

# Dawn of History - Advancement Check List

	Cost	Advancement	Type	Credits	Attributes	Calamity Effects
<input type="checkbox"/>	120	Agriculture	Craft	10 Craft, 5 Science	The population limit is increased by one for areas that you alone occupy. City reduction is lessened indirectly. Nullifies Cultural Ascendancy.	CIVIL WAR: All faction sizes reduced by 5. CIVIL DISORDER: One more city is reduced.
<input type="checkbox"/>	50	Cloth Making	Craft	10 Craft, 5 Art and 10 to Naval Warfare.	Add one area to your ship's movement.	None.
<input type="checkbox"/>	200	Iron Working	Craft	5 Science, 10 Craft, and 10 to Advanced Military	In conflicts, players without the Iron Working card lose population first, regardless of any numerical superiority they may have.	None.
<input type="checkbox"/>	200	Irrigation	Craft	5 Science, 10 Craft	The population limit is increased by one for areas that you alone occupy. City reduction is lessened indirectly.	FAMINE: Has no effect on players holding this card.
<input type="checkbox"/>	60	Masonry	Craft	10 Craft, 5 Science and 10 to Engineering.	None.	CYCLONE: One fewer city is reduced.
<input type="checkbox"/>	90	Metalworking	Craft	10 Craft, 5 Science and 10 to Military.	In conflicts, players without the Metalworking card lose population first, regardless of any numerical superiority they may have.	None.
<input type="checkbox"/>	230	Mining	Craft	10 Craft and 5 Science.	Purchase trade cards from the sixth stack for 13 treasury points per card. Purchase trade cards from the eighth stack for 16 treasury points per card. Treasury points count double when buying advancement cards.	SLAVE REVOLT: Five additional population cannot be counted for city support.
<input type="checkbox"/>	60	Pottery	Craft	10 Craft, 5 Art and 10 to Agriculture.	None.	FAMINE: Five fewer points are lost.
<input type="checkbox"/>	220	Roadbuilding	Craft	10 Craft and 5 Science.	Population may move two areas provided there are no opposing units in them.	EPIDEMIC: Five more factors are destroyed. CIVIL DISORDER: One more city is reduced.
<input type="checkbox"/>	260	Trade Empire	Craft	10 Craft and 5 Civic.	Special Abilities Phase: You may acquire one named trade card from a player not holding Trade Empire or Wonder of the World. You can ask up to three players if they have it.	EPIDEMIC: Five more points are removed. CYCLONE: One more city is reduced.
<input type="checkbox"/>	180	Trade Routes	Craft	10 Craft, 5 Religion and 20 to Trade Empire.	You may hold one more trade card in your hand between turns. When forced to return excess trade cards to the stacks, you may exchange them for treasury points at twice their face value.	None.
<input type="checkbox"/>	160	Engineering	Craft & Science	5 Craft, 10 Science and 20 to Roadbuilding.	Opponents require an extra population to attack your cities. Enemy cities (without Engineering) require one less population to attack.	EARTHQUAKE: City is reduced not destroyed. FLOOD: Only 7 points in a floodplain are destroyed, or a coastal city is reduced. Nullifies the effects of Urbanism.
<input type="checkbox"/>	280	Wonder of the World	Craft & Art	5 Craft and 5 Art.	Acquire 20 credits in any combination toward future purchases. Cannot be used the turn this card is purchased. Cancels Trade Empire.	None.

