

Civilization: The Expansion Project Calamity Quick Chart

Calamity	Stack	Calamity Effects	Effects Aggravated by	Effects Reduced by
Volcanic Eruption or Earthquake	2 major non-tradable	If one of the victim's cities is touched by a volcano it erupts eliminating everything in the touched areas. Otherwise one of the victim's cities is eliminated in an earthquake, with one of another player's adjacent cities being reduced.	Urbanism	Engineering
Treachery	2 major tradable	The trader replaces one of the victim's cities with one of his own. If the card wasn't traded the primary victim reduces one city instead.	Diplomacy	None
Squandered Wealth	2 minor tradable	The victim returns ten treasury tokens to stock.	None	None
Famine	3 major non-tradable	The victim loses ten unit points and assigns twenty unit points to secondary victims, of which no more than eight can be assigned to any one player.	Possibly Agriculture	Pottery, Calendar
Superstition	3 major tradable	The victim reduces three cities.	Universal Doctrine	Mysticism, Deism, Enlightenment
Tempest	3 minor tradable	The victim returns all his ships as well as five treasury token to stock.	None	None
Civil War	4 major non-tradable	The beneficiary is the player with the most unit point in stock that has at most seven areas between his units and the victim's units, or has no units on the map. The first faction consists of fifteen unit points selected by the victim as well as twenty unit points selected by the beneficiary. The victim selects one faction and the beneficiary gets the other.	Military, Naval Warfare, Adv. Military, Philosophy	Music, Drama & Poetry, Democracy, Philosophy
Slave Revolt	4 major tradable	Fifteen of the victim's tokens may not be used for city support. The victim immediately performs a city support check.	Mining, Theocracy	Mythology, Enlightenment
City in Flames	4 minor tradable	The victim eliminates one city. This can be avoided by paying ten treasury tokens.	None	None
Flood	5 major non-tradable	If the victim has units on a flood plain, the victim loses seventeen unit points on the flood plains and assigns ten unit points on the flood plain to secondary victims. Cities on black city sites are safe. Otherwise the victim eliminates one coastal city.	None	Engineering
Barbarian Hordes	5 major tradable	Fifteen barbarian tokens, controlled by the trader, invade on or bordering a map edge, zero population area or area with barbarian tokens. The target area must contain one of the victim's cities (preferred) or tokens. If no such area exist the remaining barbarian tokens are eliminated. In each attacked area the trader resolve combat, leave tokens up to the population limit, and repeat the above process with any remaining barbarians.	Politics, Provincial Empire	Monarchy
City Riots	5 minor tradable	The victim reduces one city and returns five treasury tokens to stock.	None	None

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Cyclone	6 major non-tradable	The open sea area adjacent to the most of the victim's cities is selected. If the victim has no cities adjacent to an open sea area, Cyclone has no effect. The victim reduces three cities, and removes all ships, adjacent to the selected open sea area. All other players reduces two cities each, and removes all ships, adjacent to the selected open sea area.	Trade Empire	Masonry, Calendar
Epidemic	6 major tradable	The victim loses sixteen unit points and assigns twenty five unit points to secondary victims, of which no more than ten can be assigned to any one player. No areas may be left empty.	Roadbuilding, Trade Empire	Medicine, Anatomy
Coastal Migration	6 minor tradable	The victim loses five unit points from coastal areas and returns all his ships to stock.	None	None
Corruption	7 major non-tradable	The victim discards ten face value points of commodity cards of his choice from his hand.	Coinage	Law
Civil Disorder	7 major tradable	The victim reduces all but three cities.	Military, Naval Warfare, Adv. Military, Roadbuilding	Music, Drama & Poetry, Law, Democracy
Tribal Conflict	7 minor tradable	The victim selects two areas adjacent by land containing his tokens and removes all tokens from these areas.	None	None
Tyranny	8 major non-tradable	The beneficiary is the player with most in stock that is adjacent by land to the victim. The beneficiary selects a number of the victim's unit points equals to twice the amount of cities the victim owns from areas adjacent (by land or water) to his civilization and replace them with his own units. One area is done at a time until all points are used.	Monarchy, Provincial Empire	Sculpture
Iconoclasm and Heresy	8 major tradable	The victim reduces four cities and assigns two cities to (a) secondary victim(s).	Monotheism	Philosophy, Theology, Theocracy
Minor Uprising	8 minor tradable	The victim removes a number of unit points equal to the number of cities owned. Each unit point may be negated by returning two treasury tokens to stock.	None	None
Regression	9 major non-tradable	The victim moves his A.S.T. marker back one space. This does not affect normal A.S.T. movement at end of turn.	Fundamentalism	Library
Piracy	9 major tradable	The trader replaces two of the victim's coastal cities with pirate cities. If this card was not traded the victim selects the cities. The victim replaces one coastal city from each of two secondary victims.	Cartography	Naval Warfare
Banditry	9 minor tradable	The victim gives (a) commodity card(s) with a total face value equal to at least the number of cities owned to the trader. If the card wasn't traded the card(s) are discarded.	None	None