

- The defending player replaces his city by 6 of his tokens from stock. If he has insufficient tokens, he replaces it with whatever tokens he has left in stock, even if it is 0. Only if a defender has insufficient tokens to replace his cities by **and** he is attacking another city in the same turn, he may wait for this to be resolved first. He may do this once.
- A token conflict is resolved following the exact same rules as a normal token conflict.
- As a result of the successful attack, the attacking player may choose to draw a trade card at random from the defending player's hand. If the defending player does not hold any trade cards at this point, the attacking player cannot draw a card and this option is canceled. Both players are not allowed to inform the other players which card was drawn.
- As a result of the successful attack, the attacking player may also choose to gain up to 3 treasury from his stock. The defending player's treasury is unaffected.

Attacking a pirate city

If a pirate city is successfully attacked, the city is replaced by 6 barbarian tokens. The attacker cannot draw a trade card, but may still gain up to 3 treasury.

5. CITY CONSTRUCTION

This phase is divided into 3 steps:

- 5a. City Construction.
- 5b. Surplus Population Removal.
- 5c. Check for support and unsupported city reduction.

All players must take all 3 steps in this specific order. All players take their actions simultaneously, but players may choose to take their action in A.S.T.-ranking order.

5A. CITY CONSTRUCTION

Players may choose to build any number of cities per turn in areas following the minimum requirements:

- At least 6 tokens in an area with a city site.
- At least 12 tokens in an area without a city site (referred to as 'wilderness city'). Cities cannot be built in an area with population limit '0', regardless of holding any Civilization Advances.

Each area can only contain 1 city. For each city built, the player removes all tokens from the area (irrespective of ownership) and places a city in the area from stock. All

removed tokens are returned to stock. The maximum number of cities in play for any player is 9.

Note: The map-board contains white and black city sites. For the purpose of city construction they are treated in the same way.

5B. SURPLUS POPULATION REMOVAL

After the player has built his cities, he must immediately remove all of his tokens exceeding the population limits. This includes any tokens in areas containing a city.

Note: 'Agriculture' and 'Public Works' may create exceptions to this rule.

5C. CITY SUPPORT AND REDUCTION

After the player has removed all of his surplus population he must check for city support. By default a player's city support rate is 2. This means that a player should have at least 2 tokens on the board for each of his cities on the board. For each city that he cannot support he should remove one city of his choice and replace it with tokens equal to the population limit of that area until he has sufficient city support. This is referred to as 'Reducing a city'. If a player has built any cities this turn he must reduce these cities first. Any tokens newly gained through city reduction immediately count for city support for other cities.

6. TRADE CARDS ACQUISITION

IMPORTANT:

Before drawing or dealing any cards for the first time, make sure the stacks are set up in the right way as defined in chapter 4. Setting up the game (page 11-13). For any other turn do not forget to check carefully to be sure all cards discarded in the previous turn are shuffled the right way and placed under the appropriate stacks, as mentioned in phase 13b.

Tip: Before drawing cards, write down a list containing the number of cities for each player and have a single player deal all the cards.

Players are not allowed to conceal their total hand size of trade cards.

6A. DRAWING TRADE CARDS

All players draw trade cards equal to the number of cities