Civilization Smack Down Rules

Key overall rules

1)Whatever is clearly listed, marked or noted on your map is the law.

2) Players are not allowed to create fictitious map features during play. For example: ” Suddenly I have a pet three headed fire breathing dragon to thwart your attack. “

3) This game relies on the honor system. Play by the rules.

-If you lose a challenge accept it graciously.

-If you win a challenge win respectfully.

-Theft is not a part of the game in any way

Morale Rating:

If your people have access to basic needs, the freedom to choose and fundamental rights they will be willing to make a loyal commitment to your civilization. Without these freedoms there is logically no reason to have the will to fight or work hard to make the civilization a better place.

You will determine your moral rating based on the moral rating scale.

There will be two morale ratings you will be assigned the average of both ratings. Use your calculator.

If your morale rating is below 6 --- you get one roll of the dice for each action you wish to take.

If your morale is between 6 and 8 you get two rolls of the dice for each action you wish to take.

If your morale is as high as 9 and 10 you get three rolls of the dice for each action you wish to take.

**Resources:**

Red Lego = troops (10) Yellow = people (10) green (10 dots) = food and resources you decide upon such as water. Grey and black (10) = wall, boats, ladders battering rams, etc. White (20 dots) = sheckles

Lapiz L. = 5 pieces each .

Flower of life – If you are defeated in battle you will return to life

Travel and Transportation

If you wish to travel from your civilization you must first go to the travelling table.

In order to wage war, or trade you must go to the travelling table and then hope to make it to your destination.

Travel is tricky, sometimes downright dangerous or full of adventure and reward. Ex. Your convoy gets attacked by a wild beast. Lose 2 civilians.

When you arrive at the travel table:

1) Sign in and mark down your intentions, how many people (what kind of people) you are travelling with.

2) Roll the dice, note the number of your roll and check the travel sheet to see what fate awaits you. Accept your fate graciously!

There is an added bonus to the Civilization Smackdown called The Flower of Life. This increases your number of rolls by 1. You only get the extra roll if you place it in a green space in your civilization. There is only one Flower of Life, and you might have to wage war with other people to get it. The Flower of Life is obtainable by finding it while travelling. Will you try your luck?

Also, you can buy and sell things at the Travel Table.

Walls

* Walls are used to repair walls broken by a battering ram
* Walls cost 1 lapis each

Boats

* Boats are used to travel across water and have less risk of being attacked along the way to another civilization
* Boats cost 2 lapis

Battering rams

* A battering ram has a chance of breaking through walls
* A battering ram costs 1 lapis

Ladders

* Ladders are used to climb over walls without breaking them
* Ladders cost 1 lapis

Lapis

* Lapis is used to buy certain things
* 1 dot of Lapis costs 20 sheckles

Travel Table Special Items

There are certain special items at the travel table to help with trading, travelling and waging war.

Wheels

* If you collect 4 wheels, you can safely travel to other civilizations with less danger.
* Wheels cost 1 lapis per wheel, so choose wisely

Doors

* A door can successfully open a wall or gate at will so that an armed force might move in.
* Doors cost 2 lapis
* A fence can negate the effects of a door

Fences

* Fences remove the effects of doors to protect your civilization
* Fences cost 2 lapis

Trade Rules

You may trade at the travelling table with another group that chooses to go to the table. You may choose to do this but you need to bring the materials you wish to trade to the table.

You may also trade with a group that comes to your city.

A trade deal with another group is sealed with a handshake. The honor system is in effect in all trade deals. All trade deals are final once the handshake is made.

Rules of Battle

War is costly and highly unpredictable. However there may be times were you either need to defend the interests of your civilization or go on the offense before you are attacked.

Each team will get ten battle pieces (Red Lego Squares) to start the game.

Specific Rules:

-Your success in battle will be according to first of all your morale rating which gives you either one, two, or three rolls for each single action you wish to take.

-Use a game piece to specifically show where the attack or defense is taking place.

-In an attack a single action means moving one square at a time … unless …. You are in a square that is simply a road way, an open space, or a path of some kind. In this case your roll of the dice allows your game piece (you) to move the number of squares noted on the roll.

-A simple way of understanding this is that anything that is an obstacle either a weapon of some kind, a wall, or elevation requires you to roll the dice to see if you have successfully overcome the obstacle.

A roll of 6 or less means you are not successful.

A roll of 7 to 12 means you have success.

- To get over water you must have a boat which you can purchase at the traveling table. You cannot get through a wall unless you have a battering ram or quickly over a wall unless you have a ladder. Both items can be purchased at the travelling table.

-Defense of your city also follows the same rules. If you want to stop an attack directly to take back a square (which may contain a resource) you have to roll the dice as well.

-Defenders within the city have the freedom to move around at will without rolling the dice.

-A loss for either the attackers or the defenders means you must surrender a red Lego battle piece to the winning team. Of course this would only happen if the defenders choose to counter attack which means using weapon or troops.

-Unsuccessfully getting over an obstacle does not mean a loss of a Red Lego battle piece.

-Whatever space you have won or defended is space you control including the resources in that space.