I EXPLORE

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

Keep Extra
+1 Keep 1 more card.

Draw & Keep Extra
+2 +1 Draw 2 more cards to select from; keep 1 more card.

II DEVELOP

Draw Before
1 Draw 1 cart at the <u>beginning</u> of this phase.
Player will still gain the benefit even if they do not place.

Reduce Cost
-1 Reduce development placement cost by 1/2 cards.
-2

Draw After
1 Draw 1 card after placing a development.
Player must place developement to draw.

III SETTLE

Reduce Cost
-2 -2 cost to place non-military world (◯).

Military
+1 Contribute towards conquering military world (◯). More military means easier time conquering.
-1

-1 is not optional.

Specific Military/Reduce Cost
-2 +2 Based on the good type
-1 +1 (▢ ▢ ▢ ▢), either reduce the cost to place non-military world or add Military for that world type.

Specific Reduce Cost
-1 -1 cost to place non-military rare elements production/windfall world (◉ ◉).

Specific Military
+4 +4 military towards conquering only <u>rebel</u> military Worlds (◯).

Temporary Military
X +3 Player <u>may discard</u> this card from their tableau for +3 military for <u>this Settle phase only</u>.

Draw After
1 Draw 1 card after placing a world.

Reduce Cost to 0
X =0 Player <u>may discard</u> 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
? ?-1 For the <u>Settle</u> 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

Any Good Draw Extra
$+1 Draw 1/2 more goods when selling any good.
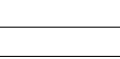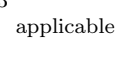$+2

Specific Good Draw Extra
$ +2 $ +3
$ +1 $ +2
$ +1 $ +2
When trading the indicated good (▢ ▢ ▢ ▢), draw 1/2/3 extra cards.

This World's Goods
$ +1
$ +3
When trading a good from this world (◉), Draw 1/3 more cards plus any other applicable <u>Trade</u> powers.

IV CONSUME

V PRODUCE