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| **Meteor strike!**  A destructive fireball of rock hurtles toward the planet's surface. Roll two dice (black and yellow). The meteorite strikes that tile. (If your yellow roll is 5 or 6, it passes by with no noticeable damage to you.) It causes the following:  **WATER TILE** -- A massive flood splashes on all adjacent tiles, increasing their movement cost by one.  **JUNGLE TILE** – The jungle ground cracks destroying all touching buildings.  **METAL/MOUNTAIN** – The mountain crumbles and damages nearby resources, increasing their and its resource by one.  **GAS TILE** -- The meteorite unleashes a massive burst of natural gas. Half of all infantry units on that tile and any adjacent tile die of asphyxiation. | **Meteor strike!**  A destructive fireball of rock hurtles toward the planet's surface. Roll two dice (black and yellow). The meteorite strikes that tile. (If your yellow roll is 5 or 6, it passes by with no noticeable damage to you.) It causes the following:  **WATER TILE** -- A massive flood splashes on all adjacent tiles, increasing their movement cost by one.  **JUNGLE TILE** – The jungle ground cracks destroying all touching buildings.  **METAL/MOUNTAIN** – The mountain crumbles and damages nearby resources, increasing their and its resource by one.  **GAS TILE** -- The meteorite unleashes a massive burst of natural gas. Half of all infantry units on that tile and any adjacent tile die of asphyxiation. | **Cave Collapse!**  The caves you have been harvesting metal from starting to collapse. Add one resource to each mountain resource you are touching. | **Cave Collapse!**  The caves you have been harvesting metal from starting to collapse. Add one resource to each mountain resource you are touching. |
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| **Rusted Equipment!**  The equipment you use to harvest water has become rusted and inefficient. It is feeding water back into the resource causing large waves and tide issues. Add one resource to each water resource you are touching. | **Rusted Equipment!**  The equipment you use to harvest water has become rusted and inefficient. It is feeding water back into the resource causing large waves and tide issues. Add one resource to each water resource you are touching. | **Rusted Equipment!**  The equipment you use to harvest water has become rusted and inefficient. It is feeding water back into the resource causing large waves and tide issues. Add one resource to each water resource you are touching. | **Rusted Equipment!**  The equipment you use to harvest water has become rusted and inefficient. It is feeding water back into the resource causing large waves and tide issues. Add one resource to each water resource you are touching. |
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| **Gas Stress!**  The gas you have been harvesting has caused pressure differentials in the ground. Cracking has started and gas has been seeping ever so slightly into the air. Add one resource to each gas resource you are touching. | **Gas Stress!**  The gas you have been harvesting has caused pressure differentials in the ground. Cracking has started and gas has been seeping ever so slightly into the air. Add one resource to each gas resource you are touching. | **Gas Stress!**  The gas you have been harvesting has caused pressure differentials in the ground. Cracking has started and gas has been seeping ever so slightly into the air. Add one resource to each gas resource you are touching. | **Unknown Virus!**  You notice one of your infantry units chocking and coughing blood. Their eyes roll into the back of their head and they begin convulsing before you. As this occurs, you see the rest of your army having similar symptoms.  Each player rolls two 6-sided dice.  7+: The team find a temporary cure. Each player loses one infantry unit.  1-6: The virus runs its course. Each player loses five infantry units.  If you have a medic you can reroll once. |
