

DIPLOMACY DEVELOPMENTS

WRATH OF THE AUTARCH

A KINGDOM BUILDING GAME

FUELED BY THE DECK OF FATE

DEVELOPMENTS KEY



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