



# Rulebook V001

Illustrations and Game Design  
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2023

In Civitas 2 players lead 1 of 3 factions into battle against each other with the goal to defeat the enemys leader.  
To achieve that goal both players have to combine the unique abilities of their cards and command them strategically on the biotope.

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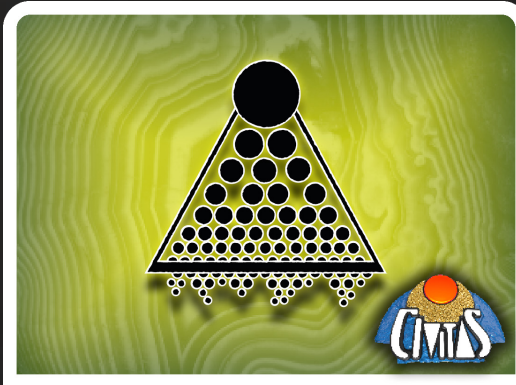
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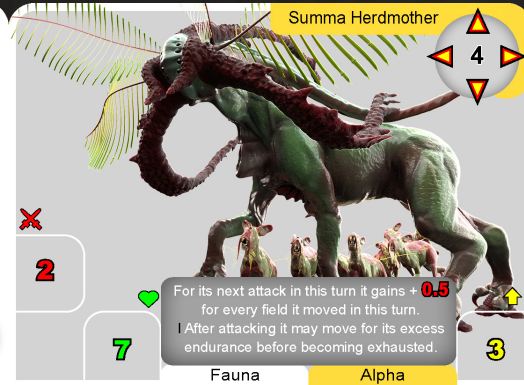
# 1

## Cardtypes in a Deck

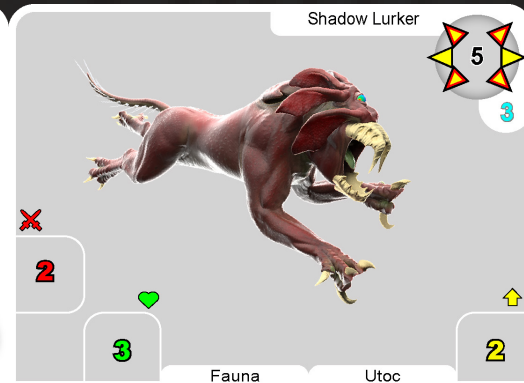
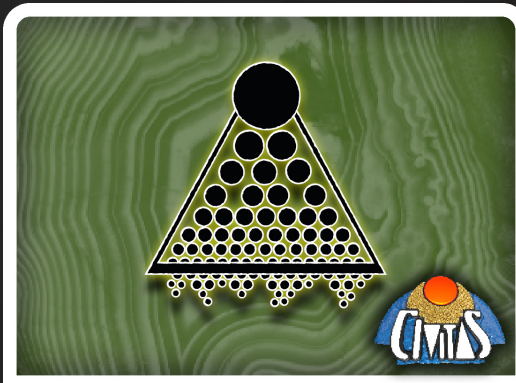
The cards back side



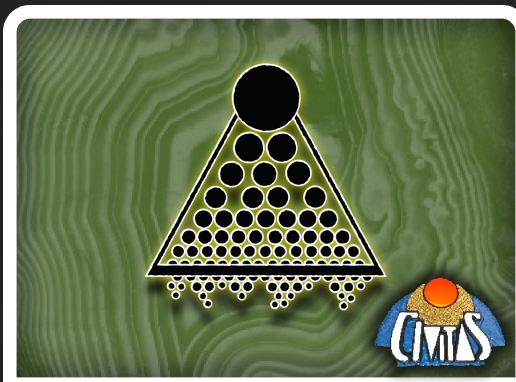
The cards front side



The leader of a deck has a yellow background for the name and its type. The leader is the first card of a deck and is not shuffled into the deck.



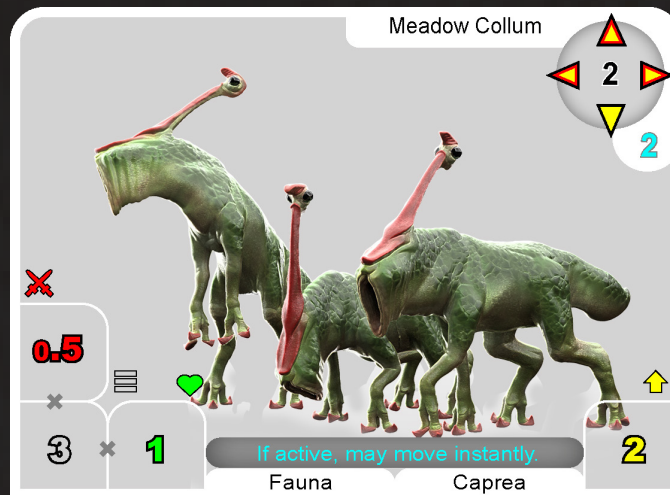
A regular card. Most of them can move on the biotope and can attack opponents cards. The more powerful a card is the more effort points it costs to spawn the card.



