

EXPLORATION LEAGUE

TERRAN



Gain 1 per in play matching the you Activated this Action.



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BOUNTY HUNTER

AGORIN



Gain 1 per in your hand.



FUTURIST

AGORIN



Gain 2 per where you share a with an .



LIGHTBRINGER

AGORIN



Gain 1 per you have in play.



SENATOR

AGORIN



Gain 2 or .





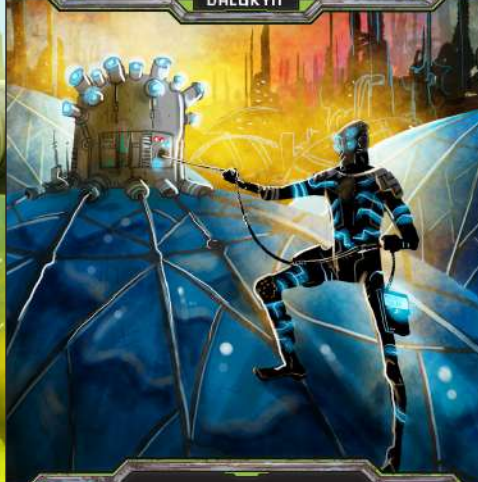
TRADER  
AGORIN



Pay 2 to gain 1.



INFILTRATOR  
DALGRYN



Gain 1 per you have in play.



HACKER  
DALGRYN



Gain 2.



INFO BROKER  
DALGRYN



Discard 1 to gain 4.



OPERATIVE  
DALGRYN



Flip 1 of your used or gain 1.



SHADOW MERCHANT  
DALGRYN



Pay 2 to gain 1.



ENGINEER  
FESHAR



Gain 1 per you have in play.



GENERAL  
FESHAR



Gain 2 or 5.



IRON HAND  
FESHAR



Pay 1 to build 1.





**ROUGHNECK**  
FESHAR



Gain 1 per  you have in play.



**TASKMASTER**  
FESHAR



Pay 8 to gain 8.



**POLITICAL HIVE**  
G'YETO



Pay 1 to gain 4.



**COMMERCE HIVE**  
G'YETO



Pay 2 to gain 8.



**SCIENCE HIVE**  
G'YETO



Gain 1 or activate a Habitat.



**MATRIX HIVE**  
G'YETO



Pay 1 to build 1 without paying its cost.



**OMNIBUS HIVE**  
G'YETO



Pay 3 to build 1 without paying its cost.



**DIGNITARY**  
OLO



Gain 1 and 2.



**INDUSTRIALIST**  
OLO



Pay 1 to build 1.





LIBRARIAN

0LO



MACHINIST

0LO



SCIENTIST

0LO



Gain 1 or draw and play a O.



Pay 3 to gain 2.



Pay 3 to gain 2.



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



Gain 1  per  you have in play.



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AGORIN



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SHADOW MERCHANT  
DALGRYN





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


Gain 2  or .



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FESHAR



Gain 1  per  you have in play.





POLITICAL HIVE  
G'YETO



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OLO



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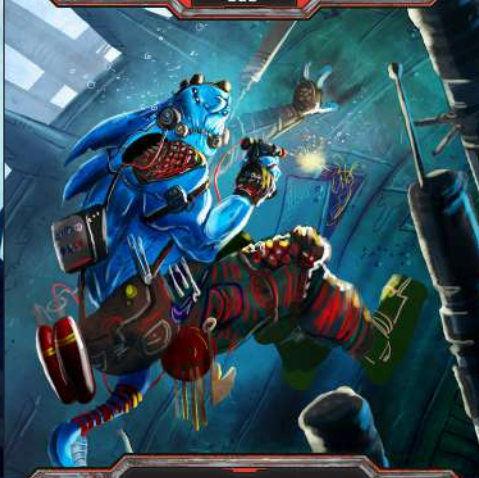




SCIENTIST  
0LO



MACHINIST  
0LO



LIBRARIAN  
0LO



Pay 3 to gain 2.



Pay 3 to gain 2.



Gain 1 or draw and play a 0.





