CIVIL WAR

Select all but 35 of your unit points. All units thus selected must be in areas adjacent to each other if possible. In each of those areas all of your units must be selected. The beneficiary annexes all selected units.
+ If you hold '**Music**', select 5 less unit points.
+ If you hold '**Drama and Poetry**', select 5 less unit points.
+ If you hold '**Democracy**', select 10 less unit points.
− If you hold '**Philosophy**', select 5 additional unit points.
− If you hold '**Military**', select 5 additional unit points.

The beneficiary is the player with the most cities in stock (in case of a tie, the most tokens in stock). This cannot be the primary victim himself. You must count all your unit points, and subtract 35. If you have fewer unit points than required (taking into account any Civilization Advances held) there is no Civil War. If the beneficiary has sufficient units in stock but not exactly the same number of cities or tokens, you must make such a choice in units that he can annex all selected units. If he has insufficient unit points in stock he chooses and annexes as many as possible taking into account the above rule, but replaces the remainder with barbarian tokens and/or pirate cities instead.
If the primary victim cannot make the exact selection, the rule may be broken in the following way: 1. In each area all units belonging to the primary victim must be selected. 2. The areas selected must be adjacent to each other. 3. The selected units must be exactly the number to comply. 4. The beneficiary must be able to annex all units in the combination selected.

BARBARIAN HORDES

The beneficiary selects 1 of your cities (if possible a wilderness city), which is attacked by 15 barbarian tokens. After combat, the beneficiary moves all barbarian tokens in excess of the population limit to an area adjacent by land or water containing your units and combat is resolved again. The beneficiary may only move barbarian tokens into an area containing a city if the attack would be successful. This process is repeated until no population limit is exceeded by the barbarian tokens or no area can legally be chosen. Any barbarian tokens in excess of a population limit are then destroyed.
+ If you hold '**Monarchy**' 5 less barbarian tokens are used.
− If you hold '**Politics**', 5 additional barbarian tokens are used.

− If you hold '**Provincial Empire**', 5 additional barbarian tokens are used.

The beneficiary is the last player that traded the calamity to you. If you did not trade it after you drew it or if it seems to be untraceable, the player with the most cities in stock (in case of a tie, the most tokens in stock) is the beneficiary. If an area also contains tokens belonging to other players, these are involved in the conflict. Barbarians may move across sea borders, but not across open sea areas, and they cannot skip an area. Barbarians do not benefit from any of the attributes of Civilization Advances held by the beneficiary. Barbarian tokens are unaffected by 'Cultural Ascendancy' or 'Diplomacy'. No trade cards are drawn as a result of successful city attacks. To determine whether a city attack would be successful, potential strategic choices based on Civilization Advanced held by the victim should not be considered. If there are 2 Barbarians Hordes in a single turn a player may suffer damage from both calamities. Barbarian tokens remain on the board until destroyed in conflict or annexed using 'Universal Doctrine'.

CYCLONE

Select the open sea area that has the largest number of your cities in areas directly adjacent to it. Select 3 of these cities. All other players with cities in areas directly adjacent to the same open sea area must select 2 of their cities in areas adjacent to the open sea area as well.
− If you hold 'Trade Empire', you must select 1 additional city in an area adjacent to the open sea area. After selecting:
+ If you hold 'Masonry', unselect 1 of your selected cities.
+ If you hold 'Calendar', unselect 2 of your selected cities.
Reduce all selected cities.

In case of a tie the primary victim chooses the Cyclone area. If, at the moment of resolving Cyclone, the primary victim has no coastal cities directly adjacent to any open sea area (before taking into account any prevention effects) then the calamity is canceled. Note that while 'Masonry' and 'Calendar' may prevent reduction, this does not prevent Cyclone from occurring, nor does it cancel the Cyclone for any secondary victims.

EPIDEMIC

Take 15 damage and select 2 other players that must take 10 damage as well. The beneficiary may not be selected as a secondary victim.
+ If you hold '**Medicine**', prevent 5 damage.