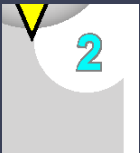
Supporter cards have different effects and can support your cards with powerful effects. In the upper right corner of the card is the cost the user has to pay in order to use the effect of the card. If the card has no cost the effect can be used for free.

# 2

## Creature Card 1



### Effort



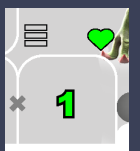
The amount of effort points you have to pay to spawn the card from your hand onto your habitat.

### Group Members



When a card with group members is spawned: Place a white D6 on the symbol with its number set to the group members value that is set on the card. The total life this card has is multiplied by the group members value. Every time the card takes damage equal the amount of its life points, the card loses 1 group member. If a group member with 2 life takes only 1 damage, that damage is 0 instead. If a card loses all group members, take it from the biotope and put it onto your graveyard.

### Life



When a card without group members is spawned: Place a green D6 on the symbol with its number set to the life value that is set on the card. If a card loses all life, take it from the biotope and put it onto your graveyard.

### Power



With every successful attack of a card, the power value is subtracted from the target's lifepoints. The subtraction of lifepoints is called dealing damage. Damage is only dealt if the amount of power is a full number except for cards with a life amount lower than 1. For a team attack, the power of all successful attacks are added up to calculate the damage to the target.

### Endurance



After the card has become active during the recovery phase: Place a yellow D6 on the symbol with its number set to the endurance value that is shown on the creature card. Cards that have at least 1 endurance left are called active. If a card uses up all endurance, put the dice away to show that this card is exhausted. A exhausted card can not perform any interactions.

# 3

## Creature Card 2

### Direction Wheel and Accuracy

Shows all possible Directions this card can move and attack to aswell as the accuracy value of the attack.

Before a movement, this card has to pay 1 endurance:  
It can move now for 1 field in the choosen direction. Fields that already have a card on them are blocked fields and cards can not move over blocked fields.



Before a attack, this card has to pay 1 endurance:  
Roll a D6, for a attack to be successfull the diceroll needs to match or be lower as the accuracy value shown in the middle of the direction wheel. If the attack is successful, the power of the attacker is substracted from the life of the target.

**Attack and Move**



**Only Move**



**Only Attack**



### Ability

2↑: move over 1 blocked field in movement direction.

Abilities have numerous effects and can be used in different situations. To use the ability in the example above, the card has to pay 2 endurance to use the effect of the ability.

If the effect text of an ability is referring to 1R, it means that the effects target can be in 1 Range around the card that is using it. 1R all around means the target can be on one of the 8 fields around a card. A ability with 2R all around can have its target on one of the 24 fields around the card that is using the effect.

### Interrupt Ability

If active, may move instantly.

A interrupt ability can also be used during the opponents turn. When a interrupt ability is used, the effect of the ability resolves directly. The previous interaction is paused and is resolved after the interrupt effect. If the paused interaction is not possible anymore the owner of that monster can choose to do a different interaction instead if possible.

### Name

Meadow Collum

### Faction and Type

Fauna

Caprea

The Name of the card. The name may be important for the effects of cards.

To the left is the Faction and to the right is the type of the card. Both may be important for the effects of cards.



# 4

## The Biotope

1. Place your deck here.
2. Place a 4 sided dice here. The dice shows your effort value, it starts with a value of 1.
3. This is your graveyard. Put taken out creatures and used supporter cards here.
4. These are your momentum dice. earn them through taking out opponents cards.

1.

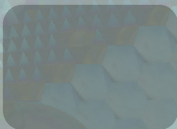
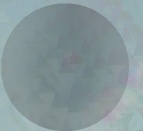
2.

3.

4.

Habitat of the white player

Habitat of the black player



# 5

## Preparation, Recovery and Goal

1. Both players roll a dice, the winner chooses its color (white or black), the other player has to choose a different color.
2. Both players choose a deck of their color, take the leader card of that deck onto their hand, shuffle the rest of the deck and place it face down next to the Biotope. Each player draws 4 cards from their deck onto their hand.
3. The winner of the diceroll places its leader card exhausted on 1 of the 6 fields of the biotope that are closest to that player. These fields are your Habitat. After that the opponent places its leader on its own habitat.
4. After one player has all of its cards on the biotope exhausted, its opponent has 1 more main phase, after that main phase the recovery phase starts. The player that exhausted all cards at first has the first main phase after the recovery phase. Cards without endurance are always considered exhausted.

