




I EXPLORE



Draw Extra

 Draw 1/2 cards to select from.
 Powers don't alter the number of cards player keeps.

Keep Extra


 Keep 1 more card.

Draw & Keep Extra

 Draw 2 more cards to select from; keep 1 more card.



II DEVELOP

Draw Before


 Draw 1 card at the beginning of this phase.

Player will still gain the benefit even if they do not place.

Reduce Cost

 Reduce development placement cost by 1/2 cards.



Draw After

 Draw 1 card after placing a development.



Player must place development to draw.

III SETTLE





Reduce Cost

 -2 cost to place non-military world (○).


Military

 Contribute towards conquering military world (○). More military means easier time conquering.
 -1 is not optional.


Specific Military/Reduce Cost

 Based on the good type (■ ■ ■ ■), either reduce the cost to place non-military world or add Military for that world type.




Specific Reduce Cost

 -1 cost to place non-military rare elements production/windfall world (○ ●).


Specific Military

 +4 military towards conquering only rebel military Worlds (○ ●).



Temporary Military

 Player may discard this card from their tableau for +3 military for this Settle phase only.

Draw After



 Draw 1 card after placing a world.

Reduce Cost to 0

 Player may discard this card from tableau to place non-military world for free.

Cannot be used for Alien Production/Windfall Worlds (● ●). Can use to place Alien Rosetta Stone World.

Pay for Military

 For the Settle action, player may place a military world (○) like a non-military world (○) by paying using cards from hand rather than checking military power.

Cannot be used for Alien Production/Windfall Worlds (● ●) nor combined with other pay-for-military powers.

\$ TRADE

IV CONSUME

V PRODUCE