

Content of New Expansion for Sid Meier's Civilization - The Board Game

(Unofficial Expansion Draft)

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New Civilizations

1. The Koreans



Note: In Civilization 5 the Koreans have significant advantages in tech victory. In the board game they start with two techs and gains addition Trade from great person markers, which helps Korea build up tech pyramids faster than other civilizations. They also benefit from previous two expansions Fame & Fortune and Wisdom & Warfare when social policies and new Monarchy government are added, because their home tile has a 5-trade point (first turn tech with Expansionism) and a 6-hammer point (first turn wonder with building program and extra action).

2. The Dutch



Note: The Dutch played an important role in the history of banking. In this game the Banking tech seems “mild” without early access to Grain comparing to other level 3 techs, which could be the starting tech of the Dutch’s. Their unique abilities allow them to increase economic dial quickly in a few rounds.

3. The Polynesians



Note: The Polynesians start in an island-shaped home map tile. They develop fast as they explore and build. Their two unique abilities grant them a good amount of Trade, Culture and random resources. If the Polynesians appear OP in game, their seconded UA could be nerfed as “choose one marker from the two”.

4. The Portuguese



Note: The design of Portugal is based on the PC game Civilization 5. The Portuguese have gain double amount of gold and have good relationship with city-states. Note that in the board game the Portuguese only collect double coin only from empty squares. Coins on the great person marker, building markers or harvested by scouts are not doubled. The starting tech Compass is a new tech which allows player to move their figures during city management, adding flexibility to both city development and military strategies.

5. The Brazilians



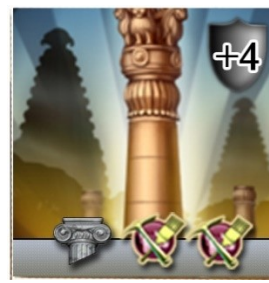
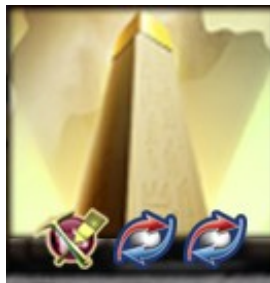
Note: The Brazil is a culture-oriented civilization. The Brazilians gain culture when building figures and units, which may proximately provide 10 to 20 extra culture tokens in the game. They are also the first civilization which interacts with the new religion system.

New Basic Resource Icon

Archaeology Icon



Note: The Archaeology icon is new to the basic resources as Trade, Production and Culture. Each Archaeology Icon owned by the player reduced the building cost of wonders by 1 for that player. And when a player builds a wonder, he gains culture tokens equal to the total number of archaeology icons accessed (outskirts and scouts). Archaeology icons can be found from buildings, city-states, natural wonders or archaeology pits on the map.



New Technologies

1. Sculpture



Note: Level 1 tech, also the starting tech of the Polynesians. This tech introduces a new monument building, which can provide extra trade and archaeology in the desert square. The resource ability allows players to boost their cities' construction plan with resources. Monument markers are placed next to trading post markers in the market board, with a market board overlay.



2. Compass



Note: Level 2 tech, also the starting tech of the Portuguese. This tech allows player to move their figures during city management, which provides flexibility to scouts for harvesting or army figures for launching attacks in advance.

3. Electricity



Note: Level 3 tech, boosting the production of cities. Additional limited building can provide extra battle bonus or coin than normal. This tech requires the building program to be individually introduced in this expansion for players who don't have Fame and Fortune or Wisdom and Warfare expansions.

4. Penicillin



Note: Level 4 tech, advanced version of Logistics. The expectation of this tech is to save spaces for level 3 techs that are not upgrading units. The strength of this tech is to be tested. It could be buffed by adding a resource ability: "Battle: [silk] save a killed unit after battle".

Religion

1. Introduction



Religion is the major content of this expansion. It is an alternative of great person rewards when players are advancing on culture track. An additional religious culture track is attached under the original one. Player may start on either track of culture, and have a chance to switch between one another when advancing to the next level.

When players enter spaces on the religious culture track, they gain culture event cards from a different set of cards other than the original culture decks.



