



## MEDICINE

**+** EPIDEMIC: Prevent 5 damage.



## METALWORKING

In conflicts, for each round of token removal all other players not holding Metalworking must remove their token first.

- If more than 1 player holds 'Metalworking', their mutual order is again the normal minority/majority order.



## MILITARY

Your movement phase is after all other players not holding Military have moved. You are allowed to move tokens into areas containing cities belonging to players holding Diplomacy.

**-** CIVIL WAR: Select 5 additional unit points.  
- If more than 1 player holds 'Military', for these players their mutual order is again defined by their census.



## MINING

During the Trade Cards Acquisition phase, you may acquire additional trade cards from stack 6 and/or stack 8 for 13 treasury tokens per card.

Treasury tokens are worth 2 points when purchasing Civilization Advances.

**-** SLAVE REVOLT: Your city support rate is increased by 1 during the resolution of Slave Revolt.  
- When using treasury tokens to purchase Civilization Advances you may exceed the purchase price by exactly 1 this way.



## MONARCHY

You may choose to increase your tax rate by 1.

**+** BARBARIAN HORDES: 5 less barbarian tokens are used.

**-** TYRANNY: The beneficiary selects and annexes 5 additional unit points.

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



## MONOTHEISM

**SPECIAL ABILITY:** You may choose to annex all units in an area adjacent to your units by land. Barbarian tokens, pirate cities and units belonging to players holding Monotheism or Theology are unaffected.

**-** ICONOCLASM AND HERESY: Reduce 1 additional city.  
- If you have insufficient units in stock to annex all units in the area to start with, you cannot select this area.  
- If you annex an area containing a city and a token (due to Public Works) or more tokens than the population limit allows (due to Agriculture), the extra token must also be annexed, even if you don't also hold any of these advances. In this case it will be destroyed during 'Remove surplus population'.



## MONUMENT

Acquire 20 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.



## MUSIC

**+** CIVIL WAR: Select 5 less unit points.  
**+** CIVIL DISORDER: Reduce 1 less city.



## MYSTICISM

**+** SUPERSTITION: Reduce 1 less city.



## MYTHOLOGY

**+** SLAVE REVOLT: Your city support rate is decreased by 1 during the resolution of Slave Revolt.



## NAVAL WARFARE

Your ships are allowed to carry 6 tokens.

In conflicts, you may choose to remove ships from the conflict area instead of tokens. After each round of token removal a new check for token majority must be made.

**+** PIRACY: If you are the primary victim, the beneficiary selects and replaces 1 less coastal city. You may not be selected as a secondary victim.