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<input type="checkbox"/>	180	Monument	Craft & Religion	5 Craft, 5 Religion and 20 to Wonder of the World.	Acquire 10 credits in any combination toward future purchases. Cannot be used the turn this card is purchased.	None.
<input type="checkbox"/>	270	Anatomy	Science	10 Science and 5 Craft.	At time of purchase, you may immediately acquire two science cards under 100 points each in face value.	EPIDEMIC: Primary victim - 8 fewer points, secondary victim 5 fewer points.
<input type="checkbox"/>	80	Astronavigation	Science	10 Science, 5 Religion and 10 to Calendar.	Your ships are now allowed to move into the large, dark blue, sea areas.	None.
<input type="checkbox"/>	180	Calendar	Science	10 Science, 5 Civic and 20 to Public Works.	None.	FAMINE: Five fewer population are lost by a secondary victim holding this card. CYCLONE: Two fewer ships and cities are reduced by having this card.
<input type="checkbox"/>	160	Cartography	Science	10 Science, 5 Art and 20 to Library.	You can buy trade cards from the second stack for seven treasury points. You can buy trade cards from the seventh stack for fifteen treasury points.	PIRACY: One more city is replaced.
<input type="checkbox"/>	90	Coinage	Science	10 Science, 5 Civic and 10 to Trade Routes.	You may alter your tax rate by one.	CORRUPTION: Five more commodity cards must be discarded
<input type="checkbox"/>	60	Empiricism	Science	5 Craft, 10 Science, 5 Art, 5 Civic, 5 Religion, 10 to Medicine.	Provides discounts to all advancements.	None.
<input type="checkbox"/>	220	Library	Science	10 Science and 5 Art.	When you purchase this card you get a 40 point discount on any other card you buy with it. (Discount cannot be used later.)	REGRESSION: Your A.S.T. marker is moved backwards one fewer space.
<input type="checkbox"/>	140	Medicine	Science	10 Science, 5 Craft and 20 to Anatomy.	None.	EPIDEMIC: Primary victim - 8 fewer points, secondary victim 5 fewer points.
<input type="checkbox"/>	240	Mathematics	Science & Art	10 Craft, 10 Science, 10 Civic, 10 Art and 10 Religion.	Provides discounts to all advancements.	None.
<input type="checkbox"/>	60	Written Record	Science & Civic	5 Science, 5 Civic and 10 to Cartography.	Gain 5 credits of any color.(Can't be used the turn the card is acquired.)	None.
<input type="checkbox"/>	240	Philosophy	Science & Religion	5 Science and 5 Religion.	Nullifies Fundamentalism.	CIVIL WAR: The first faction is always 15 points, regardless of other cards held. ICONOCLASM & HERESY: One fewer city is reduced.
<input type="checkbox"/>	140	Architecture	Art	10 Art, 5 Science and 20 to Mining.	Up to half the cost of building a city may be paid with treasury points. One city per turn.	None.
<input type="checkbox"/>	280	Cultural Ascendancy	Art	10 Art and 5 Religion.	Only players holding Cultural Ascendancy or Advanced Military can attack your units.	None.
<input type="checkbox"/>	180	Diplomacy	Art	10 Art, 5 Civic and 20 to Provincial Empire.	Opposing players cannot attack your cities unless they have Diplomacy or Military.	TREACHERY: One more city is captured or destroyed.

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<input type="checkbox"/>	80	Drama & Poetry	Art	10 Art, 5 Religion and 10 to Rhetoric.	None.	CIVIL WAR: Increase the first faction by five. CIVIL DISORDER: One fewer city is reduced.
<input type="checkbox"/>	80	Music	Art	10 Art, 5 Religion and 10 to Enlightenment.	None.	CIVIL WAR: Increase the first faction by five. CIVIL DISORDER: One fewer city is reduced.
<input type="checkbox"/>	230	Politics	Art	10 Art and 5 Religion.	Special Abilities Phase: You may replace from treasury an opposing player's pieces in an adjacent area, or convert up to 5 stock into treasury - Barbarians & Pirates exempt, and other players with Politics or Cultural Ascendancy.	BARBARIAN HOARDS: Five more Barbarians.
<input type="checkbox"/>	130	Rhetoric	Art	10 Art, 5 Civic and 20 to Politics.	You can purchase trade cards from the third stack for 9 treasury points.	None.
<input type="checkbox"/>	50	Sculpture	Art	10 Art, 5 Civic and 10 to Architecture.	None.	TYRANNY: 5 fewer points are annexed.
<input type="checkbox"/>	110	Literacy	Art & Civic	5 Craft, 5 Science, 10 Art, 10 Civic, 5 Religion and 20 to Mathematics.	Gives credits towards all advances.	None.
<input type="checkbox"/>	50	Mysticism	Art & Religion	5 Art, 5 Religion and 10 to Monument.	None.	SUPERSTITION: Reduce one fewer city.
<input type="checkbox"/>	260	Advanced Military	Civic	10 Civic and 5 Science.	You may take conflict losses from adjacent land areas, but can't entirely depopulate them. Nullifies Cultural Ascendancy.	CIVIL WAR: First faction size reduced by 5. CIVIL DISORDER: One more city is reduced. TYRANNY: 5 fewer points lost
<input type="checkbox"/>	220	Democracy	Civic	10 Civic and 5 Art.	Prevents tax revolts.	CIVIL WAR: Add ten to the first faction. CIVIL DISORDER: Reduce one fewer cities.
<input type="checkbox"/>	170	Law	Civic	10 Civic, 5 Religion and 20 to Cultural Ascendancy.	None.	CORRUPTION: Five fewer commodity card points are discarded. CIVIL DISORDER: Reduce one fewer city.
<input type="checkbox"/>	170	Military	Civic	10 Civic, 5 Craft and 20 to Advanced Military.	You move, construct, and maintain fleets, after other players not having this card. Nullifies Diplomacy.	CIVIL WAR: First faction size reduced by 5. CIVIL DISORDER: One more city is reduced. TYRANNY: 5 fewer points lost
<input type="checkbox"/>	60	Monarchy	Civic	10 Civic, 5 Religion and 10 to Law.	Your tax rate can be increased by 1.	BARBARIAN HOARDS: The barbarian number is reduced by 5. TYRANNY: Five more units are annexed.

