



PIRACY

The beneficiary selects 2 of your coastal cities and you select 1 coastal city from each of 2 other players. All selected cities are replaced by pirate cities. The beneficiary may not be selected as a secondary victim.

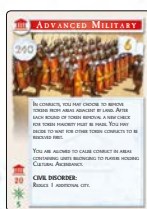
☐ If you are the primary victim and hold **'Cartography'**, the beneficiary selects and replaces 1 additional coastal city.

☒ If you are the primary victim and hold **'Naval Warfare'**, the beneficiary selects and replaces 1 less coastal city. If you hold **'Naval Warfare'**, you may not be selected as a secondary victim.

If, at the moment of resolving Piracy, the primary victim has no coastal cities (before taking into account any prevention effects) then the calamity is canceled.

Pirate cities remain on the board until destroyed or annexed using 'Universal Doctrine'.

9. CARD-SPECIFIC RULES - CIVILIZATION ADVANCES



ADVANCED MILITARY

In conflicts, you may choose to remove tokens from areas adjacent by land. After each round of token removal a new check for token majority must be made. You may decide to wait for other token conflicts to

be resolved first.

You are allowed to cause conflict in areas containing units belonging to players holding Cultural Ascendancy.

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

- In conflict the token balance may change after every round of removal as you can remove tokens from different areas instead of the conflict area. A new check for token majority must be made each round.

- A player holding 'Advanced Military' may wait before resolving token conflicts in which he is involved, in order to choose where to remove his tokens (or ships, if he also holds 'Naval Warfare'). If in this case more than 1 player involved holds 'Advanced Military', the player with the lowest A.S.T.-ranking order may wait for players with a higher order.

- Players are not allowed to reduce a city in order to provide themselves with more tokens in conflict.

- If you unsuccessfully attack a city the tokens that are destroyed from the area may not be removed from an adjacent area instead.



AGRICULTURE

The population limit of '0', '1' and '2' areas on the board is increased by 1 for you as long as these areas do not contain any other player's units or barbarian tokens.

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

- 'Agriculture' does not allow you to build a city in an area with population limit '0'.

- When reducing a city, you may immediately regard the effect and thus place the additional token.

- In conflict, as soon as you are the only player occupying the area (and the conflict ends), you may immediately regard the effect and thus keep the additional token if present.

- The effect of 'Agriculture' does not apply to areas containing cities in combination with the effect of 'Public Works'.



ANATOMY

Upon purchase, you may choose to acquire a science card with an undiscounted cost price of less than 100 for free.

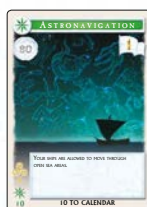
☒ **EPIDEMIC:** If you are a secondary victim, prevent 5 damage.



ARCHITECTURE

Once per turn, when constructing a city, you may choose to pay up to half of the required number of tokens from treasury.

- You are allowed to use the ability when building a wilderness city.



ASTRONAVIGATION

Your ships are allowed to move through open sea areas.

- Your ships may not end in an open sea area.



CALENDAR

☒ **FAMINE:** Prevent 5 damage.

☒ **CYCLONE:** Reduce 2 less 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. Calendar consequently permits you to unselected up to 2 of your selected cities. Then you must reduce all your remaining selected cities (if any).