

## MAJOR CALAMITIES



### VOLCANIC ERUPTION/EARTHQUAKE

**Volcanic Eruption:** Only if you have a city in an area with a volcano, destroy all units (irrespective of ownership) in the area(s) touched by the volcano. If you have cities

in more than 1 area with a volcano, select the volcano that would affect the most of your unit points.

**Earthquake:** If you have no cities in an area with a volcano, select and destroy 1 city and select and reduce 1 city adjacent by land or water (irrespective of ownership).

⊕ In the case of an Earthquake, if you hold **'Engineering'**, your city is reduced rather than destroyed.

*The Western map-boards and the Eastern map-boards have 3 volcanoes each. Most volcanoes are on the border of two areas, which are both affected. If you have a city in an area with a volcano this calamity is a 'Volcanic Eruption', otherwise it is an 'Earthquake'. If there are 2 Volcanic Eruptions or Earthquakes in a single turn a player may suffer damage from both calamities. In case of an Earthquake, if the only option for the second city is one of your own, you must choose that one.*

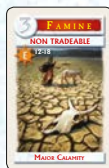


### TREACHERY

The beneficiary selects and annexes 1 of your cities.

⊖ If you hold **'Diplomacy'** the beneficiary selects and annexes 1 additional city.

*The beneficiary is the last player that traded the calamity to you. If you drew it yourself, 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. For each city that cannot be annexed the beneficiary selects and destroys a city.*



### FAMINE

Take 10 damage and assign 5 damage to each of 3 players of your choice.

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

⊕ If you hold **'Pottery'**, prevent 5 damage.

⊕ If you hold **'Calendar'**, prevent 5 damage.

*Even if a primary victim can prevent all of his damage, Famine is not canceled and players that can prevent their damage can still be selected as secondary victims.*



### SLAVE REVOLT

Your city support rate is increased by 2 during the resolution of Slave Revolt.

Perform a check for city support and reduce cities until you have sufficient support.

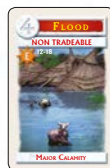
⊕ If you hold **'Mythology'**, your city support rate is decreased by 1 during the resolution of Slave Revolt.

⊕ If you hold **'Enlightenment'**, your city support rate is decreased by 1 during the resolution of Slave Revolt.

⊖ If you hold **'Mining'**, your city support rate is increased by 1 during the resolution of Slave Revolt.

*The default city support rate is 2. Any tokens newly gained by reducing a city this way, may immediately count for your city support.*

*If you hold 'Cultural Ascendancy', your default city support rate is 3, and still is increased by 2 more during the resolution of Slave Revolt.*



### FLOOD

Only if you have any units on a flood plain, take 15 damage from the flood plain. If you have any units on more than 1 flood plain, select the flood plain where the most of

your units would be affected. All other players with units on the same flood plain take 5 damage from that flood plain as well. Cities built on black city sites are not considered to be on the flood plain. If you have no units on a flood plain, take 5 damage in total from coastal areas of your choice instead.

⊕ If you hold **'Engineering'**, prevent 5 damage.

*In flood plain areas any wilderness cities, cities on a white city site and tokens are considered to be on this flood plain. Any cities built considered on black city sites are safe. If there are 2 Floods in a single turn, a player may suffer damage from both calamities.*



### SUPERSTITION

Reduce 3 of your cities.

⊕ If you hold **'Mysticism'**, reduce 1 less city.

⊕ If you hold **'Deism'**, reduce 1 less city.

⊕ If you hold **'Enlightenment'**, reduce 1 less city.

⊖ If you hold **'Universal Doctrine'**, reduce 1 additional city.