CivMint

Round Overview

There are four phases in a round: Player Turns, Check for Game End, Global Events, and Round End. Complete steps in each Phase in order.

1. Player Turns
   - Production
     - Produce Resources
     - Trade
   - Maintenance & Construction
     - Upkeep
     - Build New Units
   - Action
     - Move
     - Resolve Combat
   - Development (Player 2 – complete up to Action step.)
     - Research Advancements
     - Taxation & Improvements
2. Check for Game End
   - If the game has ended, skip Global Events and proceed to Scoring.
3. Global Events – Roll 2D6 & apply ⊛ bonuses for each player to determine each player's Global Event.
4. Round End
   - Remove Damage: 1 +1 per Settler.
   - Resupply Combat Power (✖).
   - Pass the First Player Card to the left
   - Begin the next round with Player Turns.

Game End

The game ends when one of the following has occurred:
- A player has reached the top Development level in 3 or more Development tracks or the top Aspect level in 3 or more Civilization Aspect tracks.
- One player has 6 Cities.
- A player's Capital City is conquered. The Capital City must remain controlled by an enemy until the end of the round.

Global Events

1. **Barbarian Invasion** – Downgrade to 2 Cities or Villages, no refund.
2. **Civil Revolt** – Downgrade to supported Cities and Villages (🏠🏢), no refund.
3. **Plague** –Lose ½ your Settlers, no refund, rounded down.
4. **Famine** – Lose ½ your Food, rounded down.
5. **Earthquake** – Lose 1 Military Unit, no refund.
6. **Locusts** – Lose 1 Food
7. **Nothing**
8. **Bountiful Harvest** –Gain 1 Food per unit.
9. **Abundant Resources** – Gather resources from two locations.
10. **Population Explosion** – Gain 1 Settler or 1 Military upgrade.
11. **Festival** – Increase 1 level on one Civilization Aspect Track.
12. **Innovation** – Gain 1 advancement on your lowest Development Track.

Units

Unit	Move	Collect Resources	Attack, Range & Defense	Strength	Build Cost	Upkeep	Disband or Downgrade	Destroyed	Notes
1 Settler	1	1	–	1	🌾🌲	–	Disband: 👥	-1 👥👥	Can be built in the same space as any Village or City, including the Capital City. Settlers collect 1 Resource from a space.
2 Village	0	All	–	2	Settler 🌲📦	🌾	⬇ Settler: 👥	-1 👥👥 ☺ Opponent Gains 👥 +1 👥👥	Villages collect All Resources from a space.
3 City	0	Double	0 R1 1🖤	3	Village 🌾🌲🌲 📦📦🏢	🌾🌾 & 🐟	⬇ Village: 👥 👥	-1 👥👥 ☺ Opponent Gains 👥 👥	Cities collect Double Resources from a space. Cities gain +1 when defending. +1 👥👥
4 Infantry	1	0	1⚡ R0	2	Settler 🌲🏢 OR 🌲🏢👥	🌾 || 🐟	⬇ Settler: 👥	-1 ✖	Build Infantry by spending an additional 👥 Instead of upgrading from a Settler. Infantry can be built in Villages, Cities, or where there is another Infantry Unit. +1 ✖
5 Cavalry	2	0	1⚡ R0	2	Infantry 🌾🌾🌾🏢	🌾	⬇ Infantry: 👥	-1 ✖	Calvary has increased movement. +1 ✖
6 Artillery	1	0	1⚡ R1 2⚡ R0	2	Infantry 🏢🏢🌲	🐟	⬇ Infantry: 👥	-1 ✖	Artillery can attack from an adjacent space, or the same space for increased power. +1 ✖
1 (on water) Ship	1/2*	All if Ship is empty.	0 R1 1⚡ R1*	2	Settler 🌲🏢🏢	–	⬇ Settler: 👥	-1 👥👥*	- Move only on water. - Carry 1 unit, 3 units with Shipbuilding. - Artillery may attack from Ships. - *Astronomy & Iron Working = 2 movement. - *Ironworking gives 1⚡ R1. - *Units on ships are lost if ship is destroyed.
Capital City	0	Double	0 R1 1🖤	4	–	–	–	–	Capital Cities produce resources like other Cities, but do not require any Upkeep. Capital Cities cannot be disbanded or downgraded.

CivMint

A game of Develop-mint, Advance-mint, Move-mint, Arma-mint, Govern-mint, and lots of Enjoy-mint and Excite-mint! By George Jaros

Components

- 16 Stat Cubes
- 12 Resource Cubes (2x of Yellow, Brown, Gray, Black, Blue, and Red)
- 6 colored clips (2x of Blue, Green, Black)
- 16 D6 Unit Dice
- 2 D6 for random events and battle.
- 6 Damage Cubes for battle.

Cards

- 8 Development Track Cards
- 4 Civilization Aspect Cards
- 6 Maps (double sided)
- 2 Resource Tracking Cards
- 2 Bonus Tracking Cards (for tracking 💡, 💰, 🎲)
- 1 First Player card.