**EXPANSIONISM**

3 PLAYERS

2 Have a structure on 6 or more .



**EXTRACTOR**

2 PLAYERS

2 Have 10 or more .



**FROZEN SYSTEM**

4 PLAYERS

2 Have 3 or more Frozen  in a single .



**COEXISTENCE**

3 PLAYERS

2 Share 5 or more .



**DESERT SYSTEM**

4 PLAYERS

2 Have 3 or more Desert  in a single .



**ECOLOGY**

2 PLAYERS

2 Have 1 or more  in every .



**ADAPTABLE**

2 PLAYERS

2 Adapt to build on all  types.



**AMBASSADOR**

2 PLAYERS

2 Have 3 unused .



**ARBOREAL SYSTEM**

4 PLAYERS

2 Have 3 or more Arboreal  in a single .





**GALACTIC CITIZEN**

2+ PLAYERS

2 Have 5 .



**GASEOUS SYSTEM**

4+ PLAYERS

2 Have 3 or more Gaseous  in a single .



**INDUSTRIALISM**


2+ PLAYERS

2 Have 1 or more  in every .



**MANIFEST DESTINY**

2+ PLAYERS

2 Have 1 or more  in every .



**OCEANIC SYSTEM**

4+ PLAYERS

2 Have 3 or more Oceanic  in a single .



**VOLCANIC SYSTEM**

4+ PLAYERS

2 Have 3 or more Volcanic  in a single .



**ARBOREAL**

4+ PLAYERS

3 Have a structure on 5 or more Arboreal .



**CONTRACTOR**

2+ PLAYERS

3 Have all of your structures in play.



**DESERT**

4+ PLAYERS

3 Have a structure on 5 or more Desert .





**EFFICIENCY**

2+ PLAYERS

3 Have 0.

**ENVIRONMENTALISM**

2+ PLAYERS

3 Have no more than 2 in play.

**FROZEN**

4+ PLAYERS

3 Have a structure on 5 or more Frozen.

**GASEOUS**

4+ PLAYERS

3 Have a structure on 5 or more Gaseous.

**INTREPID**

3+ PLAYERS

3 Have a on 4 or more types of.

**OCEANIC**

4+ PLAYERS

3 Have a structure on 5 or more Oceanic.

**STELLAR CARTOGRAPHY**

2+ PLAYERS

3 Have 2 or more that each contain 5.

**VOLCANIC**

4+ PLAYERS

3 Have a structure on 5 or more Volcanic.

**ISOLATIONIST**

2+ PLAYERS

4 Have in only 1.



**PERFECT BALANCE**

4

Have **Ω**, **⊙**, and **⊚** on **1 ⓪**.

2+ PLAYERS

**XENOPHOBIC**

4

Share no more than **2 ⓪**.