(Check the full set of religious culture event cards in Appendix)

2. Founding a religion

Once the player enters the space containing a religion symbol , that player gain a great prophet, which allows player to found a religion among Catholicism, Buddhism, Islam, Judaism and Taoism, or to add a belief if the player has already founded one. The beliefs are on the back side of each religion cards.

Great Prophets are also great persons. They are an option when players gain great persons through the ability of Philosophy or from relics, but not from the sources marked as .



A religion is unique. The player cannot found a religion which is already founded by others.

3. Effect of religions

Religions usually have two kinds of effects.

--The **Founder** effect applies only to the player founded the religion.

--The **City** effect applies to any city that follows the religion. Even the religion has not been founded, players still collect bonus from the religion marker on the city.

4. Converting a City

--Your capital is automatically converted when you found a religion.

--You can convert a city to the religion you found by ending movement of your scouts in the target city. The scout used to convert a city is scarified.

--The converted city will have a religion marker on top of it indicating the religion it follows.

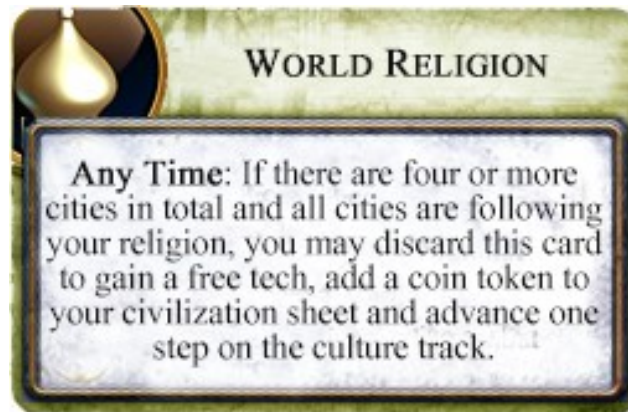


--You cannot convert a city to the same religion it is following.

--You can only convert a city when you are a founder of a religion.

5. World Religion

When one player meets the requirement of World Religion, he or she may gain a one-time bonus.



6. Great Prophet Cards



If the Great Prophet cards are enabled in game, players also receive a random great prophet card when they enter the space containing a religion symbol. If the Fame and Fortune expansion is added, the great prophet cards should be enabled or disabled the same time with great person cards.

(Check the full set of great prophet cards in the Appendix)

Natural Wonders

Natural wonder can be found on certain map tiles or by exploring huts or villages. If a map tile is revealed and contains a natural wonder icon, place a random natural wonder marker on the square containing the icon, face-down as unexplored.

Then players may explore that natural wonder marker by ending movement of their army figures and scouts. Players can also explore natural wonder markers by building a city next to it, including diagonal (which makes the natural wonder icon become outskirts of the city). If the natural wonder marker becomes outskirts of a player's city, that player receives a corresponding natural wonder card.

Players cannot build a city above the natural wonder marker.

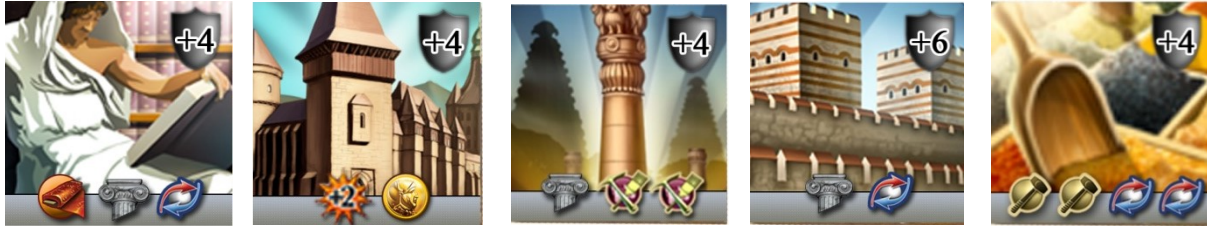
Natural wonders are regarded as ancient wonders. They can be obsoleted and overbuilt. And each city can only have one wonder at the same time, including natural wonders.



(Check the full set of natural wonders in Appendix)

City-States

City-states have already been introduced in Wisdom and Warfare. In this expansion five new city-states are added, which also ensuring the Portuguese civilization is playable if the player doesn't have city-states in W&W expansion.



New Hut and Village Markers

New hut and village markers added including city-states, natural wonders, settlers and missionaries.



