

I Political
Improved agriculture,
non-barbarian.
Gain two extra pieces.
Play at start of turn.

I Political
Mercenary troops.
Gain two extra pieces.
Play at start of turn.

I Political
Mercenary troops.
Gain one extra piece.
Play at start of turn.

I Political
Coinage, non-barbarian.
Monuments only cost one resource
to build.
Play at start of turn.

I Political
Trade, non-barbarian.
Get an extra capital where you
meet each of your former empires.
Play at end of turn.

I Political
Trade, non-barbarian.
Get an extra capital where you
meet each of your former empires.
Play at end of turn.

I Political
Ally.
Jump over your former empire
and/or use its boats.

I Political
Population explosion.
+1 to recruitment roll.
Play at start of turn.

II Political
Trade, non-barbarian.
Get an extra capital where you
meet each of your former empires.
Play at end of turn.

II Political
Trade, non-barbarian.
Get an extra capital where you
meet each of your former empires.
Play at end of turn.

II Political
Population explosion.
+1 to recruitment roll.
Play at start of turn.

II Political
Mercenary troops.
Gain one extra piece.
Play at start of turn.

II Political
Mercenary troops.
Gain two extra pieces.
Play at start of turn.

II Political
Empire revives.
A former empire gains 1d6 pieces
which can move and attack.
Play before turn.

II Political
Empire revives.
A former empire gains 1d6 pieces
which can move and attack.
Play before turn.

II Political
Empire fortifies.
Gain 2 free forts in a former
empire.
Play at start of turn.

II Political
Empire fortifies.
Gain 2 free forts in a former
empire.
Play at start of turn.

II Political
Coinage, non-barbarian.
Monuments only cost one resource
to build.
Play at start of turn.

II Political
Improved agriculture,
non-barbarian.
Gain two extra pieces.
Play at start of turn.

II Political
City builders, non-barbarian.
Build a city for every three lands
occupied.
Play at end of turn.

II Political
Ally.
Jump over your former empire
and/or use its boats.

II Political
Ally.
Jump over your former empire
and/or use its boats.

II Political
Coinage, non-barbarian.
Monuments only cost one resource
to build.
Play at start of turn.

III Political
Improved agriculture,
non-barbarian.
Gain two extra pieces.
Play at start of turn.

III Political
Civil service,
non-barbarian.
Gain two extra pieces.
Play at start of turn.

III Political
Mercenary troops.
Gain one extra piece.
Play at start of turn.

III Political
Mercenary troops.
Gain two extra pieces.
Play at start of turn.

III Political
Fanaticism.
+1 on combat rolls.
Play at start of turn.

III Political
Population explosion.
+1 to recruitment roll.
Play at start of turn.

III Political
Conscription, non-barbarian.
Gain one extra piece for every 6
recruited. Minimum of one.
Play at start of turn.

III Political
Conscription, non-barbarian.
Gain one extra piece for every 6
recruited. Minimum of one.
Play at start of turn.

III Political
City builders, non-barbarian.
Build a city for every three lands
occupied.
Play at end of turn.

III Political
City builders, non-barbarian.
Build a city for every three lands
occupied.
Play at end of turn.

III Political
Trade, non-barbarian.
Get an extra capital where you
meet each of your former empires.
Play at end of turn.

III Political
Trade, non-barbarian.
Get an extra capital where you
meet each of your former empires.
Play at end of turn.

III Political
Trade, non-barbarian.
Get an extra capital where you
meet each of your former empires.
Play at end of turn.

III Political
Coinage, non-barbarian.
Monuments only cost one resource
to build.
Play at start of turn.

III Political
Coinage, non-barbarian.
Monuments only cost one resource
to build.
Play at start of turn.

III Political
Hydraulic power, non-barbarian.
Monuments only cost one resource
to build.
Play at start of turn.

III Political
Evangelism, non-barbarian.
Convert one adjacent empire that
is at least 2 years old.
Play at end of turn.

III Political
Evangelism, non-barbarian.
Convert one adjacent empire that
is at least 2 years old.
Play at end of turn.

III Political
Evangelism, non-barbarian.
Convert one adjacent empire that
is at least 2 years old.
Play at end of turn.

III Political
Ally.
Jump over your former empire
and/or use its boats.

III Political
Ally.
Jump over your former empire
and/or use its boats.

III Political
Ally.
Jump over your former empire
and/or use its boats.

III Political
Hill forts, barbarians only.
Get a free fort in every space.
Play at start of turn.

III Political
Hill forts, barbarians only.
Get a free fort in every space.
Play at start of turn.

III Political
Wall builders, non-barbarian.
Get 1d6 free forts at the edge of
your empire.
Play at end of turn.

