

are first selected before taking the actual damage. However, the primary victims may insist resolving them entirely in A.S.T.-order. Secondary victims of the second calamity may insist waiting for the first copy to be resolved before resolving the second, even if they are higher on the A.S.T. than one or more victims of the first calamity.

If 2 copies of a calamity are revealed, canceling one copy does not necessarily cancel the second copy. A check for canceling the second copy may be done after fully resolving the first of two copies this way.

When selecting the beneficiary or secondary victim of a Tradeable Calamity, players may choose from players of either block. A player may still become the beneficiary of a tradeable calamity if he also is the primary victim of a calamity of the same name.

10. SPECIAL ABILITIES

This phase is resolved in A.S.T.-position order (the player progressed furthest on the A.S.T. is first). Each player that wants to use special abilities must wait for his turn.

Special abilities

The attributes on specific Civilization Advances that say 'SPECIAL ABILITY' are referred to as Special Abilities: Diaspora, Fundamentalism, Monotheism, Politics, Provincial Empire, Trade Routes and Universal Doctrine.

- The attributes are described in chapter 9 'Card-specific Rules - The Civilization Advances' (page 38).
- Special Abilities may be used either entirely or not at all.
- Special abilities that refer to units refer to cities and/or population tokens, not ships.
- Placing, destroying or annexing units is not considered attacking or causing conflict.
- In between any Special Abilities, no check is made for surplus population, city support or conflict.

Protection against special abilities

If a player holds a Civilization Advance that says 'protects against X', this player cannot be the target of another player's Special Ability with name X and his units are unaffected if involved.

In A.S.T.-position order, players may choose to use any of their special abilities in any desired order. Players are not allowed to take their actions before their turn, as this may influence other player's decisions.

11. REMOVE SURPLUS POPULATION

Order: simultaneously

Each player must check for and remove any surplus population and consequently do a check for city support. If needed, cities should be reduced in accordance with the rules described in phases 5b and 5c.

In those rare occasions that there is a conflict situation at this point, it is resolved as if it were a conflict in accordance with the rules described in phase 4, before doing a check for surplus population and city support.

12. CIVILIZATION ADVANCES ACQUISITION

Order: This phase is resolved in A.S.T.-position order (the player progressed furthest on the A.S.T. purchases first), with A.S.T.-ranking as a tiebreaker (the higher player purchases first). If desired, players may make purchases simultaneously, to speed up game-play, but any player may choose to wait for his turn.

Hand limit

After this phase, each player must keep a hand limit of commodity cards, regardless of whether he purchased any Civilization Advances or not. The hand limits vary per number of players:

5-11 players: 8 commodity cards.

12-18 players: 9 commodity cards.

The attributes and clarifications of each advance are described in chapter 9 'Card-specific rules - The Advances' (page 38).

Each player may choose to purchase any number of Civilization Advances. Players can spend the trade cards (set value) in any combination with treasury tokens (worth 1 point each). Keep in mind the hand limit of trade cards that is mentioned above, which must be regarded at the end of this phase. If a player does not purchase anything he must discard his excess trade cards to meet the hand limit mentioned.