



## CARTOGRAPHY

During the Trade Cards Acquisition phase, you may acquire additional trade cards from stack 2 for 5 treasury tokens and/or from stack 7 for 13 treasury tokens per card.

- ☐ **PIRACY:** If you are the primary victim, the beneficiary selects and replaces 1 additional coastal city.



## CLOTH MAKING

Your ships are allowed to move 5 steps.



## COINAGE

You may choose to increase or decrease your tax rate by 1.

- ☐ **CORRUPTION:** Discard 5 additional points of face value.

- You may only set the tax rate for all of your

cities at once. You cannot vary taxes per city.

- If an increase in tax rate would result in a tax revolt, you may still choose to do so.



## CULTURAL ASCENDANCY

Players are not allowed to cause conflict in areas containing your units, except for areas where a conflict situation already occurs.

This does not count for players holding Cultural Ascendancy or Advanced Military.

Your units are protected against the effect of Politics.

Your default city support rate is increased by 1.

- Barbarian tokens are unaffected by 'Cultural Ascendancy'.  
- Placing tokens during population expansion, annexation, Special Abilities Phase or moving ships in an area without disembarking tokens is not considered attacking or causing conflict.

- An opponent moving a single token in an area that would result in conflict if it stays there is considered 'causing a conflict', even if in case of a city attack the attack would be unsuccessful.

- Attacking a city is considered 'causing conflict', even if the attack is performed by a single token.

- If a player holding 'Advanced Military' moves a single token into an area containing your city, this is considered 'attacking the city'. After he moved (and the token stays there), other players may move tokens into this area, even if they don't hold 'Advanced Military', because at this point a 'conflict situation' already occurs in this area.

- At any moment a check is made for city support (including the resolution of Slave Revolt) you must have an additional token on the map-board for each of your cities. When you purchase Cultural Ascendancy there is no check for city support. The first possible moment is during the City Construction phase.



## DEISM

- ☒ **SUPERSTITION:** Reduce 1 less city.



## DEMOCRACY

During the Tax Collection phase you collect tax as usual but your cities do not revolt as a result of a shortage in tax collection.

- ☒ **CIVIL WAR:** Select 10 less unit points.
- ☒ **CIVIL DISORDER:** Reduce 1 less city.

- If an increase in tax rate would result in a tax revolt, you may still choose to do so. If this would happen you can still become the beneficiary of another player's tax revolt that turn.



## DIASPORA

**SPECIAL ABILITY:** You may choose to take up to 5 of your tokens from the board and place them anywhere else on the board, providing that no population limits are exceeded.

- Placing a token in an area containing a city is not allowed, except for your own city if you hold Public Works. In areas that only contain your tokens Agriculture may be regarded.



## DIPLOMACY

Players are not allowed to move tokens into areas containing your cities, except for areas where a conflict situation already occurs. This does not count for players holding Diplomacy or Military.

- ☐ **TREACHERY:** The beneficiary selects and annexes 1 additional city.

- Barbarian tokens are unaffected by 'Diplomacy'.

- Placing tokens during population expansion, annexation, Special Abilities Phase or moving ships into an area without disembarking tokens is not considered attacking or causing conflict.

- If a player holding 'Military' moves a single token into an area containing your city, this is considered 'attacking the city'. After he moved (and the token stays there), other players may move tokens into this area, even if they don't hold 'Military', because