

TACTIC
MAX 1 x AGE (replaceable)

WAR & AGGRESSION
∞

EVENT
∞

URBAN TECHNOLOGY
MAX 1

URBAN TECHNOLOGY
MAX 1

SPECIAL TECHNOLOGY
MAX 1

FARM/MINE TECHNOLOGY
MAX 1

GOVERNMENT TECH.
MAX 1 x AGE (replaceable)

LEADER
MAX 1 x AGE (replaceable)

ACTION CARD
∞

MILITARY TECHNOLOGY
MAX 1