

**BANKING** III

ECONOMY

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. Capitol city of the player with the "Ibrahim" card. When reached gain 1 resource from the supply.
2. City-state for which this player does not have a diplomacy card.
3. If the caravan is on this card, move to a space on the players capitol tile where it can legally place a new tile. See EXPLORE.
4. Rival city.
5. Other city-state.

**Tiebreaker:** Shortest distance.





+1 Space of Movement Each

**SCORCHED EARTH** II

MILITARY

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

**Target Priority Order:**

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

If the attack is won, discard the control token, (and attack with) the attacking army a second time.

**Tiebreaker:** Lowest defense.

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

**Tiebreaker:** Highest terrain.





Reroll or +1 to Combat Value

**CARTOGRAPHY** III

ECONOMY

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. Rival city 8 or more spaces away from the player's capitol. When reached build a city on a legal space within 2 spaces of that city.
2. City-state for which this player does not have a diplomacy card.
3. If the caravan is on this card, move to a space on the players capitol tile where it can legally place a new tile. See EXPLORE.
4. Rival city.
5. Other city-state.

**Tiebreaker:** Shortest distance.





+1 Space of Movement Each

**WRITING** I

SCIENCE

Advance this player's tech dial 6 spaces.



*The player will not upgrade this focus card until the tech dial has reached 10 or more.*



+1 Tech Dial Advancement

**CONSTRUCTION** II

INDUSTRY

Build 1 world wonder. This player's production is 6 plus the number of resources owned. 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.

**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

**MILITARY ENGINEERING** II

GROWTH

Build one district if minimum requirements are met for at least one unbuilt district. See DISTRICTS.

Then, move each army from the player's military card to the friendly city with most unreinforced control tokens adjacent to the city. Different cities if two armies.

**Tiebreaker:** Closest to rival space.

Then, reinforce each of this player's control tokens that is in or adjacent to a space containing a friendly army.

**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

**MYSTICISM** I

GROWTH

Build one district if minimum requirements are met for at least one unbuilt district. See DISTRICTS.

When placing the district the first priority (before the usual placement priorities) is to place this district on a space with a control token. If so, then, place that control token adjacent to this district.

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.

*The player will not upgrade this focus card until the tech dial has reached 10 or more.*



Reinforce 1 Control Token

**ASTRONOMY** II

SCIENCE

Draw the bottom tile from the map tile stack. If the tile do not contain any natural wonder or city-state draw another tile from the bottom and return the first tile to the top of the stack.

Then, place the tile as if the player were exploring from any edge space considering the same priority rules as described under EXPLORE.

Then, advance this player's tech dial 5 spaces.



+1 Tech Dial Advancement

**SHIPBUILDING** II

ECONOMY

This player defeats each barbarian adjacent to a friendly space without gaining trade tokens.

Then, place a water token on the edge of a tile as close as possible to each friendly caravan. **Tiebreaker:** Closest to rival.

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 players 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

**INDUSTRIALIZATION** III

**INDUSTRY**

Build 1 world wonder. This player's production is 7 plus 1 for each friendly district on the map. 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

**STATE WORKFORCE** 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. Then, place 1 control token on a mountain 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. 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

**SIEGE TACTICS** 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.

During the player's turn, reduce the rivals combat bonus provided by each reinforced control token by 1.

**Target Priority Order:**

1. Fort space with defense of 8 or less.
2. Rival city with wonder and defense of  $\leq 8$
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 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

**HORSEBACK RIDING** I

**MILITARY**

The army may move up to 6 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.

*The player will not upgrade this focus card until the tech dial has reached 10 or more.*

 

 Reroll or +1 to Combat Value

**CRAFTSMANSHIP** I

**INDUSTRY**

Build 1 world wonder and advance the AP's tech dial 1 space. 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.

*The player will not upgrade this focus card until the tech dial has reached 10 or more.*



 +1 Production for Wonders

**HUMANISM** 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.

Then, for each of the player's mature cities, place 1 trade token from the supply on the focus card with the fewest trade tokens.



 +1 Control Token

**RADIO** 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, replace a rival non-capital city within 4 spaces of a friendly city. **Tiebreaker:** Strongest defense.

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

**WHEEL** I

**ECONOMY**

Move this player's caravan 4 spaces toward its destination, following the shortest path. When this player's caravan moves to a city-state or rival city, the AP gain 1 resource of any kind from the supply (in addition to the trade tokens).

**Destination Priority Order:**

1. City-state for which this player does not have a diplomacy card.
2. Rival city.
3. Other city-state.
4. 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.

**Tiebreaker:** Shortest distance.

*The player will not upgrade this focus card until the tech dial has reached 10 or more.*

 

 +1 Space of Movement Each

**NATURAL HISTORY** 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 plus 1 for each resource the player has (including resources on natural wonder tokens) up to a maximum of 4.



 +1 Tech Dial Advancement