

## Resources (May or May Not Reveal to Other Players)



Wine



Horses



Iron



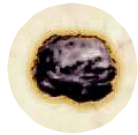
Gems



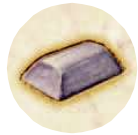
Spices



Oil



Coal



Rare Metals



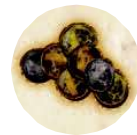
No Encounter

## Events (Reveal to All Players Immediately)



Free Technology

Choose a technology from the current era immediately and for free.



Treasure

Receive 10 gold immediately and for free.



Minor Civilization

Whoever has fewest settlements places a new village and a new army unit in the land region immediately and for free. In case of a tie, place a neutral cavalry unit of the current era in the region.



Plague

All units and settlers affected are eliminated. All settlements affected are reduced by one. Ancient Era only affects the region where found. Each era adds one adjacent region further to the effect.

## Terrain (Reveal to All Players Immediately)



Desert

Cannot support any settlements.



Mountains

Settlements cannot increase past village.



Jungle/  
Forest

Settlements cannot increase past town.



Fertile/  
Productive

Adds 1 to size of a settlement.