

HELLENIZATION VARIANT AMENDMENT v1.5

This is not a manual, just only a leaflet to be added to civproject's manual when playing Hellenization variant. You only have to substitute some points from the original manual with ones below.

I have to give my greatest thanks to Jon Severinsson for his help.
Have fun !

Jon.G

3. PLAYING PIECES

3.1 There are eighteen sets of playing pieces, each of which bears a distinctive national color. Each set contains 55 large square tokens, nine round cities, **five** rectangular ships, one small square census marker bearing a number and one small square succession marker. The extra white set of playing pieces does not include ships, a census marker or a succession marker and is only used to represent barbarians and pirates.

6. TRADE CARDS

6.1 There are two types of trade cards - commodity cards and calamity cards. The term trade card is used in the rules to refer to both commodity and calamity cards. Rules that refer specifically to commodity or calamity cards apply only to that type of card.

6.2 Commodity Cards

6.21 There are 165 commodity cards. The following table sets out the value and number of each commodity:

Value	Commodity	Number	Value	Commodity	Number
1	Ochre	7	5	Livestock	6 (*)
1	Flax	7	6	Bronze	6
1	Bone (*)	8	6	Silver	5
2	Iron	8	6	Tin (*)	6
2	Wax	8	7	Resin	5
2	Papyrus (*)	7	7	Spices	6
3	Salt	9	7	Herbs (*)	6
3	Ceramics	8	8	Gems	5
3	Timber (*)	8	8	Marble	4
4	Oil	7	8	Dye (*)	4
4	Grain	8	9	Gold	5
4	Wool (*)	7	9	Ivory	4
5	Wine	6	9	Amber (*)	4
5	Textiles	7			

For an 8 or more players game (*). For games with fewer players consult (9.3) in the manual

6.3 Calamity Cards

6.31 There are 24 different calamity cards. The following table sets out the trade card stack in that each calamity is placed as well as its severity and trade status:

Trade Stack	Calamity	Severity	Trade Status
2	Volcano/Earthquake	Major	Non-tradable
2	Treachery	Major	Tradable
2	Squandered Wealth	Minor	Tradable
3	Famine	Major	Non-tradable
3	Superstition	Major	Tradable
3	Tempest	Minor	Tradable
4	Civil War	Major	Non-tradable
4	Slave Revolt	Major	Tradable
4	City in Flames	Minor	Tradable
5	Drought	Major	Non-tradable
5	Sea People	Major	Tradable
5	City Riots	Minor	Tradable
6	Cyclone	Major	Non-tradable
6	Epidemic	Major	Tradable
6	Coastal Migration	Minor	Tradable
7	Corruption	Major	Non-tradable
7	Civil Disorder	Major	Tradable
7	Tribal Conflict	Minor	Tradable
8	Tyranny	Major	Non-tradable
8	Iconoclasm & Heresy	Major	Tradable
8	Minor Uprising	Minor	Tradable
9	Regression	Major	Non-tradable
9	Piracy	Major	Tradable
9	Banditry	Minor	Tradable

10. THE NUMBER OF PLAYERS

10.1 CIVILIZATION: The Hellenization Project may be played by between five and eleven players. Depending on the number of players and time available, the playing area, number of tokens per player, starting areas and certain rules are different, as set out below. Unless otherwise specified, all other rules remain in effect.

10.11 For the basic game, when selecting which civilizations to play players should always select civilizations whose starting locations are close to others (you cannot leave gaps). Many times simply removing panels will create a suitable playing area – however some civilizations will not be properly playable without removing from play certain areas from the map. This is done by covering up the population limit and making it

impassable. The exact number of areas to be removed should be determined by the ENTIRE group BEFORE any civilizations are randomly assigned. This section is still under testing and the optimal starting locations will be further detailed in the upcoming scenario handbook. For right now, the important thing is to make sure everyone agrees on what is fair before randomly assigning civilizations. For all games currently use 55 tokens. Below is a table of recommended starting areas:

Nation	Starting Area	Nation	Starting Area
Minoa	Cnossus	Ionian league	Miletos
Athens	Athens	Thrace	Odrysaë
Sparta	Sparta	Thebes	Thebes
Syracuse	Syracuse	Macedon	Aigai
Corinth	Corinth	Epirus	Ambracia
Persia	Sardes		

28.3 Third Level Calamities

28.32 Superstition (major, tradable)

28.321 Three cities belonging to the primary victim are reduced. The primary victim chooses which cities.

28.322 If the primary victim has Mysticism, Deism or Enlightenment one less city is reduced per civilization card held. The effects of Mysticism, Deism and Enlightenment are cumulative.

28.323 If the primary victim has Universal Doctrine or Oracle one extra city is reduced. The effects of Universal Doctrine and Oracle are cumulative.

