

 **CIVIL DISORDER:** Reduce 1 additional city.

- In conflict, at check for majority of tokens, your ships are not counted. Because you can remove a ship rather than a token each round, this token balance may change every round of removal. Therefore a new check for majority has to be made each round.

- Even if you hold Naval Warfare, moving your ships into an area (with or without tokens), is not regarded causing conflict or attacking, while disembarking tokens may actually be. In an area containing only your ship and 1 or more enemy tokens or a city, your ship itself does not cause conflict.

- An enemy token in an area containing only your ship (none of your tokens) is not causing conflict here due to your ship.

- When attacking a city, a ship does not count for the minimum of 7 tokens; you still require sufficient tokens. However, during conflict resolution you may remove your ships as losses if the attack is successful.

- If your city attack is unsuccessful, all of your ships in this area are destroyed as well.'



PHILOSOPHY

 **ICONOCLASM AND HERESY:** Reduce 2 less cities.

Your units are protected against the effect of Fundamentalism.


 **CIVIL WAR:** Select 5 additional unit points.



POLITICS

SPECIAL ABILITY: You may choose 1 of 2 options: 1) Gain up to 5 treasury tokens from stock. 2) Annex all units in an area adjacent by land to your units. Pay treasury tokens equal to the number of unit points

annexed, or the effect is canceled. Barbarian tokens, pirate cities and units belonging to players holding Politics or Cultural Ascendancy are unaffected.

 **BARBARIAN HORDES:** 5 additional barbarian tokens are used.

- If you have insufficient units in stock or treasury 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 (and be paid for), even if you do not also hold any of these advances. In this case it will be destroyed during 'Remove surplus population'.

- The treasury tokens paid are put into your own stock. The treasury or stock of the victim is unaffected.



POTTERY


 **FAMINE:** Prevent 5 damage.




PROVINCIAL EMPIRE

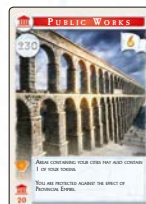
SPECIAL ABILITY: You may choose to select up to 5 players that have units adjacent by land or water to your units. These players must choose and give you a commodity card with a face value of at least 2. Players

holding Provincial Empire or Public Works may not be selected.

 **BARBARIAN HORDES:** 5 additional barbarian tokens are used.

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

- The victims may choose whether they give their cards open or closed. You may choose whether you reveal them.



PUBLIC WORKS

Areas containing your cities may also contain 1 of your tokens.

You are protected against the effect of Provincial Empire.

- Tokens in areas with a city expand as normal.

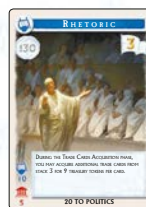
- If your city is annexed or destroyed due to a tax revolt or calamity the additional token is destroyed.

- When building a city, only if you use more than the required tokens from the map-board, you may leave 1 token in the area.

- If you reduce a city containing the additional token you must immediately count the extra token as population and thus replace the city with 1 token less than normal.

- 'Agriculture' does not allow you to keep more than 1 token in an area containing your city.

- If a Special Ability mentions destroying or annexing all units in an area containing your city, the additional token must also be annexed or destroyed.



RHETORIC

During the Trade Cards Acquisition phase, you may acquire additional trade cards from stack 3 for 9 treasury tokens per card.