

**CORPORATION**



## Hephaestus Works

**45**







Start the game with 45 M€. Increase your steel production by 3.

*"Hephaestus patented a super lightweight steel nanomesh that can be easily produced and used for various overland and celestial projects instead of much rarer and more expensive titanium."*

**EFFECT**

 = **2** :  /  /  \*

**Effect:** You can use your steel to pay for all cards with a Mercury tag or event cards with a space tag or ANY ACTION that results in placing a colony.

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## Ερμής HERMES

**40**




Start the game with 40M€. Immediately when you play this card put a colony on Mercury. Receive 2 Act cards.


*"Hermes has almost monopolised trade routes to Mercury and have connections in every business there."*

**EFFECT**

 : **1** 

**Effect:** When ANY PLAYER plays a Mercury Tag (including this) increase your M€ production by 1 and add an asset to an Act.

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## ATHENA SHIPYARDS

**40**




Start the game with 40 M€. Immediately when you play this card draw 2 RIVALRY Acts.

*"Some will always think of their own interests first. They make sure to come with the most 'lucrative' deals... and the most intimidating ships."*

**EFFECT**

 : 


**Effect:** When you play or take part in a Rivalry Act add an asset to it.

 : 

**Effect:** When you play a Science tag add an asset to an Act.




art: Glen Kovacs

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## VELES

**44**







Start the game with 44 M€. Increase your heat production by 2.

**EFFECT**


 : 

**Effect:** When you rise temperature add 1 animal to this card (for each step raised).

**5**  →  \*

**Action:** Pay 5 heat to add 1 animal to ANY card.

**Summary:** 1 victory point for every 2 animals on this card.

**1/2** 

art: NASA