28.5 Fifth Level Calamities

28.51 Drought (major, non-tradable)

The main reason because I have placed this new calamity instead of flood it's to be a bit more accurate with the historical background. Greek rivers are very short and with very low water volume, most of them not navigable. In contrast the atmosphere is very hot , geography very hard and drought periods were not strange. Therefore there are not flood plains in Hellenization map.

28.511 For the duration of this calamity the population limit of all areas is decreased by one.

28.512 The primary victim must remove a maximum of 12 tokens on the board that exceeds the population limit. Cities are not affected.

28.513 Ten unit points that exceeds the population limit belonging to one or more secondary victims are also removed. Only players neighbouring the primary victim may be selected as secondary victims. The primary victim distributes the ten unit point losses among the secondary victims as he chooses, with a maximum of 8 units per civilization, but the secondary victims themselves choose which units are to be lost. If possible all the secondary victims unit points must be distributed.

28.514 Primary or secondary victims who hold Public Works reduce the number of tokens lost due to Drought by five.

28.52 Sea People (major, tradable)

The running is the same as barbarian ordes , and the reason for the change has been mainly the historical background (and the map, mostly maritime).

28.521 The player trading this calamity is the controller of the Sea People: If the calamity was not traded to the victim, the player with the least amount of cities (even if it is the victim) is the controller.

28.522 The Sea People consists of 15 Sea People tokens.

28.5221 If the primary victim holds Politics, Provincial Empire or Colonization an additional five sea people tokens are placed per advance held. The effects of Politics, Provincial Empire and Colonization are cumulative.

28.5222 If the primary victim holds Monarchy, five less sea people tokens are placed.

28.523 The Sea People invade any coastal area. If possible, the Sea People invade an area containing a city owned by the victim. If that's not possible, they invade an area containing tokens owned by the victim. If there is not an available coastal area to disembark this calamity has not effect.

28.5231 Immediately after invasion, conflict is resolved between the newly placed sea people and any units, including those of nations other than the primary victim, in the area occupied by the sea people.

28.5232 Once conflict is resolved, all the surviving sea people tokens in excess of the population limit repeat the procedure above (28.523).

28.6 Sixth Level Calamities

28.61 Cyclone (major, non-tradable)

28.611 A Cyclone will occur in an open-sea area and affect all directly bordering coastal areas. The open-sea area that will affect the most of the primary victim's cities must be chosen. The primary victim breaks any ties.

28.612 If the primary victim has no cities vulnerable to Cyclone, this calamity has no effect.

28.613 The primary victim must reduce three of his coastal cities exposed to the Cyclone. All other players must each reduce two of their coastal cities exposed to the Cyclone. All ships in coastal areas affected by the Cyclone are returned to stock.

28.614 Any player holding Masonry may reduce one less city.

28.615 Any player holding Calendar may reduce two less cites and may keep two ships.

28.616 Any player holding Naval Engineering may keep two ships.

28.617 The effects of Calendar and Naval Engineering are cumulative.

28.618 Any player (primary or secondary victim) holding Trade Empire must reduce one additional city.

28.7 Seventh Level Calamities

28.71 Corruption (major, non-tradable)

28.711 Victim must immediately discard 10 or more points worth of commodity cards (face value, not set value) of his choice. These cards are shuffled back into the appropriate decks after the Acquire Civilization Cards phase (26.8).

28.712 If the victim holds Coinage or Evergetism five extra points of commodity cards are discarded. The effects of Coinage and Evergetism are cumulative.

28.713 If the victim holds Law five less points of commodity cards are discarded.

28.714 If the victim does not hold the required amount of points, he must discard his entire hand.

28.82 Iconoclasm and Heresy (major, tradable)

28.821 Four of the primary victim's cities are reduced. The primary victim chooses the cities that are reduced.

28.822 The primary victim must also order the reduction of a total of two cities belonging to other players. The player who traded Iconoclasm and Heresy to the primary victim may not be selected as a secondary victim. The secondary victim(s) choose these cities.

28.823 If the primary victim holds Theocracy he may, before beginning to resolve this calamity, immediately sacrifice two commodity cards from his hand of his choice to stop the Iconoclasm and Heresy from happening. These cards are shuffled back into the appropriate decks after the Acquire Civilization Cards phase. If the primary victim does not hold two commodity cards he may not use this ability and the Iconoclasm and Heresy must be resolved.

28.824 The number of cities the primary or secondary victim must reduce is decreased by one if the Philosophy civilization card is held.

28.825 The number of cities the primary or secondary victim must reduce is decreased by three if the Theology civilization card is held.

28.826 The number of cities the primary victim must reduce is increased by one if Monotheism or Oracle are held. The effects of Monotheism and Oracle are cumulative.

28.9 Ninth Level Calamities

28.91 Regression (major, non-tradable)

28.911 The victim immediately moves his A.S.T. marker backward. It may be moved forward normally during the A.S.T. Movement Phase (provided he meets the requirements).

28.912 The number of spaces a primary victim of Regression must retreat is increased by one if the primary victim holds Fundamentalism.