III Political
Wall builders, non-barbarian.
Get 1d6 free forts at the edge of
your empire.
Play at end of turn.

III Political
Wall builders, non-barbarian.
Get 1d6 free forts at the edge of
your empire.
Play at end of turn.

III Political
Empire fortifies.
Gain 2 free forts in a former
empire.
Play at start of turn.

III Political
Empire fortifies.
Gain 2 free forts in a former
empire.
Play at start of turn.

III Political
Empire revives.
A former empire gains 1d6 pieces
which can move and attack.
Play before turn.

III Political
Empire revives.
A former empire gains 1d6 pieces
which can move and attack.
Play before turn.

IV Political
Empire revives.
A former empire gains 1d6 pieces
which can move and attack.
Play before turn.

IV Political
Empire revives.
A former empire gains 1d6 pieces
which can move and attack.
Play before turn.

IV Political
Empire fortifies.
Gain 2 free forts in a former
empire.
Play at start of turn.

IV Political
Empire fortifies.
Gain 2 free forts in a former
empire.
Play at start of turn.

IV Political
Coinage, non-barbarian.
Monuments only cost one resource
to build.
Play at start of turn.

IV Political
Hydraulic power, non-barbarian.
Monuments only cost one resource
to build.
Play at start of turn.

IV Political
Hill forts, barbarians only.
Get a free fort in every space.
Play at start of turn.

IV Political
Evangelism, non-barbarian.
Convert one adjacent empire that
is at least 2 years old.
Play at end of turn.

IV Political
Civil service,
non-barbarian.
Gain two extra pieces.
Play at start of turn.

IV Political
Population explosion.
+1 to recruitment roll.
Play at start of turn.

IV Political
City builders, non-barbarian.
Build a city for every three lands
occupied.
Play at end of turn.

IV Political
City builders, non-barbarian.
Build a city for every three lands
occupied.
Play at end of turn.

IV Political
Trade, non-barbarian.
Get an extra capital where you
meet each of your former empires.
Play at end of turn.

IV Political
Trade, non-barbarian.
Get an extra capital where you
meet each of your former empires.
Play at end of turn.

IV Political
Trade, non-barbarian.
Get an extra capital where you
meet each of your former empires.
Play at end of turn.

IV Political
Improved agriculture,
non-barbarian.
Gain two extra pieces.
Play at start of turn.

IV Political
Improved agriculture,
non-barbarian.
Gain two extra pieces.
Play at start of turn.

IV Political
Mercenary troops.
Gain one extra piece.
Play at start of turn.

IV Political
Mercenary troops.
Gain two extra pieces.
Play at start of turn.

IV Political
Evangelism, non-barbarian.
Convert one adjacent empire that
is at least 2 years old.
Play at end of turn.

IV Political
Evangelism, non-barbarian.
Convert one adjacent empire that
is at least 2 years old.
Play at end of turn.

IV Political
Ally.
Jump over your former empire
and/or use its boats.

IV Political
Ally.
Jump over your former empire
and/or use its boats.

IV Political
Ally.
Jump over your former empire
and/or use its boats.

IV Political
Fanaticism.
+1 on combat rolls.
Play at start of turn.

IV Political
Conscription, non-barbarian.
Gain one extra piece for every 6
recruited. Minimum of one.
Play at start of turn.

IV Political

Conscription, non-barbarian.
Gain one extra piece for every 6 recruited. Minimum of one.
Play at start of turn.

IV Political

Wall builders, non-barbarian.
Get 1d6 free forts at the edge of your empire.
Play at end of turn.

V Political

Conscription, non-barbarian.
Gain one extra piece for every 6 recruited. Minimum of one.
Play at start of turn.

V Political

Ally.
Jump over your former empire and/or use its boats.

V Political

Ally.
Jump over your former empire and/or use its boats.

V Political

Ally.
Jump over your former empire and/or use its boats.

V Political

Conscription, non-barbarian.
Gain one extra piece for every 6 recruited. Minimum of one.
Play at start of turn.

V Political

Hydraulic power, non-barbarian.
Monuments only cost one resource to build.
Play at start of turn.

V Political

Wall builders, non-barbarian.
Get 1d6 free forts at the edge of your empire.
Play at end of turn.

V Political

Fanaticism.
+1 on combat rolls.
Play at start of turn.

V Political
Population explosion.
+1 to recruitment roll.
Play at start of turn.

V Political
Trade, non-barbarian.
Get an extra capital where you
meet each of your former empires.
Play at end of turn.

V Political
Trade, non-barbarian.
Get an extra capital where you
meet each of your former empires.
Play at end of turn.