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<input type="checkbox"/>	160	Naval Warfare	Civic	10 Civic, 5 Craft and 20 to Diaspora.	Ships can carry one additional population. Lose ships instead of population in conflicts. Acts like Metalworking against Pirate ships.	CIVIL WAR: Five factors from first faction are destroyed. CIVIL DISORDER: One more city is reduced. PIRACY: No cities lost. Pirate ships instead.
<input type="checkbox"/>	260	Provincial Empire	Civic	10 Civic and 5 Religion.	Special Abilities Phase: Opponents without Provincial Empire or Public Works must give you one trade card of their choice, value greater than one. (Up to five players.)	BARBARIAN HOARDS: Five more Barbarians. TYRANNY: Five more points are annexed.
<input type="checkbox"/>	230	Public Works	Civic	10 Civic and 5 Craft.	Cities cost 1 more population to build. You may have 1 population with each city. Nullifies Provincial Empire.	
<input type="checkbox"/>	50	Urbanism	Civic	10 Civic, 5 Science and 10 to Diplomacy.	When building cities in areas without a city site, you may use up to 4 population from adjacent areas.	VOLCANIC ERUPTION or EARTHQUAKE: Lose 4 additional population from adjacent areas.
<input type="checkbox"/>	80	Theocracy	Civic & Religion	5 Civic, 5 Religion and 10 to Universal Doctrine.	None.	SLAVE REVOLT: Five more population cannot be counted for city support. ICONOCLASM & HERESY: You can discard any two trade cards instead of reducing any cities.
<input type="checkbox"/>	80	Deism	Religion	10 Religion, 5 Craft and 10 to Fundamentalism.	None.	SUPERSTITION: Reduce one fewer cities.
<input type="checkbox"/>	270	Diaspora	Religion	10 Religion and 5 Art.	In the Special Abilities Phase, you can put a city or maximum population in an empty area adjacent by land.	The number of trade cards you can hold is reduced by one.
<input type="checkbox"/>	160	Enlightenment	Religion	10 Religion, 5 Craft and 20 to Philosophy.	None.	SUPERSTITION: Reduce one fewer cities. SLAVE REVOLT: Five more population can be used to support cities.
<input type="checkbox"/>	150	Fundamentalism	Religion	10 Religion, 5 Art and 20 to Monotheism.	Special Abilities Phase: Destroy all units in one adjacent land area belonging to players without Fundamentalism or Philosophy. Ineffective on Barbarians.	REGRESSION: Your A.S.T. marker is moved backwards one additional space.
<input type="checkbox"/>	240	Monotheism	Religion	10 Religion and 5 Civic.	Special Abilities Phase: You may replace an opponents pieces in one land area that you are adjacent to by land with stock. Ineffective against Pirates and Barbarians.	ICONOCLASM & HERESY: Reduce one more city.
<input type="checkbox"/>	60	Mythology	Religion	10 Religion, 5 Art and 10 to Literacy.	None.	SLAVE REVOLT: Five more population can be used to support cities.
<input type="checkbox"/>	250	Theology	Religion	10 Religion and 5 Science.	Nullifies Monotheism.	ICONOCLASM & HERESY: Three fewer cities are reduced.
<input type="checkbox"/>	160	Universal Doctrine	Religion	10 Religion, 5 Civic and 20 to Theology.	Special Abilities Phase: Replace up to 5 Pirate or Barbarian units/fleets in one adjacent area, with units from your stock.	SUPERSTITION: One more city is reduced.