

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.

Barbarian tokens and pirate cities cannot be selected as secondary victims of a calamity and do not suffer secondary damage from calamities.

**Definitions:** Unit points, Damage, Reduce, Destroy, Annex, Assign, Coastal.

- A city is worth 5 unit points, a token is worth 1 unit point. Ships never count as unit points.
- X Damage means that the player must remove his units from the board to stock, worth X points.
- Reducing a city as taking damage:  
Players may choose to reduce a city when taking damage. Reducing a city this way means that a player removes a city and replaces it with tokens up to the population limit. For example, if a player replaces a city with 2 tokens, this counts as  $5 - 2 = 3$  damage. If he has insufficient tokens in stock, he must replace it with whatever he has. If a player has to reduce a city, it may be any city he has on the board. If necessary, in order to take 1 damage, a player may reduce a city to 4 tokens, even exceeding the population limit, in which case the surplus is only removed during 'surplus population removal'.
- Reducing a city as a calamity-effect: Apart from damage, some calamities just require the reduction of cities. In this case the cities are replaced by tokens up to the population limit.
- Destroying a city means that it is removed but not replaced by tokens (equal to 5 damage).
- Annexing unit points means that a player replaces other player's tokens or cities with his own.
- Assigning X damage means that a player must name another player to take X damage. Secondary victims may choose from where to remove their units.
- Coastal cities are defined as cities in coastal areas. Areas containing lakes do not count as coastal areas.

- 'To pay treasury' means that the player may voluntarily transfer exactly this amount of treasury to stock in order to prevent a calamity effect. If the player cannot comply, he cannot use this ability and no treasury tokens are moved to stock this way.
- 'To lose treasury' means that the player must transfer exactly this amount of treasury to stock. If he does not have sufficient treasury, he transfers all his treasury to stock.
- Unless clearly specified, if a primary victim assigns damage to a secondary victim, the secondary victim may choose where to remove tokens and/or cities.
- Unless clearly specified, a calamity has no beneficiary by default.
- If a calamity is canceled due to 'no legal target', this is only checked for during calamity resolution. The calamity still counts as a calamity during Calamity Selection-phase.

## THE BENEFICIARY

If a calamity speaks of 'the beneficiary', for each new calamity, this is defined again. This is a player that often acts as the controller of an event and is often immune to certain negative effects. A player may or may not directly benefit from being the 'beneficiary'.

The beneficiary is defined (at the moment of resolution) as:

The last player who traded the calamity to the primary victim. If this appears to be untraceable or if the calamity was drawn and not traded, this is the player with the most cities in stock. In case of a tie, from these players, the player with the most tokens in stock becomes the beneficiary. From these players, the A.S.T.-order breaks any ties. The primary victim himself cannot be selected.