- Recovery phase: All cards of both players are active again. The endurance of all your cards on the biotope are set to their initial value. Place a D6 on each card with endurance to show how much endurance points the card can use during the coming main phases.

### Defending:

Each active card that is being attacked during any time of your own or your opponents main phase: After taking the damage of all successful attackers, it may attack now 1 of the attacking cards in attack range.

### Momentum Dice:

For every opponents card a player sends to the graveyard, that player gains 1 momentum dice that can be used to reroll 1 unsuccessful attack. After you used the momentum dice put it back in its bag.

**The Player that brings the life of the opponents leader at first to 0, wins the game.**

# 6

## Main Phase

At the Beginning of your first main phase you gain 1 effortpoint. With every new main phase you have, you gain 1 more effort point until a maximum of 4 effort points.

(first main phase you start with: 1 effort point, in the second main phase with 2 effort points,..)

You have to perform at least 1 action in your main phase. You can decide when your main phase is over. Your main phase automatically ends when all your cards on the biotope are exhausted. If your main phase ends, the main phase of the opponent player starts.

In Your Main Phase you can perform the following actions in no particular order:

- Pay 1 effort point: Draw a card from your deck onto your hand.
- Pay the requierd effort points of a card and place it exhausted from your hand onto your habitat.
- Play a supporter card from your hand. Put the used supporter card onto your graveyard.

Choose 1 of your active cards, it can pay for activitys like Movement, Abilitys or Attacks with its Endurance. A creature can use multiple activitys in the same turn, as long as it has the needed endurance to perform them.

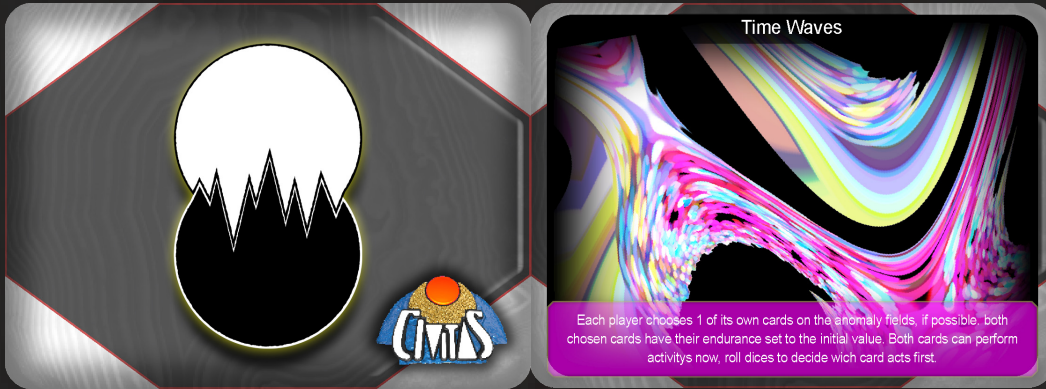
### *Available Activitys:*

- **Move:** Pay 1 endurance: Move for 1 field in movement direction; may repeat until exhausted.
- **Attack:** Pay 1 endurance: Attack a card in attack range; The Attacker is now exhausted. Attack range meaning there has to be no field between the attacker and its target and the target has to be in a attack direction of the attacker.
- **Team Attack:** Pay 1 endurance: Attack a card in attack range; All of your active cards that could attack the target aswell, may do so; Exhaust all attacking cards. Roll dice for each attacking card individually and add the damage of all succesful attacks at the end together, this amount of damage is substracted from the targets lifepoints.
- **Ability:** Use a Ability.
- **Wait:** The card loses 1 endurance; may repeat until exhausted.



# 7

## Anomaly Game Mode



You can add a new layer of complexity and unpredictableness to the game by playing the anomaly game mode.

If you choose to play this game mode:

Before the game starts, each player shuffles its anomaly card deck. Each player draws 3 anomaly cards from their anomaly deck without looking at them and places them face down onto the biotope like in the example below.

To flip a anomaly card, it has to be in attack range of a active card, that card can pay 1 endurance during the owners main phase to reveal the anomaly card.

Cards can move onto anomaly cards.

The effects of anomaly cards can be triggered through revealing them or by entering it.

