



## ROADBUILDING

When moving over land, your tokens may move 2 areas. Tokens that are in a conflict situation after 1 step are not allowed to move any further.

Your hand limit of trade cards is increased by 1.

☐ **EPIDEMIC:** If you are the primary victim, take 5 additional damage.

- For each of your tokens, if you choose to move 2 steps, you must do so in one go and then flip the token. This second step may not be made before or after embarking a ship. If a token is in a 'conflict situation' after the first of 2 steps, you may not move this token a second step. This second step may end in a 'conflict situation'.

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



## SCULPTURE

☐ **TYRANNY:** The beneficiary selects and annexes 5 less unit points.



## THEOCRACY

☐ **ICONOCLASM AND HERESY:** You may choose and discard 2 commodity cards to prevent the city reduction effect for you.

- Using this ability prevents your cities from being reduced, but does not cancel the secondary effects of Iconoclasm & Heresy if you are the primary victim.

- Water commodity cards may be used.



## THEOLOGY

☐ **ICONOCLASM AND HERESY:** Reduce 3 less cities.

Your units are protected against the effect of Monotheism.



## TRADE EMPIRE

Once per turn, you may choose to use 1 substitute commodity card of at least the same face value when turning in an incomplete set of commodity cards.

☐ **CYCLONE:** Select and reduce 1 additional city adjacent to the open sea area.

☐ **EPIDEMIC:** If you are the primary victim, take 5 additional damage.



## TRADE ROUTES

**SPECIAL ABILITY:** You may choose to discard any number of commodity cards to gain treasury tokens at twice the face value of the commodity cards discarded this way.

- You cannot gain less treasury than exactly twice the face value of a commodity card. If you have insufficient tokens in stock you cannot discard this card.



## UNIVERSAL DOCTRINE

**SPECIAL ABILITY:** You may choose to annex 1 pirate city or up to 5 barbarian tokens anywhere on the board.

☐ **SUPERSTITION:** Reduce 1 additional city.

- The barbarian tokens may be selected from more than 1 area.



## URBANISM

Once per turn, when constructing a wilderness city you may choose to use up to 4 tokens from areas adjacent by land.

- In combination with 'Architecture' this means a wilderness city can be built in an area containing 2 tokens, using 4 tokens from adjacent areas and 6 tokens from treasury.



## WONDER OF THE WORLD

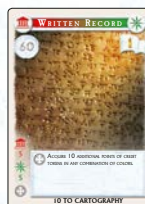
During the Trade Cards Acquisition phase, you may acquire 1 additional trade card for free from a stack number that is higher than your number of cities in play.

Wonder of the World counts as a city

during the A.S.T.-alteration phase.

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

Acquiring this additional card is considered purchasing for 0 treasury tokens during additional purchases.



## WRITTEN RECORD

Acquire 10 additional points of credit tokens in any combination of colors.

- You gain the additional credits once as it is purchased. Your decision cannot be changed at a later stage.