

CIVGAME: War + Conquest

WAGING and RESPONDING to ATTACKS.

DECLARING WAR ON ANOTHER CIVILIZATION

The team that declares war is considered the **aggressor**. The **aggressor** commits ??? CP's to travel to the capital city of the target civilization. It then commits another 200 CP's to **wage** an **offensive** military **campaign** against the target.

The targeted CivTeam has three options:

1. Defend itself.

- Commit 100 CP's to protect the capital.*** The teacher establishes a competition between the two CivTeams and sets **criteria** for victory.
 - If the *defending* CivTeam wins, then it acquires 150 CP's in **restitution** from the defeated aggressor. It maintains control of its territory and halts (at least temporarily) the expansion of the aggressor.
 - If the *aggressor* CivTeam wins, then it assumes full control of the defeated civilization. The defeated CivTeam, plus its landholdings (including colonies) and **infrastructure**, becomes part of the aggressor's empire. The conquered students become citizens or slaves of the empire. Their new status is determined by their willingness or refusal to sign two documents: 1) a military **treaty** declaring their loss in battle and the transfer of their power, and 2) an **Oath** of **Fealty**, by which they pledge loyalty to their new rulers.
 - If all members of the defeated CivTeam sign both documents, then they become *CITIZENS* of the victorious empire.
 - The Treaty and Oath are displayed in public so that all can see the **superiority** of the winners and **inferiority** of the losers.
 - Conquered citizens continue earn CP's, but half of their income is given as a **tribute** tax to their new rulers.
 - Conquered citizens have no authority to make decisions affecting their new empire.
 - In order to **defect** from the empire, conquered citizens must spend 150 CP's, plus overland travel costs, in order to join an existing CivTeam (as co-rulers) or establish a new civilization from scratch.
 - If the defeated CivTeam refuses to sign both documents, then its members become *SLAVES* of the victorious empire.
 - The victorious empire is awarded slave-status, thereby earning 40 free CP's on every assessment.
 - Slaves do not earn CP's for themselves and have no decision-making rights whatsoever.
 - Slaves may win their freedom through an assessment challenge, whereby their **collective** average must be higher than the average of their captors. If that happens, then the ex-slaves are awarded 25 CP's to form a new civilization in the region.
 - If the empire decides to free its slaves outright, then the freed slaves must assume one of these actions:
 - a) Join an existing CivTeam. The existing CivTeam will need to determine whether the former slaves are co-rulers with full authority or powerless citizens (in which case the terms of citizenship described above are applied).
 - b) Wander as **nomads** until they acquire enough CP's (via assessment performance) to form a new civilization.

*** If the targeted CivTeam does not have 100 CP's for defense, then it must get a loan from an ally flee the civilization [see option 3, next page].

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Targeted CivTeams have two other options when an act of war is declared against them:

2. Defend itself AND mount a counter-offensive.
 - The targeted CivTeam puts up 200 CP's to wage a full-scale counter-attack against the aggressor.
 - The teacher establishes and manages an appropriate competition between participating teams.
 - The winning team assumes full control of the loser's civilization (members and landholdings).
 - As dictated previously, the defeated CivTeam is presented with two documents – a military Treaty acknowledging its embarrassing defeat in war and an Oath of Fealty. If all members of the defeated CivTeam sign both documents, then they are granted citizenship status (and all the CP-earning rights of citizenship). But if any members refuse to sign either or both documents, then the entire team is relegated to slavery.

3. Abandon the civilization and flee as refugees.
 - The targeted CivTeam abandons its landholdings and infrastructure, takes the balance of its capital, and runs. It forms a new civilization elsewhere.
 - The aggressor CivTeam retains its 200 CP's since it did not need to do any actual fighting. It gains control of all landholdings (the capital city and colonies) previously held by the targeted CivTeam. It also gains any of the targeted CivTeam's *more advanced* infrastructural systems.
 - Ex: CivTeam C has a weak transportation infrastructure and a strong military infrastructure. CivTeam B has a strong transportation infrastructure and a weak military infrastructure. Team B abandons its civilization to Team C. Team C gains the stronger transportation infrastructure previously developed by Team B. Team C keeps its existing military infrastructure.

SUPPORTING (and/or becoming) A MILITARY COMBATANT

If a non-combatant CivTeam loans CP support to help another CivTeam fight in a war, then it should draft terms of agreement – a contract by which both the loaner and the recipient understand the financial responsibilities. If the recipient of the support wins in battle, then it is reasonable to expect that the loaner CivTeam should receive some compensation in return for its support. That compensation should be clearly stated in the terms of agreement.

If the recipient of the CP support loses in battle, then the loaner should not expect to receive any compensatory return.

(If a 3rd CivTeam wishes to engage an already-established war between two other CivTeams, then it must pay the overland travel costs to get to the battlefield and an additional 200 CP's to mount the offensive.)