

Wild Animals

On any roll of '4':
Pay any one resource

4

Alien Outcasts: The Green Folk

Settlement: +1 of a type produced
City: -1 of a type produced

Alien Outcasts: The Merchants

Settlement: Res. produced: face-up
(part of hand but cannot be traded).
City: Res. produced: trade 2:1 once

Alien Artefacts

On any roll of '10':
Take one resource of a type
adjacent to the building

10

Alien Outcasts: The Scientists

Settlement: Upgrade to
city costs any 3 resources
City: Worth 1 VP

Alien Outcasts: The Diplomats

Settlement: Worth 0 VP
City: Worth 3 VP:s

Pirate Nest

On any roll of '4':
Turn building upside down
(= no production). Can be turned
upright during your turn
(cost: any one resource)

4

Volcano

On any roll of '12': Eruption. Pay 2 res.
On any roll of '10': Productive land:
Settlement: Take any one resource
City: Take any two res. of same type

12

10

A Little Gold

On any roll of '2':
Take any one resource

2

Indigenous People

You may, on your turn, place two res.
of one type face up. *On any roll of '5':*
If no face-up res.: Pay a random res.
If face-up res.: Discard them and take
any one resource.

5

**Development cards for use *only*
with *Module: Development***



The Green Folk

**Frontiers
Insulation**

You may remove any discovered frontier events from the board that you desire this turn. These events cannot be used again. New events are activated only when new settlements are built at the frontiers, according to the rules.

You may also take any one resource this turn.

or Alien Advice:

F **Production**



The Merchants

**Frontiers
Extended Reach**

You may discover all undiscovered frontier events this turn (placement: random). If you do so, you may select any buildings of your choice located one intersection away from the frontiers (not at an outpost). Each such building is affected by the nearest frontier event.

You may also take any one resource this turn.

or Alien Advice:

F **Trade**



The Scientists

**Frontiers
Special Connection**

You may select any one of your settlements and any one discovered frontier event this turn. The settlement is now affected by the event as if it were adjacent to it. If it is later upgraded to a city, the connection remains.

or Alien Advice:

F **Science**



The Diplomats

**Frontiers
Special Intelligence**

You may, one at a time, discover, all undiscovered frontier events this turn. After revealing each frontier card, you may place it on any available location of your choice.

or Alien Advice:

F **Diplomacy**