

Mine

Description: A Mine is a Structure where Resources are extracted from Nature

Function:Once per Turn can generate up to 6 Building Materials



for



Building Cost:2 Building Materials, 2 Energy generates 2 Pollution



Crisis City - Building Card

Coal Power Plant

Description: Generates Power by burning Coal

Function:Once per Turn can generate up to 3 Energy



for



Building Cost: 2 Building Materials, 2 Energy generates 2 Pollution



Crisis City - Building Card

Nuclear Power Plant

Description: Generates Power from nuclear fission

Function:Once per Turn can generate up to 4 Energy



for



Building Cost: 5 Building Materials, 5 Energy generates 2 Pollution



Crisis City - Building Card

Solar Power Plant

Description: Generates Power from the Sun

Function:Once per Turn can generate up to 1 Energy

Roll a D6 if the Result is greater than 2 gain one Energy



Building Cost:2 Building Materials, 2 Energy generates 2 Pollution



Crisis City - Building Card

Solar Power Plant

Description: Generates Power from the Sun

Function:Once per Turn can generate up to 1 Energy

Roll a D6 if the Result is greater than 2 gain one Energy



Building Cost:2 Building Materials, 2 Energy generates 2 Pollution



Crisis City - Building Card

Forest

Description: Place for Nature

Function:Once per Turn can remove up to 2 Pollution

Roll a D6 if the Result is greater than 4 remove 2 Pollution else 1



Diceroll greater than 4



Building Cost:2 Building Materials, 2 Energy ,2 Community Support



Crisis City - Building Card

Nature Preserve

Description: Place for Animals

Function:Once per Turn can generate 1 Wildlife

Roll a D6 if the Result is greater than 4 generate 1 Wildlife

Diceroll greater than 4



Building Cost:2 Building Materials, 2 Energy ,2 Community Support



Recreation Center

Description: PA place for citicenc to have Fun

Function:Can genrate 1 Community Support



Building Cost:2 Building Materials, 2 Energy ,2 Community Support