City-state: immediately place a random city-state to the square (2 huts, 1 village)



Great prophet: Gain a great prophet. (2 villages)



Natural Wonder: place a random natural wonder marker to the square. (1 hut, 1 village)



Settlers: build a scout at the square (cannot exceed stack limit) or gain a resource from the market of your choice. (1 hut)

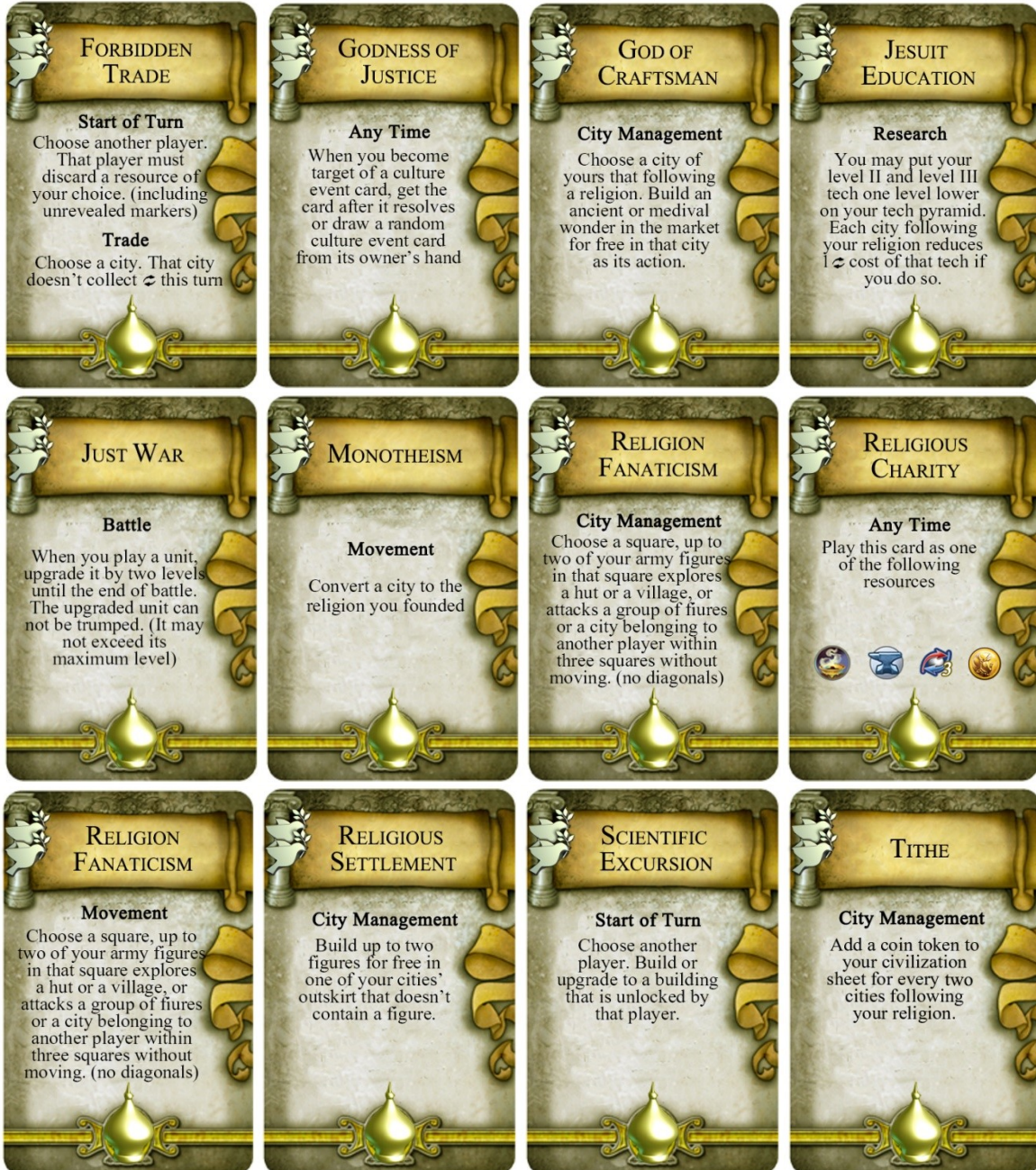
Appendix

1. Religious Culture Event Cards (two cards for each, 24 cards for each level)

Level 1



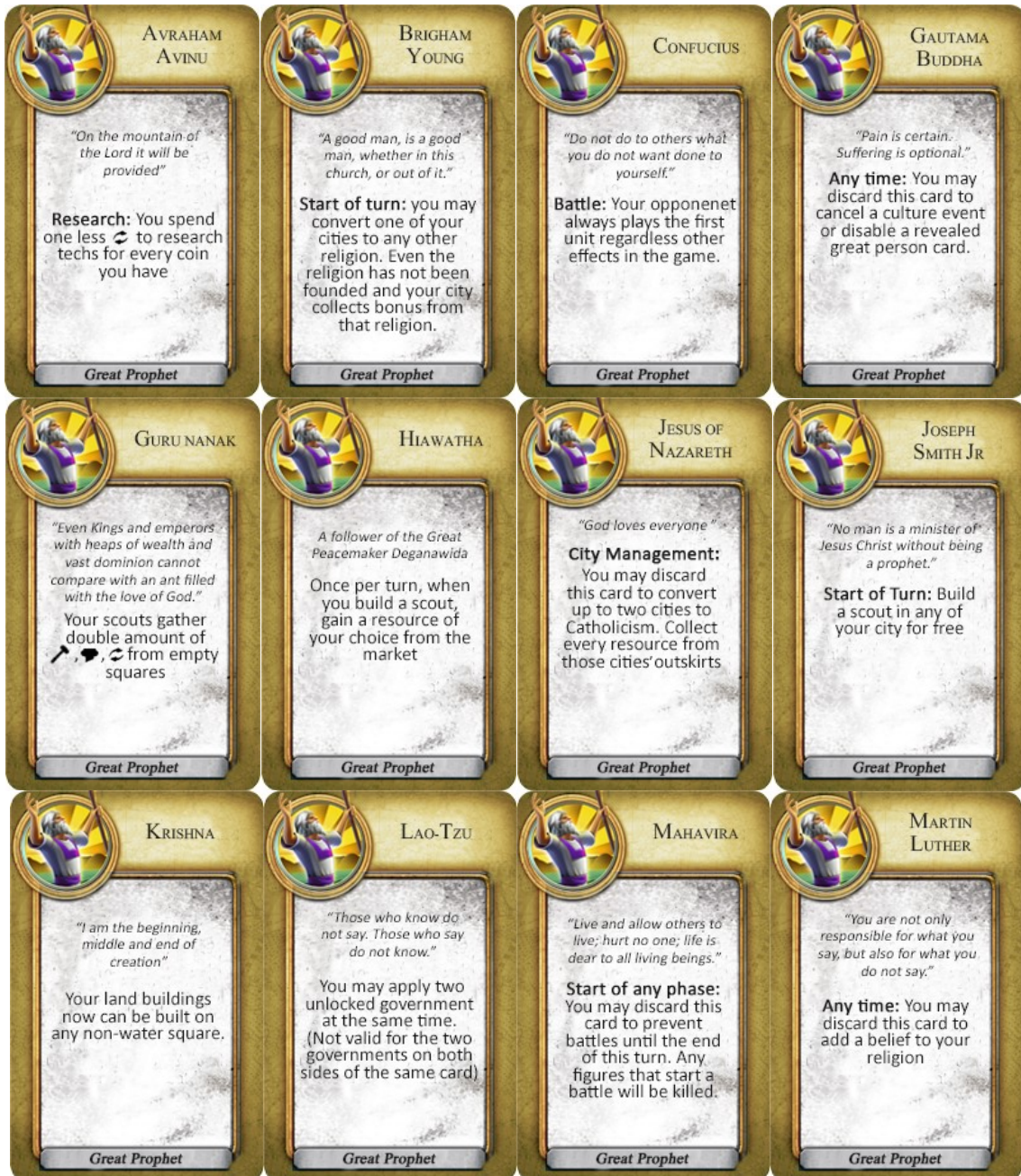
Level 2



Level 3



2. Great Prophet (total of 20)





3. Natural Wonder



4. Neutral Map Tile

