxation** Receive gold:  
**5** per Wonder  
**5** per village  
**10** per city  
**10** for 3 resources of any kind  
**20** for 3 identical resources  
**10** for solid stability  
**20** for very solid stability  
**Lose 1 stability level** (except for *monarchies at stable or lower level*).


## Capitals

Each player has one capital, determined at the start of the game. If you lose your capital, you must promote one of your other settlements to be the new capital. Place the capital symbol (or figure) in the new territory.

**Capitals add +1 die when defending.** (Other settlements do **not**).

## Units

All units have an attack, defence, and move value. Their attack and defence values indicate the number of dice to roll if it fights a battle (as attacker or defender, respectively).

	<b>Catapult</b>	Unit name
		Unit image
Att / Def / Mov	3/0/1	Attack dice / defence dice / move value
Cost	5	Cost to build 1 unit
Requires	Masonry	Required technology
Obsolated by	Cannon	Can upgrade to this
Special abilities	can be captured if left undefended	Any special abilities

All infantry and siege units can only be moved to an adjacent territory. Mounted units and tanks can be moved 2 territories. Aircraft can move 3 territories. NUKES have an unlimited range, and can be exploded in any territory, eliminating all units and reducing a city to a village.

Siege weapons and NUKES have no defensive value. If such a unit is in a territory without defending units, but with an enemy unit present, it can be taken by the enemy (destroyed, or replaced by the same unit in the enemy's colour).

As soon as you discover the appropriate technology, you can upgrade your units during a RECRUITMENT action. You pay the difference in cost between the old and the new unit. The UNITS chart shows which unit can be replaced by which other unit of the same type.

*Note: **obsolete units can not be built.** Tanks and cavalry are **not** of the same type, so cavalry can not be upgraded to tanks.*

## Exploration



**Free technology:** select one for which you already have all the prerequisite technologies.



**Treasure:** receive 10 gold immediately.



**Minor civilization:** place an independent grey village. Anyone who conquers a minor civilization **receives 15 gold** but **loses 2 stability levels**.



**The plague spreads:** the units entering the territory are eliminated. All **cities** in adjacent territories are reduced to villages. *Villages are not affected. No effect in turn 1!*



**Desert:** no settlements are allowed here.



**Mountains:** no Wonders are allowed here. Mounted units must stop when entering a mountain territory.



**Jungle/forest:** to build a settlement here costs 10 gold for deforestation. Once it is build, remove the jungle/forest marker.



**Barbarian uprising:** each adjacent territory (but not capitals) is attacked by an up-to-date cavalry unit. If a settlement is taken, roll a die: 1-3 = grey (independent), 4-6 = destroyed. **No effect in turn 1!**

## Trade

Anything can be traded, except Wonders. If you trade a resource, place a colony of the recipient on the resource to indicate the owner.

Players can trade as soon as they are in contact with each other.

On a random map players must be in line of sight of each other. On an historical map a unit must have been at least once in an adjacent territory.

## Wonders

Each player who owns the required technology and has the required money can build **one** Wonder during the CONSTRUCTION action.





Place the Wonder in one of your own villages or cities: maximum 1 Wonder per village, 2 Wonders per city. Wonders may not be built in mountain territories. Once built, a Wonder remains in the same territory on the board for the rest of the game.

As soon as you build a Wonder, you immediately receive its bonus.

If a territory with a Wonder is conquered by a different player, they also get the Wonder. The new owner of the territory can decide to destroy or keep the Wonder. Once destroyed, it cannot be rebuilt.





## Religions

At the start of the game none of the players own an organized religion (all are pagans). After the discovery of certain technologies a player can use the REVOLUTION action to switch to a different government type and/or religion.

Religion	Required technology	Effect
PAGANISM	-	None. Each empire starts out with paganism.
 <b>BUDDHISM</b>	MYSTICISM	No CIVIL WAR. The lowest stability level is COLLAPSING.
 <b>JUDAISM</b>	TRADE	+1 Die when defending against non-Jewish players.
 <b>CHRISTIANITY</b>	CALENDAR	+1 Die when attacking non-Christian players.
 <b>ISLAM</b>	GUILDS	2 Free infantry units any time a city is founded or conquered.

## Governments

All empires start the game as a monarchy. After the discovery of certain technologies a player can use the REVOLUTION action to switch to a different government type and/or religion.

Government	Required technology	Effect
 <b>MONARCHY</b>	-	TAXATION does not reduce your stability level, if it is STABLE or lower.
 <b>REPUBLIC</b>	WRITING	TAXATION: double income from villages and cities. <b>Receive 1 free technology when first adopted.</b>
 <b>FASCISM</b>	NATIONALISM	CONSOLIDATION gives you +4 free infantry units. <b>The first fascist state causes all monarchies and republics to drop 2 stability levels.</b>
 <b>COMMUNISM</b>	STEAM POWER	CONSTRUCTION gives you +1 stability. <b>The first communist state causes all monarchies and republics to drop 2 stability levels.</b>

## Stability

Stable governments generate more income. Unstable governments run the risk of uprisings, rebellions and civil war.

Stability	Effect
<b>VERY SOLID</b>	TAXATION: +20 gold
<b>SOLID</b>	TAXATION: +10 gold
<b>STABLE</b>	-
<b>SHAKY</b>	If you have 4 or more settlements, one settlement of your choice does a revolt check.
<b>COLLAPSING</b>	If you have 3 or more settlements, one settlement of your choice does a revolt check.
<b>CIVIL WAR</b>	<i>Unless you have Buddhism:</i> <b>half</b> of your settlements (rounded down) do a revolt check.

**Revolt check:** The owning player always decides which settlements will try to revolt. *A capital can never revolt.*

**For each settlement that revolts, roll 1 die: on 1-3 the revolt is suppressed, on 4-6 it is successful.**

If successful, the settlement breaks away: replace it with an equal grey settlement and an up-to-date grey infantry unit (available to the losing player). Remove the player's own units to adjacent friendly or neutral territories. If none are adjacent, the units are eliminated.