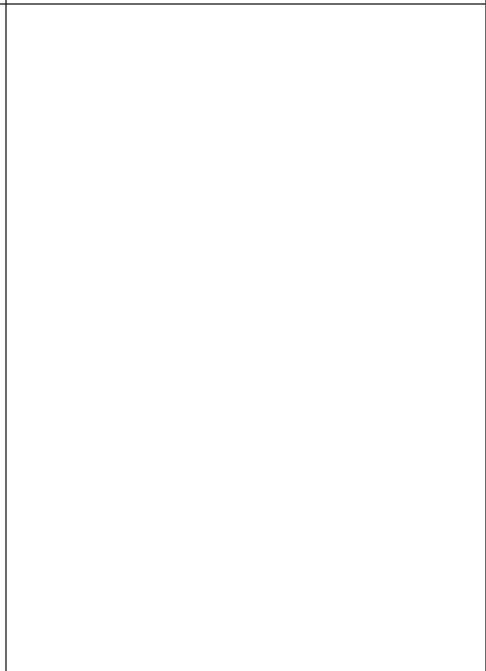
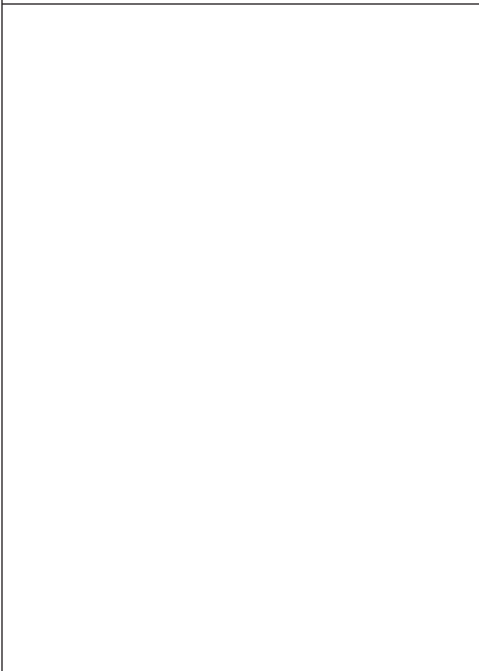
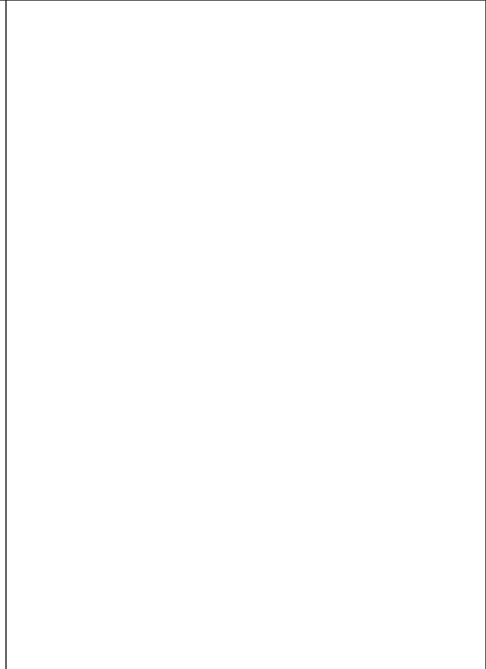
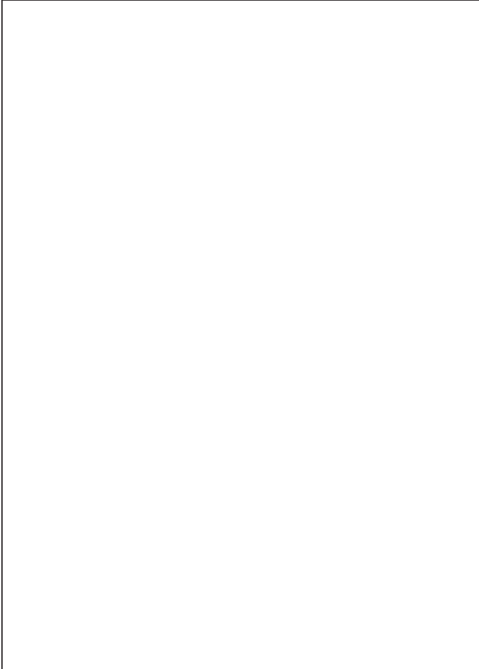
2+ PLAYERS

