




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 (O).


Military

 Contribute towards conquering military world (O). 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 (O) 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.

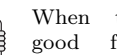

\$ TRADE

Any Good Draw Extra Specific Good Draw This World's Goods

 Draw 1/2 more goods when selling any good.







Extra

 When trading the indicated good (■ ■ ■ ■), draw 1/2/3 extra cards.





 When trading a good from this world (●), Draw 1/3 more cards plus any other applicable **Trade** powers.

IV CONSUME



Any 1 Good

 Discard any 1 good to gain victory points (VP) and/or draw cards.





Fixed Number of Goods Consume at Trade

 Discard any 2 goods to gain 3 VPs.
 Discard 3 different types of goods (■ ■ ■) to gain 3 VPs.

Prices


 Discard 1 good to draw cards equal to its trade price.
Do not trigger trade powers.
 Discard 1 good to draw cards equal to its trade price.
Do trigger trade powers.

Discard Cards, Not Goods

 You may discard up to 2 cards in hand. For each discarded card, gain 1 VP.


"Consume: 2x VPs" bonus action does not affect this power. This Power is optional. Player does not need to fully use it.

All Goods








 Discard N goods in tableau to gain N - 1 VPs.

The player may use other consume powers before triggering this one.

Draw

 Draw 1 card.

Discarding "Up To"

Discard up to the indicated number of goods in the arrow. For each discarded good, gain the specified VPs, cards, or both.

The player may use other consume powers before this one. Once the player invokes this power, they must use the power to the fullest extent possible.

V PRODUCE