

☒ If you are the primary victim and hold **'Enlightenment'**, prevent 5 damage.

☐ If you are the primary victim and hold **'Roadbuilding'**, take 5 additional damage.

☐ If you are the primary victim and hold **'Trade Empire'**, take 5 additional damage.

☒ If you are a secondary victim and hold **'Anatomy'**, prevent 5 damage.



### TYRANNY

The beneficiary selects and annexes 15 of your unit points. All units selected this way must be in areas adjacent to each other as much as possible, and in each of those areas all of your units must be selected.

☒ If you hold **'Sculpture'**, the beneficiary selects and annexes 5 less unit points.

☒ If you hold **'Law'**, the beneficiary selects and annexes 5 less unit points.

☐ If you hold **'Monarchy'**, the beneficiary selects and annexes 5 additional unit points.

☐ If you hold **'Provincial Empire'**, the beneficiary selects and annexes 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. Only if the beneficiary 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 beneficiary 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.*



### CIVIL DISORDER

Reduce all but 3 of your cities.

☒ If you hold **'Music'**, reduce 1 less city.

☒ If you hold **'Drama and Poetry'**, reduce 1

less city.

☒ If you hold **'Law'**, reduce 1 less city.

☒ If you hold **'Democracy'**, reduce 1 less city.

☐ If you hold **'Advanced Military'**, reduce 1 additional city.

☐ If you hold **'Naval Warfare'**, reduce 1 additional city.



### CORRUPTION

Discard commodity cards with a total face value (not set value) of at least 10 points.

☒ If you hold **'Law'**, discard 5 less points of face value.

☐ If you hold **'Coinage'**, discard 5 additional points of face value.

☐ If you hold **'Wonder of the World'**, discard 5 additional points of face value.



### ICONOCLASM AND HERESY

Reduce 4 of your cities and select 2 other players that must reduce 1 of their cities as well. The beneficiary may not be selected as a secondary victim.

☒ If you hold **'Philosophy'**, reduce 2 less cities.

☒ If you hold **'Theology'**, reduce 3 less cities.

☐ If you hold, **'Monotheism'**, reduce 1 additional city.

☒ If you hold **'Theocracy'**, you may choose to discard 2 commodity cards to prevent the city reduction effect for you.

*If, at the moment of resolving Iconoclasm & Heresy, the primary victim has no cities (before taking into account any prevention effects) then the calamity is canceled. Note that while 'Philosophy', 'Theology' and/or 'Theocracy' may prevent some or all city reduction for the primary victim, this does not prevent the effects for any secondary victims.*



### REGRESSION

Your succession marker on the A.S.T. is moved 1 step backward.

☐ If you hold **'Fundamentalism'**, your marker is moved backward 1 additional step.

☒ If you hold **'Enlightenment'**, for each step backward, you may choose to prevent the effect by destroying 2 of your cities (if possible non-coastal).

☒ If you hold **'Library'**, your marker is moved backward 1 less step.

*Regression does not prevent you from advancing on the A.S.T. at the end of the turn.*