**POWER'S SHADOW**

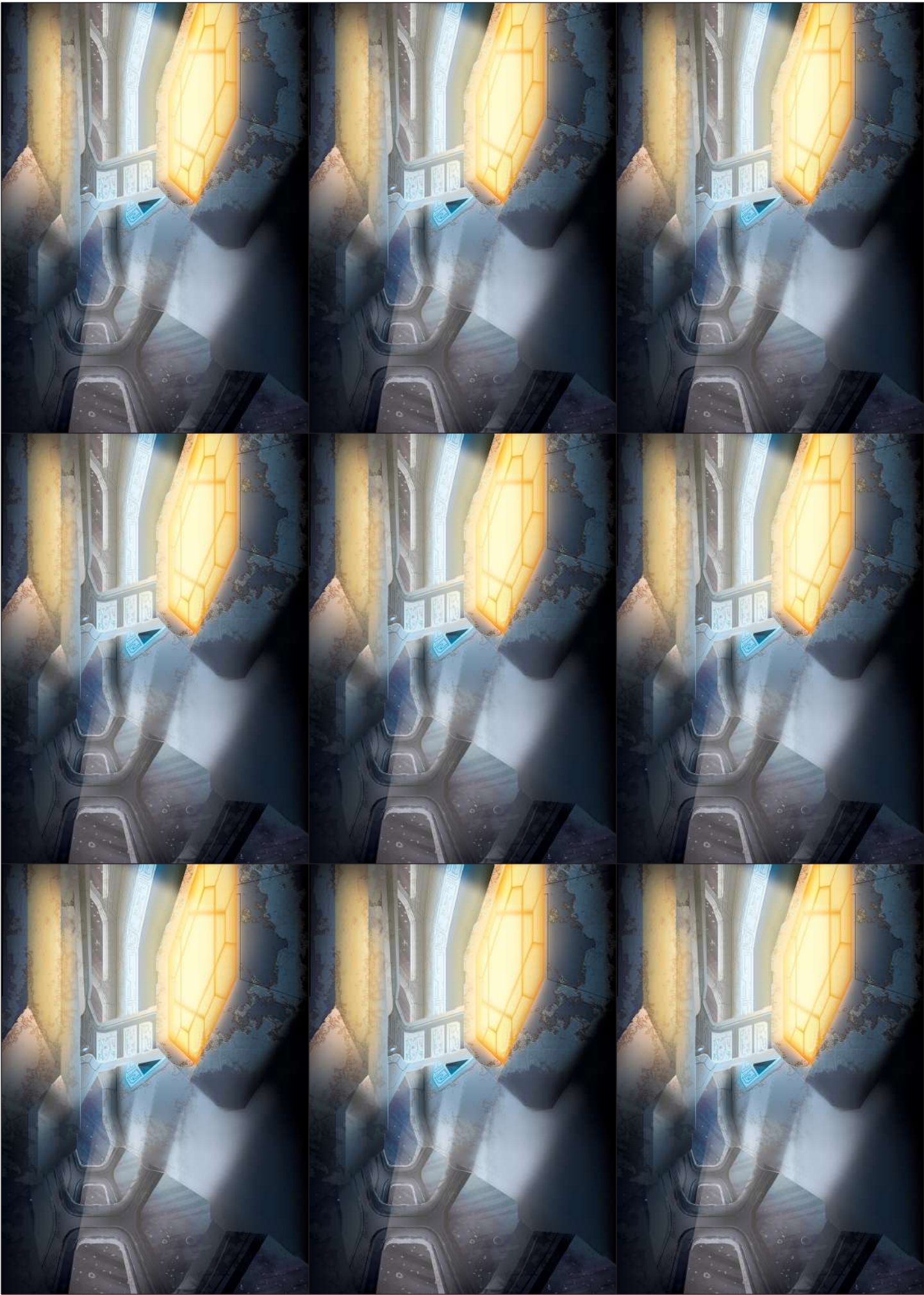
5

Gain clear or tied minority control in all **⓪**.

