I EXPLORE

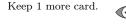
Draw Extra

Extra
Draw 1/2 cards to select



Powers don't alter the number of cards player keeps.

Keep Extra



Draw & Keep Extra



card.

Draw 2 more cards to select from; keep 1 more

II DEVELOP

Draw Before



Draw 1 cart at the beginning of this phase.

Player will still gain the (-2) benefit even if they do not place.

Reduce Cost



Reduce development placement cost

Draw After



Draw 1 card after placing a development.

Playermustplacedevelopement to draw.

III SETTLE

Reduce Cost



-2 cost to place non-military world (0).

Military



Contribute towards conquering military world (\circ) . More

military means easier time conquering.

-1 is not optional.

Specific

Military/Reduce Cost



Based on the good type $(\square \square \square \square),$ 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

 $(\bigcirc \bigcirc).$

Specific Military



+4 military towards conquering only rebel military Worlds (O).

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 card tableau to place non-military world for free.

Cannot be used for Alien Production/WindfallWorlds(O O). Can use to place Alien Rosetta Stone World.

Pay for Military



S For $_{
m the}$ action, player may place a military world (O) like a non-military

world (O) by paying using cards from hand rather than checking military power.

Cannot be used for Alien Production/WindfallWorlds(O o) nor combined with other pay-for-military powers.

\$ TRADE

IV CONSUME

V PRODUCE