



CT 

3 Environmental control

The location you choose will count as terran until the end of your impulse.

[c01] Civilian deck



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The location you choose will count as terran until the end of your impulse.

[c02] Civilian deck



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3 Environmental control

The location you choose will count as terran until the end of your impulse.

[c03] Civilian deck



CT 

3 Applied research

You can add to your hand a Surprise card from the civilian or military discards of previous impulses.

[c04] Civilian deck



CT 

3 Recycling center

You can add to your hand an Opportunity card from the civilian or military discards of previous impulses.

[c05] Civilian deck



CT 

3 University

You can advance or delay the end of several civilian or military developments up to 3 turns (among all of them).

[c06] Civilian deck





CT 

3 Fundamental research

You can add to your hand a Development card from the civilian or military discards of previous impulses.

[c07] Civilian deck



CT 

3 Nano-bots

Increase your naval power by 2.

[c08] Civilian deck



CT 

3 Adventurers

It allows to immediately establish a commercial treaty ignoring the distance.

[c09] Civilian deck