Setup

Give each player:

- 8 Stat Cubes in their chosen color.
- 8 dice in a matching color.
- 1 Resource Tracking card.
- 1 of each Resource Cube: Food (🍖 yellow), Wood (🌰 brown), Stone (🪨 gray), Metal (⬛ black), Money (🪙 blue), and Combat Power (💥 red – not a standard resource). Place all cubes on 1 of the Resource Tracking Card.
- 1 Bonus Tracking card and 3 colored clips. Set at appropriate levels: 2 💡 research, 1 💰 taxes, 0 🎲 event bonus.

Set up Civilization Aspects:

- Lay out all four Civilization Aspect cards.
- Place 1 Stat Cube each at Level 1 of Civilization Aspect Tracks.

Set up Development Tracks:

- Lay out each Development Track's two cards to form a larger track.
- Place 1 Stat Cube each at Level 1 of each Development Track.

Set up the Map:

- Using four Map Cards, set up a 2x2 grid of cards. Be sure to have two Capitol Cities on the map. The closer the Capital Cities are the greater the chance of conflict.
- Each player should place 2 Unit Dice as Settlers (side 1 facing up) on their chosen Capital City.

**Randomly decide on a first player.** Give them the 1st Player card.

Player Turn Details:

Production

Produce Resources: Each Settler, Ship, Village, and City produces resources as per abilities and available on occupied territories.

Trade: Any 4 for 1 except 🪙 and 💥. Economic developments improve trade rates, allow trade for 🪙, and trade with opponents.

Maintenance & Construction

Upkeep: Each existing unit must have its Upkeep cost paid or be downgraded until Upkeep can be afforded. When downgrading, be sure to decrease 👥 or 💥 and earn 💰 as appropriate. 🪙 can be used as any resource. Repair damage from units. Each damage cube removed costs 2 🪙 plus 1 🪙 per prior damage cube removed.

Build New Units: Units may be built for their cost as indicated on the Units chart. Most units are upgraded from other units. Settlers and Infantry can be built directly in territories allowed, as described in the chart. Damaged Units cannot be upgraded. Be sure to increase 👥 or 💥 as appropriate. 🪙 can be used as any resource.

Action

Move: Units may move the number of spaces allowed as per the Unit chart. Ships may not move the turn they are built and may move 2 spaces with Astronomy or Iron Working advancements.

Combat: Combat is completed as per the Combat Rules. See Combat Reference.

Game End

The game ends when one of the following has occurred:

- A player has reached the top Development level in 3 or more Development tracks or the top Aspect level in 3 or more Civilization Aspect tracks.
- One player has 6 Cities.
- A player's Capital City is conquered. The Capital City must remain controlled by an enemy until the end of the round.

Development (player 2 may begin turn – up to Action step)

Research Advancements: Use 💡 to advance on one or more Development Tracks. Spend 💡 equal to the level you are advancing to. E.g. advancing from Shipbuilding to Astronomy costs 4 💡. You may advance horizontally by paying for both the current level and one level lower. E.g. moving from Astronomy to Iron Working costs 7 💡. Be sure to increase Civilization Aspects, adjust 🎲, 💡, 💰 & 💥 earned, collect bonus 🎲 (non-🪙 resource) and 🪙, and apply any other benefits.

Taxation & Improvements: For each 💰 you have, collect 🪙 (tracked with the blue cube on the resource card). 🪙 can then be used to:

- Advance on ONE Civilization Aspect Track by paying 🪙 equal to the level advanced to. Be sure to increase Civilization Aspects, adjust 🎲, 💡, 💰 & 💥 earned, collect bonus 🎲 (non-🪙 resource) and 🪙, and apply any other benefits.
- Repair damage from units. Each damage cube costs 2 🪙 plus 1 🪙 per prior damage cube removed.

Next Player

Play then proceeds to the next player. Once both players have completed their turns, proceed to Phases 2, 3, and 4: Check for Game End, Global Events, and Round End.

Scoring

- 2x pts for the top level in each Development track.
- 1x pts for the top level in each Civilization Aspect track.
- 1 pt for each space controlled.
- +2 pts for each controlled space adjacent opponent's Capital.
- +5 pts for controlling an opponent's Capital City space.
- 1 pt per Village and 2 points per City.
- 1 pt per 4 Resources and Money.

In case of a tie, the player with the most points in Developments is the winner. If there is still a tie the player with the most points in Civilization Aspects is the winner.

Combat Reference

Combat is completed one contested space at a time, one battle at a time, starting with units that share a space with an enemy unit, and then ranged attacks. Each Unit may participate once in only one battle.

