


**ECONOMY** **FOREIGN TRADE** I

Move this player's caravan 3 spaces toward its destination, following the shortest path.  
**Destination Priority Order:**  
 1. City-state for which this player does not have a diplomacy card.  
 2. If the caravan starts on this card, move to a space on the player's capitol tile where it can legally place a new tile. See EXPLORE.  
 3. Rival city.  
 4. Other city-state.  
**Tiebreaker:** Shortest distance.



+1 Space of Movement Each

**ECONOMY** **CURRENCY** II

This player defeats each barbarian adjacent to a friendly space without gaining trade tokens.  
 Then, move each of this player's caravans 4 spaces toward different destinations, following the shortest path.  
**Destination Priority Order:**  
 1. City-state for which this player does not have a diplomacy card.  
 2. If the caravan starts on this card, move to a space on the player's capitol tile where it can legally place a new tile. See EXPLORE.  
 3. Rival city.  
 4. Other city-state.  
**Tiebreaker:** Shortest distance.



+1 Space of Movement Each

**ECONOMY** **STEAM POWER** III

This player gains 1 resource from the supply.  
 Then, move each of this player's caravans 6 spaces toward different destinations, following the shortest path. They can move into water.  
**Destination Priority Order:**  
 1. City-state for which this player does not have a diplomacy card.  
 2. If the caravan starts on this card, move to a space on the player's capitol tile where it can legally place a new tile. See EXPLORE.  
 3. Rival city.  
 4. Other city-state.  
**Tiebreaker:** Shortest distance.



+1 Space of Movement Each

**ECONOMY** **CAPITALISM** IV

Move each of this player's caravans 6 spaces toward different destinations, following the shortest path. They can move into water.  
**Destination Priority Order:**  
 1. City-state for which this player does not have a diplomacy card.  
 2. If the caravan starts on this card, move to a space on the player's capitol tile where it can legally place a new tile. See EXPLORE.  
 3. Rival city.  
 4. Other city-state.  
**Tiebreaker:** Shortest distance.  
 Then, after resetting this card, resolve the card in this player's fifth slot, but do not reset it.



+1 Space of Movement Each

**GROWTH** **IRRIGATION** I


Build one district if minimum requirements are met for at least one unbuilt district. See DISTRICTS.  
 Then, reinforce 2 of this player's control tokens.  
**Reinforcements Priority Order:**  
 Reinforce tokens closest to barbarians and/or rival spaces first. Prioritize districts before control tokens.  
**Tiebreaker:** Highest terrain.  
 If no districts were built, reinforce 5 of this player's control tokens. Then, replace this card with Engineering and reset it.



Reinforce 1 Control Token

**GROWTH** **ENGINEERING** II


Build one district if minimum requirements are met for at least one unbuilt district. See DISTRICTS.  
 Then, place one control token adjacent to a friendly district. Prioritize making a district better by increasing the terrain type that gives the AP a district bonus. **Tiebreaker:** Highest defense.  
 Then, reinforce 2 of this player's control tokens.  
**Reinforcements Priority Order:**  
 Reinforce tokens closest to barbarians and/or rival spaces first. Prioritize districts before control tokens.  
**Tiebreaker:** Highest terrain.  
 If no districts were built, reinforce 5 of this player's control tokens. Then, replace this card with Sanitation and reset it.



Reinforce 1 Control Token

**GROWTH** **SANITATION** III


Build one district if minimum requirements are met for at least one unbuilt district. See DISTRICTS.  
 Then, place one control token adjacent to a friendly district. Prioritize making a district better by increasing the terrain type that gives the AP a district bonus. **Tiebreaker:** Highest defense.  
 Then, reinforce 5 of this player's control tokens.  
**Reinforcements Priority Order:**  
 Reinforce tokens closest to barbarians and/or rival spaces first. Prioritize districts before control tokens.  
**Tiebreaker:** Highest terrain.  
 If no districts were built, reinforce 5 of this player's control tokens. Then, replace this card with Globalization and reset it.



Reinforce 1 Control Token

**GROWTH** **GLOBALIZATION** IV

Build one district if minimum requirements are met for at least one unbuilt district. See DISTRICTS.  
 Then, the player resolves the effect of the newly built district.  
 Then, reinforce 5 of this player's control tokens.  
**Reinforcements Priority Order:**  
 Reinforce tokens closest to barbarians and/or rival spaces first. Prioritize districts before control tokens.  
**Tiebreaker:** Highest terrain.



Reinforce 1 Control Token



**MASONRY** I

**MILITARY**

The army may move up to 3 steps. Attack if in reach of a target. This player's combat value is 5.