V Political
Trade, non-barbarian.
Get an extra capital where you
meet each of your former empires.
Play at end of turn.

V Political
Mercenary troops.
Gain one extra piece.
Play at start of turn.

V Political
Mercenary troops.
Gain two extra pieces.
Play at start of turn.

V Political
City builders, non-barbarian.
Build a city for every three lands
occupied.
Play at end of turn.

V Political
City builders, non-barbarian.
Build a city for every three lands
occupied.
Play at end of turn.

V Political
Evangelism, non-barbarian.
Convert one adjacent empire that
is at least 2 years old.
Play at end of turn.

V Political
Evangelism, non-barbarian.
Convert one adjacent empire that
is at least 2 years old.
Play at end of turn.

V Political
Civil service,
non-barbarian.
Gain two extra pieces.
Play at start of turn.

V Political
Improved agriculture,
non-barbarian.
Gain two extra pieces.
Play at start of turn.

V Political
Improved agriculture,
non-barbarian.
Gain two extra pieces.
Play at start of turn.

V Political
Empire revives.
A former empire gains 1d6 pieces
which can move and attack.
Play before turn.

V Political
Empire revives.
A former empire gains 1d6 pieces
which can move and attack.
Play before turn.

V Political
Empire fortifies.
Gain 2 free forts in a former
empire.
Play at start of turn.

V Political
Empire fortifies.
Gain 2 free forts in a former
empire.
Play at start of turn.

VI Political
City builders, non-barbarian.
Build a city for every three lands
occupied.
Play at end of turn.

VI Political
City builders, non-barbarian.
Build a city for every three lands
occupied.
Play at end of turn.

VI Political
Civil service,
non-barbarian.
Gain two extra pieces.
Play at start of turn.

VI Political
Improved agriculture,
non-barbarian.
Gain two extra pieces.
Play at start of turn.

VI Political
Mercenary troops.
Gain one extra piece.
Play at start of turn.

VI Political
Ally.
Jump over your former empire
and/or use its boats.

VI Political
Ally.
Jump over your former empire
and/or use its boats.

VI Political
Fanaticism.
+1 on combat rolls.
Play at start of turn.

VI Political
Population explosion.
+1 to recruitment roll.
Play at start of turn.

VI Political
Hydraulic power, non-barbarian.
Monuments only cost one resource
to build.
Play at start of turn.

VI Political
Trade, non-barbarian.
Get an extra capital where you
meet each of your former empires.
Play at end of turn.

VI Political
Trade, non-barbarian.
Get an extra capital where you
meet each of your former empires.
Play at end of turn.

VI Political
Trade, non-barbarian.
Get an extra capital where you
meet each of your former empires.
Play at end of turn.

VI Political
Evangelism, non-barbarian.
Convert one adjacent empire that
is at least 2 years old.
Play at end of turn.

VI Political
Evangelism, non-barbarian.
Convert one adjacent empire that
is at least 2 years old.
Play at end of turn.

VI Political
Empire revives.
A former empire gains 1d6 pieces
which can move and attack.
Play before turn.

VI Political
Conscription, non-barbarian.
Gain one extra piece for every 6
recruited. Minimum of one.
Play at start of turn.

VI Political
Conscription, non-barbarian.
Gain one extra piece for every 6
recruited. Minimum of one.
Play at start of turn.

VI Political
Empire fortifies.
Gain 2 free forts in a former
empire.
Play at start of turn.

VI Political
Empire revives.
A former empire gains 1d6 pieces
which can move and attack.
Play before turn.

VII or VIII Political
Civil service,
non-barbarian.
Gain two extra pieces.
Play at start of turn.

VII or VIII Political
Fanaticism.
+1 on combat rolls.
Play at start of turn.

VII or VIII Political
Improved agriculture,
non-barbarian.
Gain two extra pieces.
Play at start of turn.

VII or VIII Political
Ally.
Jump over your former empire
and/or use its boats.

VII or VIII Political
Trade, non-barbarian.
Get an extra capital where you
meet each of your former empires.
Play at end of turn.

VII or VIII Political
Trade, non-barbarian.
Get an extra capital where you
meet each of your former empires.
Play at end of turn.

VII or VIII Political
Ally.
Jump over your former empire
and/or use its boats.

VII or VIII Political
Population explosion.
+1 to recruitment roll.
Play at start of turn.

VII or VIII Political
Conscription, non-barbarian.
Gain one extra piece for every 6
recruited. Minimum of one.
Play at start of turn.

VII or VIII Political
Conscription, non-barbarian.
Gain one extra piece for every 6
recruited. Minimum of one.
Play at start of turn.

