













Bonuses

Place 1 cube

on each of **your** cards in row & column

Remove 1 cube

from each **opponent** card in row & column

can't remove from bonus space



Add population

to row, 1 for **each** blue/green/purple card in row

to column, 1 for **each** blue/green/purple card in column

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Salvage

Draw cards totalling 12 or less

Hand limit 7

Repair

1. Connect module

Play 1
Discard 1 equal/higher

2. Place repair cubes

1  if discarded same colour
1  / over-payment

3. Use bonuses

4. Check votes

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