**Target Priority Order:**


1. Barbarian adjacent to friendly city or unreinforced district.
2. Rival city with defense of 4 or less.
3. Rival control token closest to target 2.
4. Rival space with army or caravan.


**Tiebreaker:** Lowest defense.

If no attack were made, move army as close as possible to target 2/3/4.

**Tiebreaker:** Highest defense.

If no attack were made and there is no target 2/3/4, then the army will explore in the same way as caravans. See EXPLORE.



 Reroll or +1 to Combat Value

**IRON WORKING** II

**MILITARY**

The army may move up to 4 steps. Attack if in reach of a target. This player's combat value is 6, or 8 if attacking a barbarian.

**Target Priority Order:**



1. Barbarian adjacent to friendly city or unreinforced district.
2. Fort space with defense of 6.
3. Rival city with defense of 6 or less.
4. Rival control token closest to target 2/3.
5. Rival space with army or caravan.


**Tiebreaker:** Lowest defense.

If no attack were made, move army as close as possible to target 2/3/4/5.

**Tiebreaker:** Highest defense.

If no attack were made and there is no target 2/3/4/5, then the army will explore in the same way as caravans. See EXPLORE.

 Reroll or +1 to Combat Value

**MASS PRODUCTION** III

**MILITARY**

The army may move up to 5 steps. Attack if in reach of a target. This player's combat value is 8. They can move into water.



**Target Priority Order:**


1. Fort space with defense of 8 or less.
2. Rival city with wonder and defense of 8 or less.
3. Barbarian adjacent to friendly city or unreinforced district.
4. Rival city with defense of 8 or less.
5. City-state.
6. Rival control token closest to target 1/2/4.
7. Rival space with army or caravan.

**Tiebreaker:** Lowest defense.

If defeated, re-spawn and move again. If no attack were made, move army as close as possible to target 1/2/4/5/6/7.

**Tiebreaker:** Highest defense.

 Reroll or +1 to Combat Value

**FLIGHT** IV

**MILITARY**

The army may move up to 6 steps. They can move into water and through spaces with unreinforced control tokens, caravans, barbarians, and city states. Attack if in reach of a target. This player's combat value is 9.



**Target Priority Order:**


1. Fort space with defense of 10 or less.
2. Rival city with wonder and defense of 10 or less.
3. Barbarian adjacent to friendly city or unreinforced district.
4. Rival city with defense of 10 or less.
5. City-state.
6. Rival control token closest to target 1/2/4.
7. Rival space with army or caravan.

**Tiebreaker:** Lowest defense.

If no attack were made, move army as close as possible to target 1/2/4/5/6/7.

**Tiebreaker:** Highest defense.

 Reroll or +1 to Combat Value


**EARLY EMPIRE** I

**CULTURE**

Place 2 control tokens on spaces adjacent to friendly cities. For each token that cannot be placed, place 1 trade token on this card.

**Control Token Priority Order:**

1. Contains a natural wonder.
2. Contains a resource token.
3. Contains a barbarian spawn point.
4. Closest to rival space.
5. Adjacent to the most cities.
6. Adjacent to the city closest to maturity.
7. Highest terrain difficulty.

 +1 Control Token


**DRAMA AND POETRY** II

**CULTURE**

Place 3 control tokens on spaces adjacent to friendly cities. For each token that cannot be placed, place 1 trade token on this card.

**Control Token Priority Order:**

1. Contains a natural wonder.
2. Contains a resource token.
3. Contains a barbarian spawn point.
4. Closest to rival space.
5. Adjacent to the most cities.
6. Adjacent to the city closest to maturity.
7. Highest terrain difficulty.

 +1 Control Token

**CIVIL SERVICE** III

**CULTURE**

Place 3 control tokens on spaces adjacent to friendly cities. For each token that cannot be placed, place 1 trade token on this card. Then, place 1 control token on a space adjacent to a friendly space.

**Control Token Priority Order:**

1. Contains a natural wonder.
2. Contains a resource token.
3. Contains a barbarian spawn point.
4. Adjacent to a natural wonder token, resource token, or uncovered barbarian spawn point.
5. Closest to rival space.
6. Adjacent to the most cities.
7. Adjacent to the city closest to maturity.
8. Highest terrain difficulty.

 +1 Control Token

**MASS MEDIA** IV


**CULTURE**

For each rival control token adjacent to a friendly space, flip that token to its unreinforced side. If that token was already unreinforced, remove it from the map instead.

Then, place 4 control tokens on spaces adjacent to friendly cities. For each token that cannot be placed, place 1 trade token on this card.