| **Unknown Virus!**  You notice one of your infantry units chocking and coughing blood. Their eyes roll into the back of their head and they begin convulsing before you. As this occurs, you see the rest of your army having similar starting symptoms.  Each player rolls two 6-sided dice.  7+: The team find a temporary cure. Each player loses one infantry unit.  1-6: The virus runs its course. Each player loses five infantry units.  If you have a medic you can reroll once. | **Earthquake!**  The extracting of resources has caused inner shell damage to the planet’s structure. Roll two dice (black and yellow). The earthquake effects that tile. (If your yellow roll is 5 or 6, the damage of the earthquake isn’t severe enough)  All buildings touching the afflicted tile are destroyed. Add one resource and movement to this tile. | **Earthquake!**  The extracting of resources has caused inner shell damage to the planet’s structure. Roll two dice (black and yellow). The earthquake effects that tile. (If your yellow roll is 5 or 6, the damage of the earthquake isn’t severe enough)  All buildings touching the afflicted tile are destroyed. Add one resource and movement to this tile. | **Rock Slide!**  The drilling and harvesting in the mountains caused a rock slide to an adjacent resource tile.  Look at the mountain resource tiles you are touching. Determine which player is adjacent to any of those tiles who has the largest infantry army on a tile.  That player rolls two dice.  5+: The infantry was alert enough to dodge the rock slide  1-4: The infantry was hit by the rock slide. They lose half of their army on this tile.  Add one movement to this tile. |
| **Rock Slide!**  The drilling and harvesting in the mountains caused a rock slide to an adjacent resource tile.  Look at the mountain resource tiles you are touching. Determine which player is adjacent to any of those tiles who has the largest infantry army on a tile.  That player rolls two 6-sided dice.  5+: The infantry was alert enough to dodge the rock slide  1-4: The infantry was hit by the rock slide. They lose half of their army on this tile.  Add one movement to this tile. | **Rock Slide!**  The drilling and harvesting in the mountains caused a rock slide to an adjacent resource tile.  Look at the mountain resource tiles you are touching. Determine which player is adjacent to any of those tiles who has the largest infantry army on a tile.  That player rolls two 6-sided dice.  5+: The infantry was alert enough to dodge the rock slide  1-4: The infantry was hit by the rock slide. They lose half of their army on this tile.  Add one movement to this tile. | **Water Tornadoes!**  The water resources you have been harvesting start acting strange. An odd pressure imbalance in the air causes water tornadoes to appear.  Roll two 6-sided dice.  10-12: Each adjacent tile gets eradicated with water. Add one resource and movement (water tiles not affected)  5-9: The water gets sucked straight up into the night’s sky and disappears. It’s the strangest thing you’ve ever seen. Add one resource to each water resource.  1-4: Four of your infantry that are adjacent to a water resource tile drown. | **Water Tornadoes!**  The water resources you have been harvesting start acting strange. An odd pressure imbalance in the air causes water tornadoes to appear.  Roll two 6-sided dice.  10-12: Each adjacent tile gets eradicated with water. Add one resource and movement (water tiles not affected)  5-9: The water gets sucked straight up into the night’s sky and disappears. It’s the strangest thing you’ve ever seen. Add one resource to each water resource.  1-4: Four of your infantry that are adjacent to a water resource tile drown. |
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| **Wild Fire!**  Temperatures have caused the jungle resources to burn up.  The drought is moving across the planet slowly.  Add one resource to each jungle in the A row. If have already done this, do it to the B row, etc. etc. | **Drone Attack!**  You peer off into the skylines and see floating objects that are shining red. You are familiar with these. The deadly galactic mech army known as the Coris have deployed some drones.  Everyone roll a die.  3+ (1P), 6+ (2P), 9+ (3P), 12+ (4P):  -You defeat the drones! Each player only lost one infantry unit.  1-2 (1P), 1-5 (2P), 1-8 (3P), 1-11 (4P):  - The drones bested your army but retreat. Each player loses five infantry units. | **Drone Attack!**  You peer off into the skylines and see floating objects that are shining red. You are familiar with these. The deadly galactic mech army known as the Coris have deployed some drones.  Everyone roll a die.  3+ (1P), 6+ (2P), 9+ (3P), 12+ (4P):  -You defeat the drones! Each player only lost one infantry unit.  1-2 (1P), 1-5 (2P), 1-8 (3P), 1-11 (4P):  - The drones bested your army but retreat. Each player loses five infantry units. | **Drone Attack!**  You peer off into the skylines and see floating objects that are shining red. You are familiar with these. The deadly galactic mech army known as the Coris have deployed some drones.  Everyone roll a die.  3+ (1P), 6+ (2P), 9+ (3P), 12+ (4P):  -You defeat the drones! Each player only lost one infantry unit.  1-2 (1P), 1-5 (2P), 1-8 (3P), 1-11 (4P):  - The drones bested your army but retreat. Each player loses five infantry units. |
