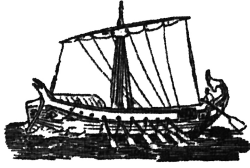


NAVAL WAR



Permits the player to sink other civilization's fleets.

Aggravates the effects of CIVIL WAR and CIVIL DISORDER

 **180**

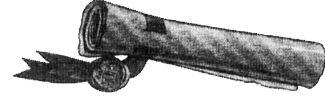
FANATICISM



Allows the player to eliminate all units other than their own in an adjacent area each turn.

 **200** 

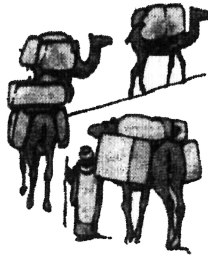
DIPLOMACY



Nullifies the direct damage effects from CIVILIZATION CARDS

 **200** 

CARAVANS



Allows the player to draw an extra TRADE CARD.

 **180**

CALENDAR



Allows the player to postpone the RETREAT REMAINING POPULATION phase.

200  **20**

DIPLOMACY

Arts : 200



Prerequisite: LITERACY

Credit: 0

Credit / Cost Ratio: 0 / 200 = 0

Attributes:

Nullifies the effects of civilization cards that are directly involved in losses of population units or advantage in combat.

Calamity Effects:

None

FANATICISM

Religion : 200



Prerequisite: DEISM

Credit: 0

Credit / Cost Ratio: 0 / 200 = 0

Attributes:

Allows the player to eliminate all units other than their own in an adjacent area each turn. Superseded by MONOTHEISM.

Calamity Effects:

The number of cities reduced by ICONOCLASM and HERESY is increased by one.

NAVAL WAR

Civic : 180



Credit: 20 to MILITARISM

Credit / Cost Ratio: 20 / 180 = .1

Attributes: Allows the player to add ships as they would POPULATION in coastal areas for combat.

Calamity Effects: The two factions each lose five unit points after resolving CIVIL WAR. One additional city is reduced in CIVIL DISORDER.

CALENDAR

Science : 200



Credit: 20 to all Sciences, 20 to both PHILOSOPHY, and THEOLOGY.

Credit / Cost Ratio: 140 / 200 = .7

Attributes:

Allows the player to postpone the RETREAT REMAINING POPULATION phase until the CALAMITY phase is finished.

Calamity Effects:

None.

CARAVANS

Crafts : 180



Credit: 10

Credit / Cost Ratio: 10 / 180 = .4

Attributes:

The player may draw an extra TRADE CARD from any stack number up to their total number of cities.

Calamity Effects:

Calamities are applied after the commerce phase.