**1 Divided Incident Card Effects**

**1.1 Basic Resource Tile Effects**

*Concept*

This effects a specific resource type and applies an increment to all of that type that you touch. These cards increment by one times x where x is how many times that type of incident card has been revealed.

*Effects*

Increment 1x resource value

Increment 1x movement value

**1.2 RNG Resource Tile Effects**

*Concept*

Roll two dice (one yellow one black) where yellow represents A, B, C, D and black represents the numbers 1 – 6 on the game board. This incident card will target that specific RNG resource tile.

*Effects*

Destroy all buildings touching this tile

Increment this tile and adjacent tiles by 1 resource value

Increment this tile and adjacent tiles by 1 movement value

**1.3 Row Resource Tile Effects**

*Concept*

This effect targets a specific resource (or all resources) in a row, A – D.

*Effects*

Increment all tiles of a specific resource in row x by 1 resource value

Increment all tiles of a specific resource in row x by 1 movement value

Increment all resource tiles in row x by 1 resource value

Increment all resource tiles in row x by 1 movement value

**1.4 Planetary Gain Effects**

*Concept*

This effect provides the player something but also causes a negative effect at the same time.

*Effects*

Gain 1-3 of a specific resource. Increment one resource tile of that type by 1 resource value

**1.5 Drop Effects**

*Concept*

Roll two dice (one yellow one black) where yellow represents A, B, C, D and black represents the numbers 1 – 6 on the game board. This incident card will target that specific RNG resource tile. Players can move to this tile to obtain the drop on their turn.

*Effects*

1-3 of two different resource types

1 Builder

**1.6 Spawn Effects**

*Concept*

Roll two dice (one yellow one black) where yellow represents A, B, C, D and black represents the numbers 1 – 6 on the game board. This incident card will target that specific RNG resource tile. Players would need to destroy the spawn wherever it is, elsewise it causes harm over time.

*Effects*

Each turn the monster increments this tile and adjacent by 1-2 resource value

Upon removal, the monster provides one of each adjacent resource and the tile it was on

*Monster Health*

5 – 10 health

2 – 5 to hit