| **Home Reinforcements**  For each resource tile over 9 resource, add an infantry unit of your color to that tile. (does not apply to collapsed tiles)  The homeland didn’t bring enough fuel to take the drop ships back so they decided to wreck the ships upon arrival. Add one movement to each tile used this way. | **Home Reinforcements**  For each resource tile over 9 resource, add an infantry unit of your color to that tile. (does not apply to collapsed tiles)  The homeland didn’t bring enough fuel to take the drop ships back so they decided to wreck the ships upon arrival. Add one movement to each tile used this way. | **Morale Boost**  Something got into your workers harvesting resources today. Make another resource roll now.  Collect resources are you would normally from this roll.  Increase each tile you collect resources from by one resource. | **Morale Boost**  Something got into your workers harvesting resources today. Make another resource roll now.  Collect resources are you would normally from this roll.  Increase each tile you collect resources from by one resource. |
| **Gas Pocket**  A gas resource on the planet starts spraying gas like crazy. Choose a gas resource tile you are touching.  All players touching this tile get two gas resources.  Half of all infantry units on that tile die of asphyxiation.  Add one resource to this tile. | **Gas Pocket**  A gas resource on the planet starts spraying gas like crazy. Choose a gas resource tile you are touching.  All players touching this tile get two gas resources.  Half of all infantry units on that tile die of asphyxiation.  Add one resource to this tile. | **Gas Pocket**  A gas resource on the planet starts spraying gas like crazy. Choose a gas resource tile you are touching.  All players touching this tile get two gas resources.  Half of all infantry units on that tile die of asphyxiation.  Add one resource to this tile. | **Morale Boost**  Something got into your workers harvesting resources today. Make another resource roll now.  Collect resources are you would normally from this roll.  Increase each tile you collect resources from by one resource. |
| **Home Reinforcements**  For each resource tile over 9 resource, add an infantry unit of your color to that tile. (does not apply to collapsed tiles)  The homeland didn’t bring enough fuel to take the drop ships back so they decided to wreck the ships upon arrival. Add one movement to each tile used this way. | **Orders from the Homeland**  The homeland has requested that all other players provide you five infantry units (if you are playing one player, just add five units to your army regardless of food supply).  The exchange caused a tireless day of travel for your army to go from unit to unit.  Skip your next movement phase. | **Orders from the Homeland**  The homeland has requested that all other players provide you five infantry units (if you are playing one player, just add five units to your army regardless of food supply).  The exchange caused a tireless day of travel for your army to go from unit to unit.  Skip your next movement phase. | **Orders from the Homeland**  The homeland has requested that all other players provide you five infantry units (if you are playing one player, just add five units to your army regardless of food supply).  The exchange caused a tireless day of travel for your army to go from unit to unit.  Skip your next movement phase. |
| **Orders from the Homeland**  The homeland has requested that all other players provide you a medic if they have one (if you are playing one player, just add one medic to your army regardless of food supply). | **Orders from the Homeland**  The homeland has requested that all other players provide you a medic if they have one (if you are playing one player, just add one medic to your army regardless of food supply). | **Orders from the Homeland**  The homeland has sent in a food package to help create more army units.  On your next turn, ONLY every infantry you build creates one additional infantry.  After your next turn, discard this card whether you used it or not. | **Orders from the Homeland**  The homeland has sent in a food package to help create more army units.  On your next turn, ONLY every infantry you build creates one additional infantry.  After your next turn, discard this card whether you used it or not. |
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