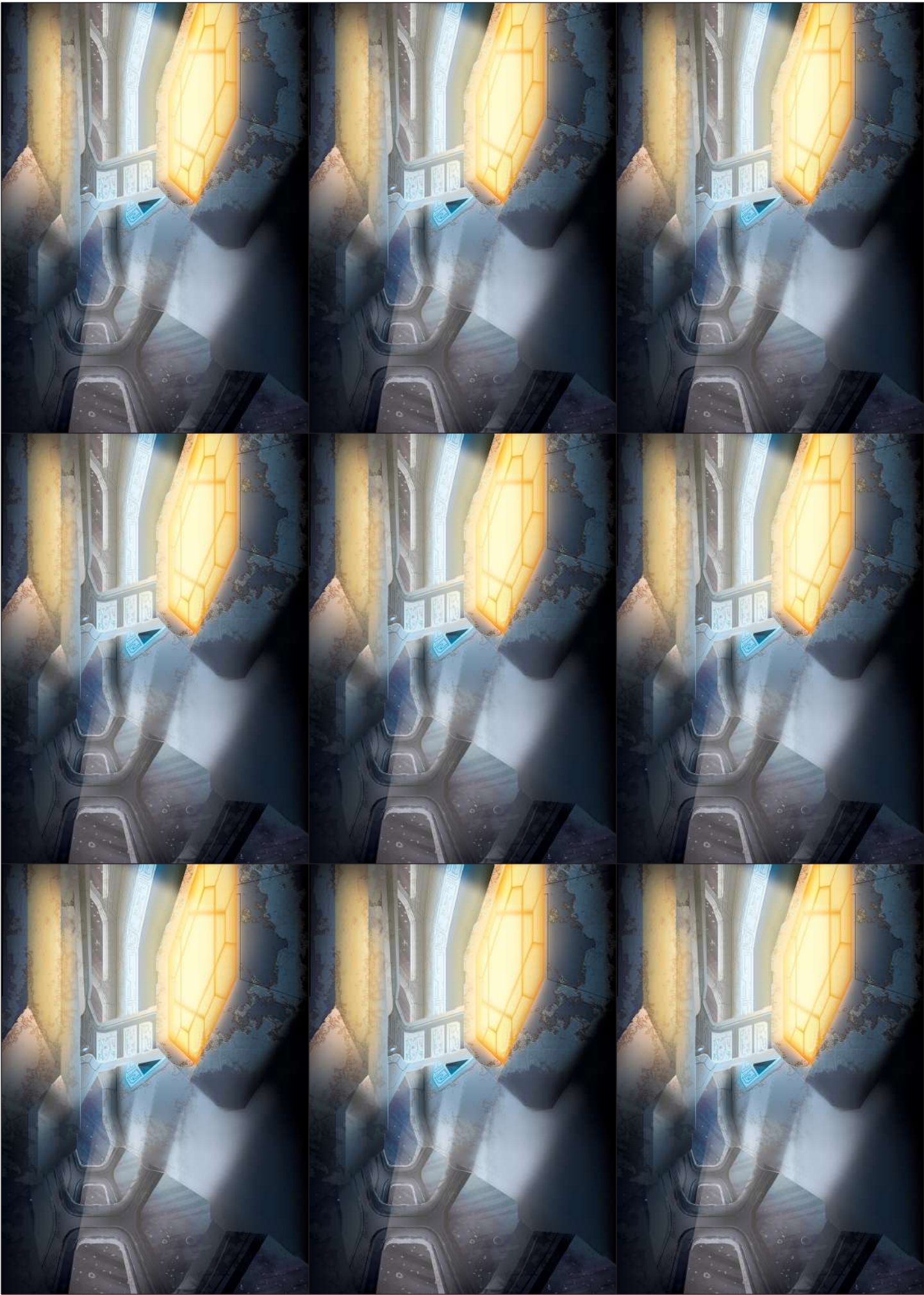
3+ PLAYERS



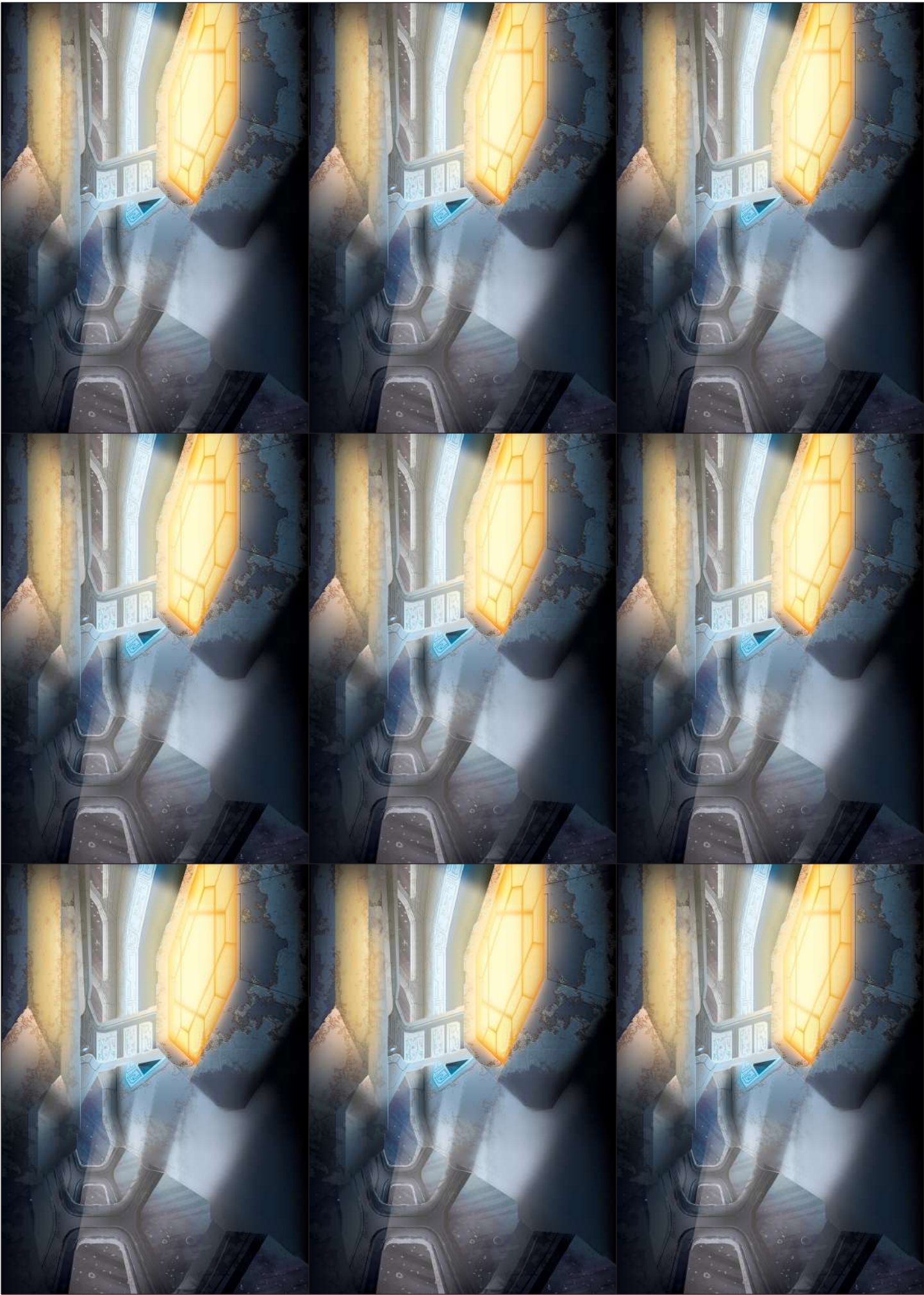




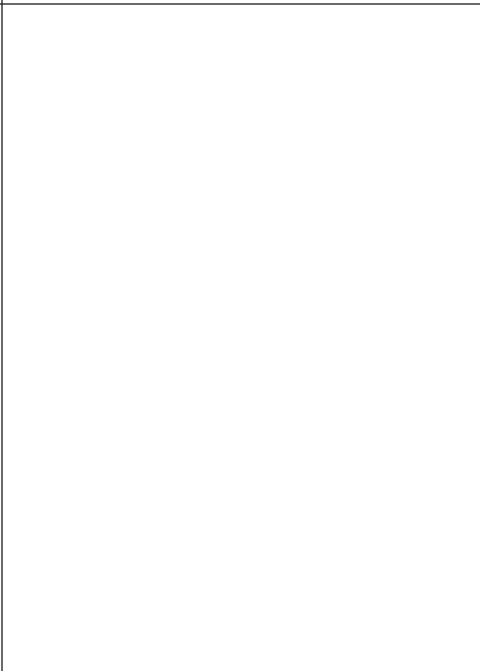
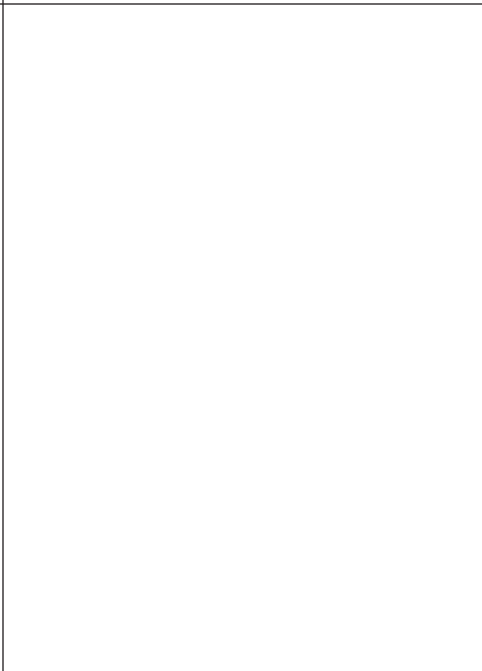
