Cards list - AGE II

- Sawmill: 3+ 4+
- Quarry: 3+ 4+
- Brickyard: 3+ 4+
- Foundry: 3+ 4+
- Loom: 3+ 5+
- Glassworks: 3+ 6+
- Press: 3+ 7+
- Forum: 3+ 6+
- Caravansery: 3+ 5+
- Vineyard: 3+ 6+
- Bazaar: 4+ 7+
- Dispensary: 3+ 6+
- Laboratory: 3+ 6+
- Library: 3+ 6+
- School: 3+ 6+
- Aqueduct: 3+ 6+
- Temple: 3+ 6+
- Statue: 3+ 6+
- Courthouse: 3+ 6+
- Walls: 3+ 6+
- Training Ground: 4+ 6+
- Stables: 3+ 6+
- Archery Range: 3+ 6+
Cards list - AGE III

- Pantheon
- Gardens
- Town Hall
- Palace
- Senate
- Haven
- Lighthouse
- Chamber of Commerce
- Arena
- Lodge
- Observatory
- University
- Academy
- Study
- Fortifications
- Circus
- Arsenal
- Siege Workshop
- Workers Guild
- Craftsmen's Guild
- Traders Guild
- Philosophers Guild
- Spy Guild
- Strategy Guild
- Shipowners Guild
- Scientists Guild
- Magistrates Guild
- Builders Guild