

at this point a 'conflict situation' already occurs in this area.



DRAMA AND POETRY

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



EMPIRICISM

None.



ENGINEERING

Other players or barbarians require 8 tokens to successfully attack your cities. Your cities are then replaced by 7 tokens. This does not apply when the attacking player also holds Engineering.

You require 6 tokens to successfully attack other player's cities or pirate cities. Their cities are then replaced by 5 tokens. This does not apply when the defending player also holds Engineering.

- + EARTHQUAKE: Your city is reduced instead of destroyed.
- + FLOOD: Prevent 5 damage.



ENLIGHTENMENT

- + SUPERSTITION: Reduce 1 less city.
- + SLAVE REVOLT: Your city support rate is decreased by 1 during the resolution of Slave Revolt.
- + EPIDEMIC: If you are the primary victim, prevent 5 damage.
- + REGRESSION: For each step backward, you may choose to prevent the effect by destroying 2 of your cities (if possible non-coastal).



FUNDAMENTALISM

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

are unaffected.

- + REGRESSION: Your marker is moved backward 1 additional step.



LAW

- + TYRANNY: The beneficiary selects and annexes 5 less unit points.
- + CIVIL DISORDER: Reduce 1 less city.
- + CORRUPTION: Discard 5 less points of face value.



LIBRARY

You may discount the cost of 1 other Civilization Advance that you purchase in the same turn as Library by 40 points.

- + REGRESSION: Your marker is moved backward 1 step less.



LITERACY

None.



MASONRY

- + CYCLONE: Reduce 1 less of your selected cities.

- If you are a victim of Cyclone, you must first select the required number of affected cities by flipping the cities (either 1, 2 or 3). If you hold

Trade Empire this number is increased by 1. If you have insufficient cities directly adjacent to the affected open sea area, you select all of those cities. Masonry consequently permits you to unselected 1 of your selected cities. Then you must reduce all your remaining selected cities (if any).



MATHEMATICS

None.