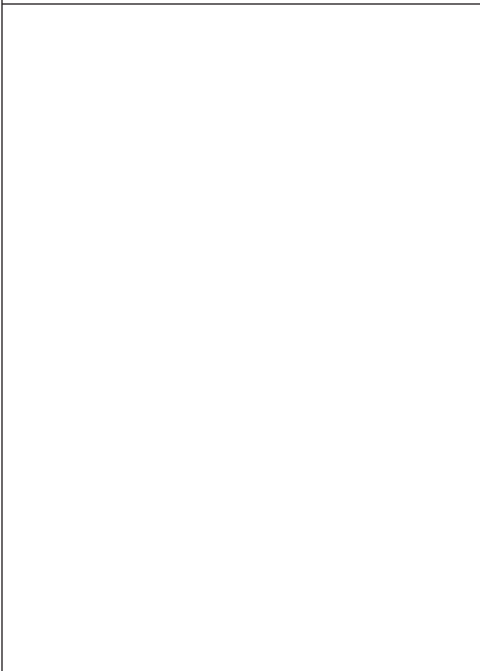
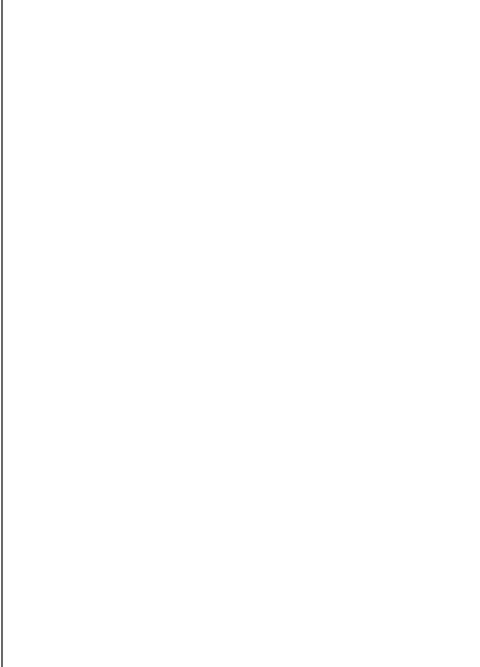
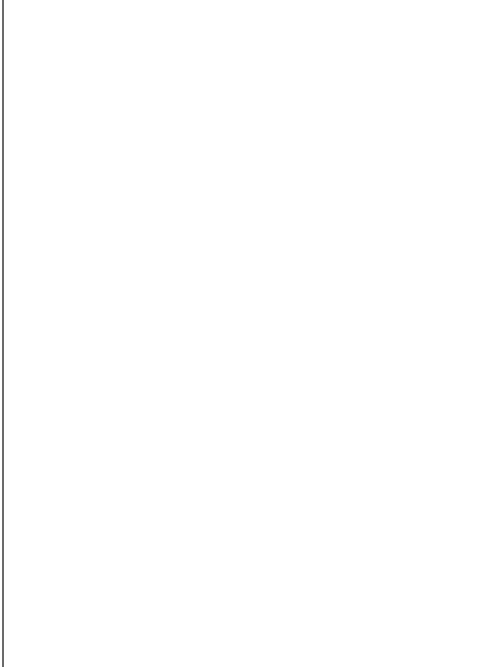
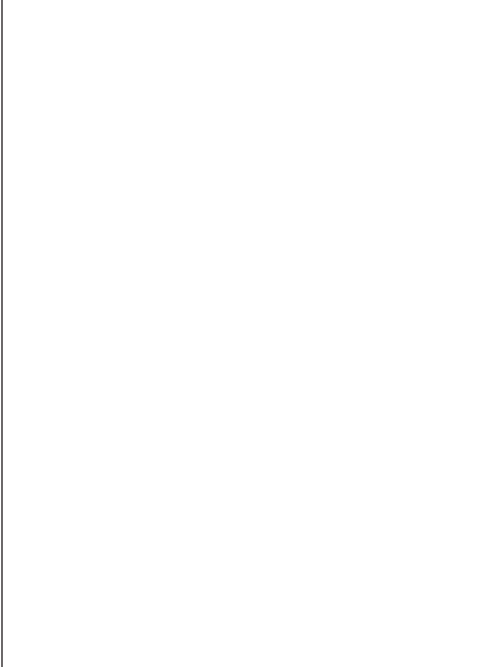








































