

## MEGAWEAPON RESEARCH

Collect all Arête cards on this option.

Roll a Chaos die and gain that many Research Cogs.

+1 Arête card per turn.

## BUILD WONDER

Collect all Arête cards on this option.

Choose a Wonder. Everyone at Council gets to build it this turn.

+1 Arête card per turn.

## TALENT WONDER

Collect all Arête cards on this option.

Choose a Wonder. Everyone at Council can choose to build it this turn if they spend 10 Talents.

+1 Arête card per turn.

## ORICHALCUM WONDER

Collect all Arête cards on this option.

Choose a Wonder. Everyone at Council can choose to build it this turn if they spend one Orichalcum token.

+1 Arête card per turn.

## KUDOS WONDER

Collect all Arête cards on this option.

Build a Wonder. Everyone at Council can choose to build it this turn if they spend one Kudos card.

+1 Arête card per turn.

## MEGAWEAPON FIELD TEST

Collect all DOOM tokens on this option.

Gain a dishonour star.  
Remove all of the rewards from one region of your choice.

+1 DOOM token per turn.

## BUILD WONDER

Collect all DOOM tokens on this option.

Choose a Wonder. Everyone at Council gets to build it this turn.

+1 DOOM token per turn.

## TALENT WONDER

Collect all DOOM tokens on this option.

Choose a Wonder. Everyone at Council can choose to build it this turn if they spend 20 Talents.

+1 DOOM token per turn.

## ORICHALCUM WONDER

Collect all DOOM tokens on this option.

Choose a Wonder. Everyone at Council can choose to build it this turn if they spend two Orichalcum tokens.

+1 DOOM token per turn.

## KUDOS WONDER

Collect all DOOM tokens on this option.

Build a Wonder. Everyone at Council can choose to build it this turn if they spend two Kudos cards.

+1 DOOM token per turn.