

EXPLORERS

IP

SOCIETY

MILESTONES

Anytime: Have 5 of one resource type.



Anytime: Have 4 each of two resource types.



Anytime: Have 3 each of three resources.



Count Resource icons in the Discovery Zone as if they were attached to your Homeworld.

1

2

3

4

5

FEDERATION LEVEL

PROBE ARMADA



Return up to two dice. Gain that many  3.

3



Return up to three dice. Gain that many  4.

5



Return up to four dice. Gain that many  6.

EXPLORERS

2P

SOCIETY

MILESTONES

Anytime: Have 6 of one resource type.



Anytime: Have 4 each of two resource types.



Anytime: Have 2 each of four resource types.



Count Resource icons in the Discovery Zone as if they were attached to your Homeworld.

1

2

3


4

5

FEDERATION LEVEL


PROBE ARMADA



Return up to two dice. Gain that many  3.

3



Return up to three dice. Gain that many  4.

5



Return up to four dice. Gain that many  6.

SCIENTISTS

IP

SOCIETY

MILESTONES

Anytime: Have 4
activated Techs.



Anytime: Have 5
activated Techs.



Active (Action Phase):
Return 7 ★.



You can use a  as a ★,
or two ★ as a .

1

2

3


4

5

FEDERATION LEVEL


MOBILE LABORATORIES



Spend  to launch a probe.

3



Spend  to launch a probe or study a location.

5



Spend  to launch a probe and/or study a location.

SCIENTISTS

2P

SOCIETY

MILESTONES

Anytime: Have 3
activated Techs.



Anytime: Have 4
activated Techs.



Active (Action Phase):
Return 6 ★.



You can use a  as a ★,
or two ★ as a .

1

2

3


4

5

FEDERATION LEVEL


MOBILE LABORATORIES



Spend  to launch a probe.

3



Spend  to launch a probe or study a location.

5



Spend  to launch a probe and/or study a location.

BOTANISTS

IP

SOCIETY

MILESTONES

Anytime: 7  in your pool or
5  with 0 in the supply.



Anytime: 7  in your pool or
5  with 0 in the supply.



Anytime: 7  in your pool or
5  with 0 in the supply.



Dice stored here are not removed
during Cleanup. Gain them to
your pool after you Gather Dice.

1

2

3

4

5

FEDERATION LEVEL

CUBIC FARMING



Store a die from your pool here, increased by 1.

2



Store up to two dice from your pool here,
increased by 1.

3



Store up to three dice from your pool here,
increased by 1.

BOTANISTS

2P

SOCIETY

MILESTONES

Anytime: 5  in your pool or
4  with 0 in the supply.



Anytime: 5  in your pool or
4  with 0 in the supply.



Anytime: 5  in your pool or
4  with 0 in the supply.



Dice stored here are not removed
during Cleanup. Gain them to
your pool after you Gather Dice.

1

2

3

4

5

FEDERATION LEVEL

CUBIC FARMING



Store a die from any pool here.

2



Store up to two dice from any pools here,
increased by 1.

3



Store up to three dice from any pools here,
increased by 1.

MATHEMATICIANS IP


SOCIETY

MILESTONES

End of Turn: Have exactly 15  at Locations. 

End of Turn: Have exactly 11  and exactly 11 . 

Active (Action Phase): Return dice totalling exactly 66. 

 Dice in your pool matching the value to the left can be used to fill a small box of any color or value.

1

2

3

4

5

FEDERATION LEVEL

PRECISE CALCULATIONS



Roll a die from the supply and place it in the space above. You may spend  to calibrate it.

3



Roll a die from the supply and place it in the space above. You may spend   to calibrate it.

5






Roll a die from the supply and place it in the space above. Set it to any value.

MATHEMATICIANS 2P

SOCIETY

MILESTONES

End of Turn: Have exactly 15  at Locations. 

End of Turn: Have exactly 11  and exactly 11 . 

Active (Action Phase): Return dice totalling exactly 44. 

 Dice in your pool matching the value to the left can be used to fill a small box of any color or value.

1

2

3

4

5

FEDERATION LEVEL

PRECISE CALCULATIONS



Roll a die from the supply and place it in the space above. You may spend  to calibrate it.

3



Roll a die from the supply and place it in the space above. You may spend   to calibrate it.

5




Roll a die from the supply and place it in the space above. Set it to any value.

GUARDIANS

IP

SOCIETY

MILESTONES

Active (Anytime): Exile Colonies with   .



Active (Anytime): Exile Colonies with   .



Active (Anytime): Exile Colonies with three different resources.



Your dice ignore Restriction and Unlock text on Location cards.

1

2

3

4

5

FEDERATION LEVEL

NANOCONSTRUCTORS



Set one of your dice to any value.

3



Set up to three of your dice to the same value.

5






Set any number of your dice to the same value.

GUARDIANS




2P

SOCIETY

MILESTONES

Active (Anytime): Exile Colonies
with two of   .



Active (Anytime): Exile Colonies
with   .



Active (Anytime): Exile Colonies
with   or  .



Your dice ignore Restriction
and Unlock text on Location cards.

1

2

3

4

5

FEDERATION LEVEL

NANOCONSTRUCTORS



Set one of your dice to any value.

3



Set up to three of your dice to the same value.

5



Set any number of your dice to the same value.