## SCORING

- 1: Score  for Completed Missions.
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-  each for tied Majority.
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












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# Icons

- |                  |           |
|------------------|-----------|
| EITHER RESOURCE  | KNOWLEDGE |
| ENERGY           | ALLY      |
| METAL            | MISSION   |
| EITHER COLLECTOR | FLIP      |
| ENERGY COLLECTOR | DISCARD   |
| METAL COLLECTOR  | DESTROY   |
| COLONY           | ADAPT     |
| WORLD            | HARVEST   |
| SYSTEM           | BUILD     |
| OPPONENT         | EXPLORE   |
| HABITAT          | CONSPIRE  |

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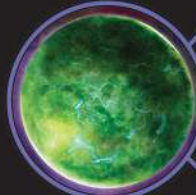
- |                  |           |
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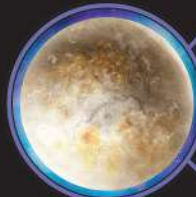
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### ARBOREAL

2 1 4 3



### DESERT

1 1 5 2



### FROZEN

1 1 4 3



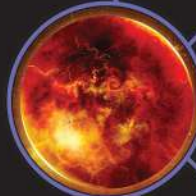
### GASEOUS

1 1 3 4



### OCEANIC

1 1 2 5



### VOLCANIC

1 2 3 4

## ACTIONS

Take any 2 actions, mix & match:



**HARVEST:** Gain for each you have built, and for each you have built.



**EXPLORE:** Draw & Play a . Gain .



**ADAPT:** Activate a Habitat and/or take an .



**BUILD:** Construct , , or .



**CONSPIRE:** Draw 2 , or + .

COLONIES

ORE COLLECTORS

1 2 3 4 5

ENERGY COLLECTORS

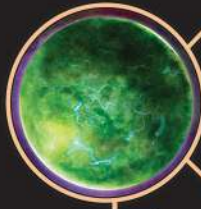
1 2 3 4 5



Place last on a to trigger end of game. Game ends immediately.

