

THE EFFECT OF CIVILIZATION ADVANCES

If a player holds a Civilization Advance that increases damage, this applies to himself only. Also, if the Advance prevents damage, he may prevent this for himself only. This may result in the primary victim getting no damage while a secondary victim still does. The effects of Civilization Advances on a calamity are cumulative.

During this phase no check is made for surplus population, conflict or city support, nor are these actions resolved, even if as result of a calamity one of these situations might occur or contradict a rule.

INSUFFICIENT UNITS, CITIES OR TREASURY

If for any reason, as a result of a calamity, a player has insufficient cities or tokens to remove, treasury tokens to lose, commodity cards to discard, or specific units where requested, he removes or uses whatever he has available to comply.

Example: Gerart has to reduce 3 cities but only has 2 on the map-board, so he reduces both his cities.

On those occasions where a player can only comply if he exceeds the amount required, he must do so. When resolving calamities the rules as described here must be regarded. The 'Calamity Resolution'-quickchart does not specify all details, tie breakers and possible exceptions; it only acts as a guide.

MINOR CALAMITIES



TEMPEST

Take 2 damage in total from coastal areas of your choice and lose 5 treasury tokens.



SQUANDERED WEALTH

Lose 10 treasury tokens.



CITY RIOTS

Reduce 1 of your cities and lose 5 treasury tokens.



CITY IN FLAMES

Destroy 1 of your cities. You may choose to pay 10 treasury tokens to prevent this.



TRIBAL CONFLICT

Take 5 damage.



MINOR UPRISING

Destroy 1 of your cities.



BANDITRY

Discard 2 commodity cards of your choice. For each card you must discard, you may choose to pay 4 treasury tokens to prevent it.
- Water commodity cards may be used.



COASTAL MIGRATION

Destroy 1 of your coastal cities and lose 5 treasury tokens.