For each contested space:

1. Attacker chooses attacking Unit and target Territory. Target Territory must be the currently occupied Territory if shared with an opponent, even for ranged Units.
2. Defender choses defending Unit.
3. Each Unit rolls 1 D6 to determine Combat Strength.
   - Military Units gain one or two automatic Combat Strength Bonus when Attacking (⚡) and Cities gain an automatic Combat Strength Bonus when Defending (❤).
   - Combat Power (※) can also be spent by reducing the red cube on the resource track. Each ※ increases the total Combat Strength by 1. Combat Power (※) cannot be recovered until the end of the round.
4. The higher Total Combat Strength scores a Hit. The losing Unit will gain 1 Damage Cube.
   - **If a unit receives Damage Cubes equal to their Strength:**
     - The unit is eliminated immediately and must be removed from the map.
     - The owner gets:
       - -1 on the Population or Military Track based on the Unit type.
     - If the unit was a Village or City:
       - Victor gains 1 or 2 Money
       - Loser gets -1 on the Civilian Happiness Track
5. If there are still Attacking Units, the Attacker chooses the next Unit to attack. (Return to Combat Step 1.) The Attacker may choose not to attack with adjacent Artillery, Ships, and Cities, but Units that occupy the same space as enemy Units must engage in combat.
6. This proceeds until all Attacking Units have completed their attacks, or until there are no more Defending Units.

7. **After all combat is complete, if Units share a space with enemy Units:**
   - Cities and Villages (including the Capital City):
     - Damage Cubes remain in play on the Village or City that was attacked.
     - Attacking units on the same space as the Village or City must retreat.
   - Settlers, Ships, and Military Units (Infantry, Cavalry, Artillery):
     - Alternating, starting with the Attacker, each unit must retreat if possible. Units with more damage retreat first. Repeat until only one player's units occupy the space.

Combat the proceeds to the next contested space, if there are any. Units may only fight in a single combat each turn.

Attacking a Capital City:

A Capital City has Strength 4. If a Capital City is conquered the game ends after the current round, as long as it is not retaken by the original owner. Damage Cubes remain on Capital Cities, just as they do for Villages and Cities.

Ships:

Units on a Ship cannot defend; only the Ship can defend. Any damage assigned to a unit on a Ship is applied to the Ship. Artillery can attack from a Ship. If a Ship that is carrying units is eliminated, surviving units may disembark to an adjacent, unoccupied or friendly space. If this is not possible the units sink with the ship and the player receives no compensation.

Retreats:

A retreat must be, to a friendly adjacent space, starting with Defending units. If there are no friendly spaces the unit may retreat to an unoccupied space. If there are no available spaces to retreat to, the unit must be disbanded for 1 Money.

Undamaged units may retreat to an adjacent Ship, however when a damaged unit retreats to a Ship that unit's damage is transferred to the Ship. Thus only one damaged Unit may retreat to a Ship, otherwise the Ship would be sunk.

FAQs

Q: How is the Bonus Tracking Card used to track Research, Taxes, and Event Die Bonus (or Penalty)?

A: Track 🎲, 💡 & 💰 amounts with colored clips on the Bonus Tracking card. These values are not spent, but are used to indicate total Research available as well as total Taxes earned and any bonus or penalty to Global Event rolls. As you advance on the Development and Civilization Aspect tracks you'll add or subtract from these values, but not when they are used during the Development step of your turn.

Q: How exactly do Global Events work?

A: One player will roll 2 D6 dice. Each player will add or subtract their 🎲 bonus (or penalty) from that value. Then each player will apply the effects of their own event as listed on the Global Events chart.

Q: What does Supported Villages and Cities mean for Civil Revolt?

A: Depending on the Government type you have you will have a different number of Supported Villages and Cities, indicated by 🏠 🏢 on the development track. If you encounter a Civil Revolt any Cities and Villages in excess of this supported number must be downgraded to Settlers and there is no refund for a forced downgrade.

Q: How can damage be removed from Units?

A: Damage can be removed in several ways. At the end of the round each player will get to remove 1 Damage cube from any unit. For each Settler the player has active, 1 additional Damage cube may be removed. Also, during both the Upkeep and the Taxation & Improvements steps of each player's turn they may remove damage from units at a cost of 2 🔵 plus 1 🔵 per prior damage cube removed. So if 2 Damage Cubes are removed the cost would be 5 🔵.

Q: When is Combat Power (⚔) spent during combat?

A: After the dice are rolled each player may take turns spending Combat Power until one player passes. Combat Power is spent first by the player with the lower die roll. Remember, the Attacker wins on a tie.

Q: What do all the different icons mean?

A: 🌽 = Food, yellow resource cube   🌾 = any Non-Food Resource   🏠 🏢 = Supported Cities and Villages

🟤 = Wood, brown resource cube   ⚙ = any Non-Money Resource   👥 = Population Size Civilization Aspect

⬜ = Stone, gray resource cube   💡 = Research   ⚔ = Military Might Civilization Aspect

⬛ = Metal, black resource cube   💰 = Taxes   ☑ = Economic Strength Civilization Aspect

🔵 = Money, blue resource cube   🎲 = Event Die Roll bonus   ☺ = Civilian Happiness Civilization Aspect

⚔ = Combat Power, red resource cube,   🎲 = Event Die Roll penalty   ― = A strikethrough indicates a reduction
however this is not a standard   ⚡ = Attack bonus   in that statistic.
resource   ⚫ = Defense bonus