VII or VIII Political
Empire revives.
A former empire gains 1d6 pieces
which can move and attack.
Play before turn.

VII or VIII Political
Empire revives.
A former empire gains 1d6 pieces
which can move and attack.
Play before turn.

Any Political
Engineering, non-barbarian.
Gain two free forts.
Play at end of turn.

Any Political
Engineering, non-barbarian.
Gain two free forts.
Play at end of turn.

Any Political
Engineering, non-barbarian.
Gain two free forts.
Play at end of turn.

Any Political
Engineering, non-barbarian.
Gain two free forts.
Play at end of turn.

Any Political
Engineering, non-barbarian.
Gain two free forts.
Play at end of turn.

Any Political
Engineering, non-barbarian.
Gain two free forts.
Play at end of turn.

Any Political
Engineering, non-barbarian.
Gain two free forts.
Play at end of turn.

Any Political
Engineering, non-barbarian.
Gain two free forts.
Play at end of turn.

Any Political
Ship building.
Gain two free boats.
Play at start of turn.

Any Political
Ship building.
Gain two free boats.
Play at start of turn.

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Ship building.
Gain two free boats.
Play at start of turn.

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Ship building.
Gain two free boats.
Play at start of turn.

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Ship building.
Gain two free boats.
Play at start of turn.

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Ship building.
Gain two free boats.
Play at start of turn.

Any Political
Ship building.
Gain two free boats.
Play at start of turn.

Any Political
Ship building.
Gain two free boats.
Play at start of turn.

Any Political
Treachery.
Automatic victory in any battle.
Play instead of rolling.

Any Political
Treachery.
Automatic victory in any battle.
Play instead of rolling.

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Treachery.
Automatic victory in any battle.
Play instead of rolling.

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Treachery.
Automatic victory in any battle.
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Treachery.
Automatic victory in any battle.
Play instead of rolling.

Any Political
Treachery.
Automatic victory in any battle.
Play instead of rolling.

860 BC-110 BC Political
Special resource [timber]
non-barbarian.
Capturing Dnieper allows you to
build a monument.

860 BC-110 BC Political
Special resource [timber]
non-barbarian.
Capturing Dnieper allows you to
build a monument.

860 BC-110 BC Political
Special resource [trade routes]
non-barbarian.
Capturing Southern Appennines
allows you to build a monument.

860 BC-110 BC Political
Special resource [trade routes]
non-barbarian.
Capturing Southern Appennines
allows you to build a monument.

330-820 Political
Special resource [silk route]
non-barbarian.
Capturing Turanian Plain allows
you to build a monument.

330-820 Political
Special resource [silk route]
non-barbarian.
Capturing Turanian Plain allows
you to build a monument.

0-980 Political
Special resource [silk]
non-barbarian.
Capturing Szechuan allows you to
build a monument.

0-980 Political
Special resource [silk]
non-barbarian.
Capturing Szechuan allows you to
build a monument.

1080-1230 Political
Special resource [holy sites].
Capturing Palestine allows you to
build a monument.

1080-1230 Political
Special resource [holy sites].
Capturing Palestine allows you to
build a monument.

1450-1750 Political
Special resource [slaves]
non-barbarian.
Capturing Gold Coast allows you
to build a monument.

1450-1750 Political
Special resource [slaves]
non-barbarian.
Capturing Gold Coast allows you
to build a monument.

1600-1800 Political
Special resource [tea]
non-barbarian.
Capturing Ceylon allows you to
build a monument.

1600-1800 Political
Special resource [coffee]
non-barbarian.
Capturing West Indies allows you
to build a monument.

1320-end Political
Resources Deplete. MUST PLAY
Southern Iberia and Central
Europe no longer count as
resource centers.

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Resources Deplete. MUST PLAY
Southern Iberia and Central
Europe no longer count as
resource centers.

1320-end Political
Resources Deplete. MUST PLAY
Southern Iberia and Central
Europe no longer count as
resource centers.

1750-end Political
Special resource [suez canal]
non-barbarian.
Capturing Nile Delta allows you to
build a monument.

1750-end Political
Special resource [coal]
non-barbarian.
Capturing Lower Rhine allows you
to build a monument.

1750-end Political
International trade, non-barbarian.
Get a free city on every land you
take via ocean.

1750-end Political
International trade, non-barbarian.
Get a free city on every land you
take via ocean.

1750-end Political
Improved Steel.
+1 to all combat rolls against
pre-1750 empires.

1750-end Political
Improved Steel.
+1 to all combat rolls against
pre-1750 empires.

1750-end Political
Special resource [coal]
non-barbarian.
Capturing Appalachia allows you
to build a monument.