**Control Token Priority Order:**

1. Contains a natural wonder.
2. Contains a resource token.
3. Contains a barbarian spawn point.
4. Closest to rival space.
5. Adjacent to the most cities.
6. Adjacent to the city closest to maturity.
7. Adjacent to a rival space.
8. Highest terrain difficulty.

 +1 Control Token



**ASTROLOGY** I

SCIENCE

Advance this player's tech dial 5 spaces.

When this player reaches or passes a tech level space on its tech dial, randomly select 1 of its focus cards with the lowest tech level. Replace the selected card with the focus card of the same type at the tech level indicated by the tech level space. If the selected card is already at the indicated level, replace it with the card of the same type that is 1 level higher.

However, the player will always prioritize and choose a focus card where his or her leader has a unique focus card before randomly choose which technology to upgrade.

+1 Tech Dial Advancement

**MATHEMATICS** II

SCIENCE

Place 1 trade token from the supply on the focus card with the fewest trade tokens that is highest in this player's focus row. Then, advance this player's tech dial 5 spaces.

Always prioritize and choose a focus card where the player's leader has a unique focus card before randomly choose which technology to upgrade.

+1 Tech Dial Advancement

**REPLACEABLE PARTS** III

SCIENCE

This player replaces their focus card with the lowest tech value that is highest in their focus row with the card of the next highest tech level of the same type. Then, advance this player's tech dial 5 spaces.

Always prioritize and choose a focus card where the player's leader has a unique focus card before randomly choose which technology to upgrade.

+1 Tech Dial Advancement

**NUCLEAR POWER** IV

SCIENCE

Each human player must choose 1 of their non-capital cities, if able. Destroy each chosen city and each control token adjacent to those cities. Then, advance this player's tech dial 5 spaces.

+1 Tech Dial Advancement

**POTTERY** I

INDUSTRY

Build 1 world wonder. This player's production is 5. Build this wonder in the friendly city with the highest defense. **Tiebreaker:** Furthest from rival space. **Wonder Priority Order:**

1. The wonder that moves this player closest to achieving an agenda.
2. The wonder with the lowest cost.

Then, build 1 city on a legal space that is within 2 spaces of a friendly space. **City Location Priority Order:**

1. Adjacent to the most natural wonder and/or resource tokens.
2. A space with a barbarian spawn point.
3. Highest defense.

If neither a wonder nor a city was built this way, replace this card with Animal Husbandry and reset it.

+1 Production for Wonders

**ANIMAL HUSBANDRY** II

INDUSTRY

Build 1 world wonder. This player's production is 6. Build this wonder in the friendly city with the highest defense. **Tiebreaker:** Furthest from rival space. **Wonder Priority Order:**

1. The wonder that moves this player closest to achieving an agenda.
2. The wonder with the lowest cost.

Then, build 1 city on a legal space that is within 3 spaces of a friendly space or a friendly caravan/army. **City Location Priority Order:**

1. Adjacent to the most natural wonder and/or resource tokens.
2. A space with a barbarian spawn point.
3. Highest defense.

If neither a wonder nor a city was built this way, replace this card with Nationalism and reset it.

+1 Production for Wonders

**NATIONALISM** III

INDUSTRY

Build 1 world wonder. This player's production is 7. Build this wonder in the friendly city with the highest defense. **Tiebreaker:** Furthest from rival space. **Wonder Priority Order:**

1. The wonder that moves this player closest to achieving an agenda.
2. The wonder with the lowest cost.

Then, build 1 city on a legal space that is within 4 spaces of a friendly space. This player can count through water. **City Location Priority Order:**

1. Adjacent to the most natural wonder and/or resource tokens.
2. A space with a barbarian spawn point.
3. Highest defense.

If neither a wonder nor a city was built this way, replace this card with Urbanization and reset it.

+1 Production for Wonders

**URBANIZATION** IV

INDUSTRY

Build 1 world wonder. This player's production is 8. Build this wonder in the friendly city with the highest defense. **Tiebreaker:** Furthest from rival space. **Wonder Priority Order:**

1. The wonder that moves this player closest to achieving an agenda.
2. The wonder with the lowest cost.

Then, build 1 city on a legal space that is within 5 spaces of a friendly space. This player can count through water. **City Location Priority Order:**

1. Adjacent to the most natural wonder and/or resource tokens.
2. A space with a barbarian spawn point.
3. Highest defense.

Then, after this card is reset, resolve this player's culture focus card as if it was in the fifth slot. Reset that card as normal.

+1 Production for Wonders