Diplomacy Developments

Developments Key

Starting Point → Has Prerequisites

Unit

D# Defends against Threat of this difficulty or less

Wrath of the Autarch
A Kingdom Building Game
FUELED BY THE DECK OF FATE

☐ Trade Guild
May re-draw on Rapport checks

5 | 0 | 0 | 2

☐ Trade Outposts
Draw two, keep one for Rapport checks

7 | 5 | 0 | 7

☐ Arts & Entertainment
May re-draw for Society checks

8 | 2 | 1 | 8

☐ Trading Capital
Gain one additional disposition on Alliance missions

10 | 6 | 5 | 11

☐ Center of Culture
Draw two, keep one for Society checks

3 | 5 | 3 | 14

☐ Great Diplomats
D4

Cancel one diplomacy threat of difficulty 4 or less each year

5 | 0 | 0 | 2

☐ Superb Diplomats
D5

Cancel one diplomacy threat of difficulty 5 or less each year

7 | 5 | 0 | 7

☐ Fantastic Diplomats
D6

Cancel one diplomacy threat of difficulty 6 or less each year

10 | 6 | 4 | 11