Civilization: The Expansion Project Calamity Quick Chart

Calamity	Level	Calamity Effects	Effects Aggravated by	Effects Reduced by
Volcanic Eruption or Earthquake	2 major non-tradable	If a victim's city is touched by a volcano it erupts eliminating everything in the touched areas. If no volcano is present a city is eliminated via earthquake, with a secondary victim's adjacent city being reduced.	Urbanism	Engineering
Treachery	2 major tradable	The trader replaces one of the victim's cities with one of his own. If this was not traded a city is reduced.	Diplomacy	None
Squandered Wealth	2 minor tradable	Ten treasury tokens are returned to stock.	None	None
Famine	3 major non-tradable	Victim loses 10 unit points, assigning 20 unit points to secondary victims, with no more than 8 coming from one player.	Possibly Agriculture	Pottery, Calendar
Superstition	3 major tradable	Victim reduces 3 cities.	Universal Doctrine	Mysticism, Deism, Enlightenment
Tempest	3 minor tradable	Victim must return all his ships as well as 5 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 no units on the map, or has at most seven areas between his units and the victim's units. The first faction is 15 points selected by victim + 20 points selected by beneficiary. The victim selects one faction, the beneficiary gets the other.	Military, Naval Warfare, Adv. Military, Philosophy	Music, Drama & Poetry, Democracy, Philosophy
Slave Revolt	4 major tradable	15 tokens belonging to the victim may not be used for city support. City support is checked for immediately.	Mining, Theocracy	Mythology, Enlightenment
City in Flames	4 minor tradable	One city is eliminated. This can be avoided by paying 10 treasury tokens.	None	None
Flood	5 major non-tradable	If the primary victim has units on a flood plain, a maximum of 17 unit points are lost from the flood plain. Secondary victims on same flood plain lose 10 unit points. Cities on black city sites are safe. If not on any flood plains one coastal city is eliminated.	None	Engineering
Barbarian Hordes	5 major tradable	15 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 primary 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	Victim must reduce one city and also must move five treasury tokens to stock.	None	None

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Cyclone	6 major non-tradable	The open sea area bordering to the most of the primary victim's cities is selected. In bordering areas the primary victim reduces 3 cities, all secondary victim reduces 2 cities each, and all ships are destroyed. If the primary victim has no cities bordering an open sea area, Cyclone has no effect.	Trade Empire	Masonry, Calendar
Epidemic	6 major tradable	Primary victim losses 16 unit points, assigning 25 unit points to secondary victims, with no more than 10 coming from one player. No areas may be left empty.	Roadbuilding, Trade Empire	Medicine, Anatomy
Coastal Migration	6 minor tradable	Victim removes 5 unit points on coastal areas and loses all ships.	None	None
Corruption	7 major non-tradable	Victim must discard (his choice) 10 points (face value) of commodity cards from his hand.	Coinage	Law
Civil Disorder	7 major tradable	All but three of the victim's cities are reduced.	Military, Naval Warfare, Adv. Military, Roadbuilding	Music,Drama & Poetry, Law, Democracy
Tribal Conflict	7 minor tradable	Victim must select two adjacent areas which he controls and remove all, max five, tokens from these areas.	None	None
Tyranny	8 major non-tradable	The player sharing a land border with victim with most in stock is beneficiary. The beneficiary selects (2x amount of victim's cities) unit points from adjacent (land or water) areas and replace them with his own. One area is done at a time until all points are used.	Monarchy, Provincial Empire	Sculpture
Iconoclasm & Heresy	8 major tradable	Primary victim reduces 4 cities, assigning 2 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 2 treasury.	None	None
Regression	9 major non-tradable	The victim must move 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 primary victim's coastal cities with pirate cities. The primary victim selects one coastal city from two secondary victims and does the same. If this card was not traded the primary victim selects the cities.	Cartography	Naval Warfare
Banditry	9 minor tradable	Victim must give commodity card(s) with a total face value of (amount of victim's cities) to the trader. If there was no trader the card(s) are discarded.	None	None