

Empires: AoD 'World Map': New Capital Buildings

AGE I

Around the Cape [immediate]

CB Token: Place 3 Colonists in any regions of Africa (discovered or undiscovered)

Rulesheet: Place 3 Colonists in any regions of Africa, whether discovered or undiscovered. They can be placed all in one region or divided between several regions. Note that the Trade Good in a region is still only taken if it has been discovered and any one player has at least 3 workers in that region. If a Colonist is in this region when it is discovered through the Discovery Event, the Colonist there does not contribute to the success of the Discovery.

Trade Routes to Asia [immediate]

CB Token: Gain 1 Spice, 1 Silk and 1 Tea Trade Good.

Rulesheet: Gain 1 Spice, 1 Silk, and 1 Tea Trade Good. These Trade Goods are taken from the Trade Goods supply.

Alliance [ongoing]

CB Token: Name one nation. Both you and this nation cannot attack each other through Warfare.

Rulesheet: Name one player (nation) as your "ally". Neither you nor this player may attack each other when using the Warfare Event for the rest of the game.

Garrisons [ongoing]

CB Token: Builders may not be targeted by enemy Soldiers.

Rulesheet: Your Builders may not be targeted by enemy Soldiers for the rest of the game when an opponent uses the Warfare Event.

AGE II

Fleet of Discovery [immediate]

CB Token: Gain 1 Merchant Ship, 1 Captain, 1 Merchant, and 1 Soldier

Rulesheet: Gain 1 Merchant Ship, 1 Captain, 1 Merchant, and 1 Soldier. The Merchant Ship comes from the supply (not from the Merchant Ship Event box).

Goa [ongoing]

CB Token: For every set of Spice, Tea, or Silk owned by other players, you get the same money that they received during the Income Phase.

Rulesheet: For every set of Spice, Tea, or Silk owned by other players, you get the same money that they received during the Income Phase. You receive this money during the Capital Building Benefits phase. In addition to their 3-of-a-kind and 4-of-a-kind sets, you will earn \$1 for their "any 3 Trade Goods" sets, as long as the set is made up of Spice, Tea, and Silk Trade Goods only.

Zanzibar [ongoing]

CB Token: For every set of Ivory, Gold, or Coffee owned by other players, you get the same money that they received during the Income Phase.

Rulesheet: For every set of Ivory, Gold, or Coffee owned by other players, you get the same money that they received during the Income Phase. You receive this money during the Capital Building Benefits phase. In addition to their 3-of-a-kind and 4-of-a-kind sets, you will earn \$1 for their "any 3 Trade Goods" sets, as long as the set is made up of Ivory, Gold, and Coffee Trade Goods only.

AGE III

European War [1x]

CB Token: Just after End-game Scoring, move the player who is winning back 10 VP (owner not affected).

Rulesheet: Just after End-game Scoring, move the player who is winning back 10 VP. The player who owns this Capital Building is not affected if they are in first place. If two or more players tie for 1st place, they are all moved back 10 VP. Once the lead player is moved back, the winner is determined.

Cardinal Richelieu [1x]

CB Token: Choose two nations. They immediately resolve a full-scale War between them for no cost.

Rulesheet: Two nations (players) of your choice declare War on each other as if one of them had selected 'full-scale War' from the Warfare Event. There is no cost. You may choose yourself as one of the nations who goes to War. The Capital Building "Alliance" does not block Cardinal Richelieu (but the Alliance is reinstated immediately after the War takes place).

Cathedrals [immediate]

CB Token: Each Missionary on the map immediately generates a Colonist.

Rulesheet: Each of your Missionaries that is on the map immediately generates a Colonist. The Colonist must be placed in the same region where the Missionary is located.

RULESHEET ONLY

As this variant does not use the Discovery Deck, an alternate National Advantage is required for the player who chooses Portugal as their nation. Instead of the printed National Advantage, use this instead: "Before the game begins, Portugal places one Colonist in both West Africa and Cape Colony."