

Reference

Resource Costs



Notes

1. You cannot play Black Market cards the turn you draw them.
2. You may play one Black Market card per turn.
3. Drills must replace an existing mine that you control.
4. Alien Artifact: Trade for any two resources.
5. Tunnel Bore: Immediately build two tunnels.
6. Space Pirates: Name one resource. All players must give you all of that resource that they possess.
7. Other Cards: Worth 1 Infrastructure Point that resourece that they possess.
8. Longest Tunnel: Worth 2 Infrastructure Points, (minimum 5 segments, only count longest branch)
9. Biggest Army: Worth 2 Infrastructure Points (minimum 3 mercenaries)

Card Functions

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