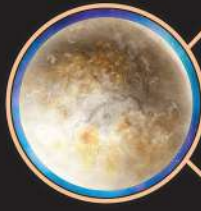






ARBOREAL

2 1 4 3



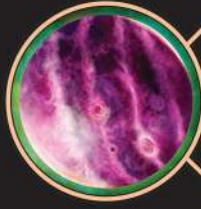
DESERT

1 1 5 2



FROZEN

1 1 4 3



GASEOUS

1 1 3 4



OCEANIC

1 1 2 5



VOLCANIC

1 2 3 4

# ACTIONS

Take any 2 actions, mix & match:



**HARVEST:** Gain 1 for each you have built, and 1 for each you have built.



**EXPLORE:** Draw & Play a O. Gain 1.



**ADAPT:** Activate a Habitat and/or take an.



**BUILD:** Construct I, II, or.



**CONSPIRE:** Draw 2, or, or.

COLONIES

ORE COLLECTORS

ENERGY COLLECTORS



Place last on a O to trigger end of game. Game ends immediately.

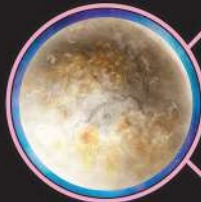






ARBOREAL

2 1 4 3



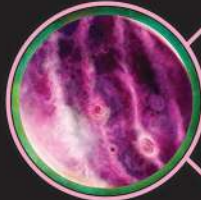
DESERT

1 1 5 2



FROZEN

1 1 4 3



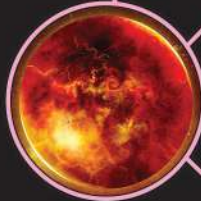
GASEOUS

1 1 3 4



OCEANIC

1 1 2 5



VOLCANIC

1 2 3 4

# ACTIONS

Take any 2 actions, mix & match:



**HARVEST:** Gain 1 for each you have built, and 1 for each you have built.



**EXPLORE:** Draw & Play a O. Gain 1.



**ADAPT:** Activate a Habitat and/or take an.



**BUILD:** Construct I, II, or.



**CONSPIRE:** Draw 2, or, or.

COLONIES

1 2 3 4 5

ORE COLLECTORS

1 2 3 4 5

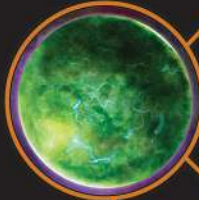
ENERGY COLLECTORS

1 2 3 4 5



Place last on a O to trigger end of game. Game ends immediately.





ARBOREAL

2 1 4 3



DESERT

1 1 5 2



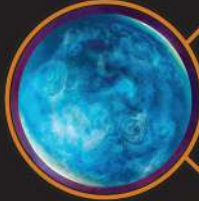
FROZEN

1 1 4 3



GASEOUS

1 1 3 4



OCEANIC

1 1 2 5



VOLCANIC

1 2 3 4

# ACTIONS

Take any 2 actions, mix & match:



**HARVEST:** Gain 1 for each you have built, and 1 for each you have built.



**EXPLORE:** Draw & Play a O. Gain 1.



**ADAPT:** Activate a Habitat and/or take an.



**BUILD:** Construct I, II, or.



**CONSPIRE:** Draw 2, or, or.

COLONIES

ORE COLLECTORS

ENERGY COLLECTORS



































































































































































































































































































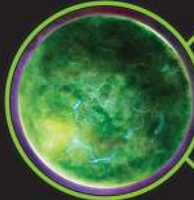












ARBOREAL

2 1 4 3



DESERT

1 1 5 2



FROZEN

1 1 4 3



GASEOUS

1 1 3 4



OCEANIC

1 1 2 5



VOLCANIC

1 2 3 4

# ACTIONS

Take any 2 actions, mix & match:



**HARVEST:** Gain 1 for each you have built, and 1 for each you have built.



**EXPLORE:** Draw & Play a O. Gain 1.



**ADAPT:** Activate a Habitat and/or take an.



**BUILD:** Construct I, II, or III.



**CONSPIRE:** Draw 2, or, or.

COLONIES

ORE COLLECTORS

ENERGY COLLECTORS



1 1 1 1 1 1 1 1 1 1



1 1 1 1 1 1 1 1 1 1



Place last on a O to trigger end of game. Game ends immediately.