28.913 The number of spaces a primary victim of Regression must retreat is reduced by one if the primary victim holds Library or Golden Age. The effects of Library and Golden Age are cumulative.

28.914 If the victim does not have any cities Regression has no effect.

29. NEW CIVILIZATION CARDS

This new cards don't substitute anyone of the manual, are just an amendment to hellenice a little bit the game and to include some important historically events in ancient polis life. I have included only a little modification to Public works card to add a constrain to drought calamity and I have changed the value of clothmaking to 60 instead 50 (because of the naval character of the map this card increases its importance).

29.09 Cloth Making (Craft – 60)

29.091 Ships may move an extra area during movement.

29.092 Provides 10 Craft Credits and 5 Art Credits. Provides 10 extra credits to Naval Warfare.

29.49 Universal Doctrine (Religion – 160)

29.491 During the Special Abilities Phase (25) a player holding Universal Doctrine may convert five unit points of Sea People tokens or pirate cities on the map and replace them with his own units provided he could trace a path (however long) from one of his own areas to the destination area (either by sea or land). When tracing this path the player must hold Astronomy in order to trace over open sea areas and may not trace over land areas containing enemy units or water areas containing enemy ships. Water and land components in the same area are considered two different areas for this purpose.

29.492 If the player holding Universal Doctrine does not have sufficient units in stock to replace some units, he may not convert them. He does not need to be able to convert all of the tokens in an area to use this power (e.g. He may convert two out of the four Sea People tokens in an area).

29.493 Universal Doctrine aggravates the effects of Superstition (28.323).

29.494 Provides 10 Religion Credits and 5 Civic Credits. Provides 20 extra credits to Theology.

29.53 Colonization (Civic – 230)

29.531 A Player who holds Colonization may, when building a wilderness city, substitute six of the required tokens with two eligible ships from the area in which the city is constructed, mandatory the remainder of the tokens used to construct the city must have arrived to the construction site this turn using eligible ships. Eligible ships are ships that at the beginning of the movement phase that turn were located at least 4 areas away from the area in which the city is constructed, counting only water borders.

29.532 Aggravates the effect of Sea people (28.5221).

29.533 Provides 10 Civic Credits and 5 Art Credits.

29.54 Evergetism (Civic – 260)

29.541 Holder can nullify the effect of following calamities: Superstition, Slave revolt, Civil Disorder, Tyranny.

29.542 To avoid the effects of the calamities above has to pay twice the calamities value in trade cards (face value), treasury tokens or a combination of both.

29.543 Evergetism aggravates the effects of Corruption (28.712).

29.544 Provides 10 Civic Credits and 5 Religion Credits.

29.55 Golden Age (Art – 270)

29.551 Holder automatically gains two cheap Art or Science (or dual-Art or dual-Science) advances, each one with a face value of less than 100 points.

29.552 Reduces the effect of Regression (28.913).

29.553 Provides 10 Art Credits and 5 Science Credits.

29.56 Naval Engineering (Craft/Science – 120)

29.561 Ships have an extra movement.

29.562 Ships building and ships maintenance are cheaper, one token to build and no cost to maintain.

29.563 Reduces the effect of Cyclone (28.616, 28.617).

29.564 Provides 5 Craft Credits and 5 Science Credits.

29.57 Oracle (Religion – 120)

29.571 Immediately prior to Ship Construction and Maintenance (16) or Movement (17) a player holding Oracle may negate the effects of Military for one of his opponents. For the remainder of that turn the chosen player will be treated as if he did not hold Military when determining the order of Ship Construction and Maintenance (16.1) and Movement (17.2).

29.572 Other aspects about military described in the paragraphs 29.282, 29.283 and 29.284 remains unaffected by this card.

29.573 Advanced Military is not affected by Oracle.

29.574 Aggravates the effect of Superstition (28.323) and Iconoclasm & Heresy (28.826).

29.573 Provides 10 Religion Credits and 5 Art Credits.

29.41 Public Works (Civic – 230)

29.411 Areas with cities may now support one extra token. This token may be included in defense and may count as city support. It may also count as a separate unit point for calamities. Tokens on cities do not multiply during population expansion.

29.412 All cities now cost one more token to construct, but still count as five unit points.

29.413 A player who holds Public Works is immune to the effects of Provincial Empire (29.401).

29.414 Public Works reduces the effects of Drought (28.514).

29.415 Provides 10 Civic Credits and 5 Craft Credits.

29.58 Weights & Measures (Science – 180)

29.581 A player holding Weights & Measures may, when using at least 6 commodity cards to acquire civilization cards, retain one of the cards used for this purpose.

Example : One player buys Astronomy using 4 grain cards (64 points) , 1 spice (7) and 1 gold (9). The total value is 80, after buying he decides to retain the spice in his own, so he can use that trade card in following turns. In fact he has only spent 4 grain and 1 gold.

29.582 Holder can not retain more commodity cards than allowed by 26.71.

29.583 Provides 10 Science Credits and 5 Craft Credits.