

Asia

Support Limits: RE: 2 CV: 3 Base: 2

Alliance ($2B/6R)	Collaboration ($2B/6R)	Free Trade ($1B/6R)	Neutral (4R)	Embargo	War

Earth Production

Decade	Funds	Tech Points: Physics	Engineering	Biology
2030:	$25B	1	2	1
2060:	$28B	2	3	3
2090:	$32B	3	4	3
2120+:	$34B	4	5	4

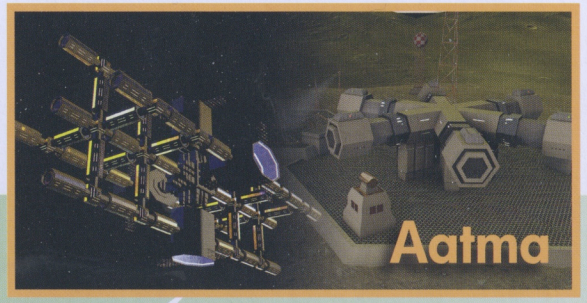
Ability

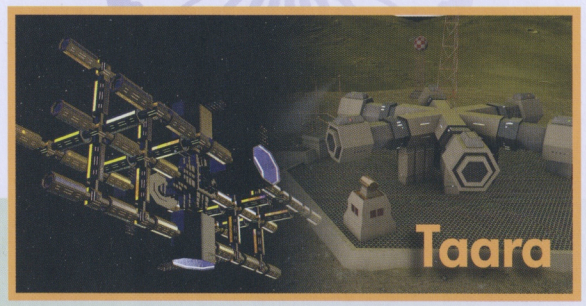
Strategic Resources: Increase Resource Production at Bases by 1

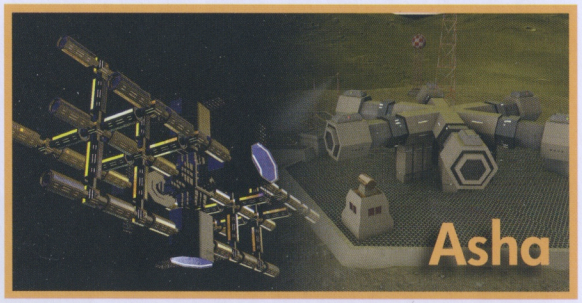


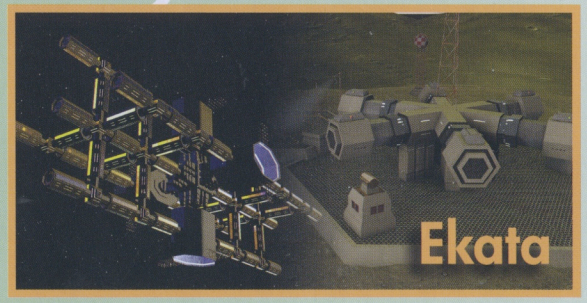
Base population

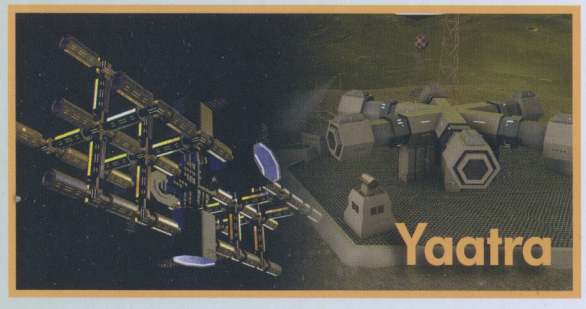
Settlements	Trade	Resources	Tech	Population (no game effect)
1-2	2	-	-	100
3-4	4	+1	+1	1,000
5-7	6	+1	+2	10,000
8-11	8	+2	+3	50,000
12-19	10	+2	+4	100,000
20-29	10	+3	+5	500,000
30-39	10	+4	+6	1 million
40-59	10	+5	+7	10 million
60+	10	+6	+8	100 million+

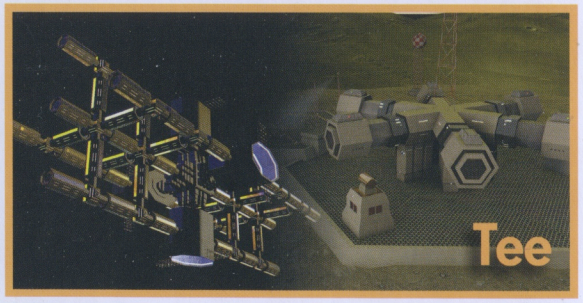














China

Support Limits: RE: 2 CV: 2 Base: 1

Alliance ($1B/6R)	Cooperation ($1B/4R)	Free Trade ($1B/4R)	Neutral (0R)	Embargo	War

Earth Production

Decade	Funds	Tech Points: Physics	Engineering	Biology
2030:	$29B	2	3	2
2060:	$32B	3	4	4
2090:	$36B	4	5	4
2120+:	$40B	5	7	6

Ability

Reverse Engineering: Tech Costs -4 per player that has already developed them (instead of -3)

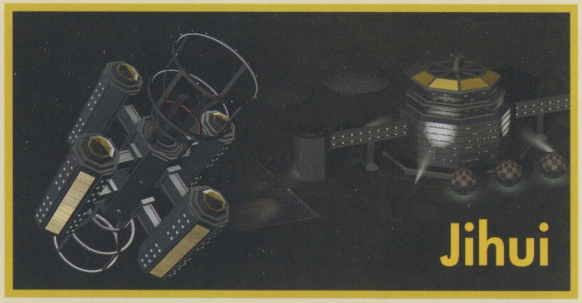


Base population

Settlements	Trade	Resources	Tech	Population (no game effect)
1-2	2	-	-	100
3-4	4	+1	+1	1,000
5-7	6	+1	+2	10,000
8-11	8	+2	+3	50,000
12-19	10	+2	+4	100,000
20-29	10	+3	+5	500,000
30-39	10	+4	+6	1 million
40-59	10	+5	+7	10 million
60+	10	+6	+8	100 million+















Europe

Support Limits: RE: 2 CV: 1 Base: 1

Alliance ($2B/6R)	Collaboration ($1B/6R)	Free Trade ($1B/4R)	Neutral (2R)	Embargo	War

Earth Production

Decade	Funds	Tech Points: Physics	Engineering	Biology
2030:	$28B	5	2	2
2060:	$30B	5	4	3
2090:	$34B	7	4	4
2120+:	$36B	8	5	5

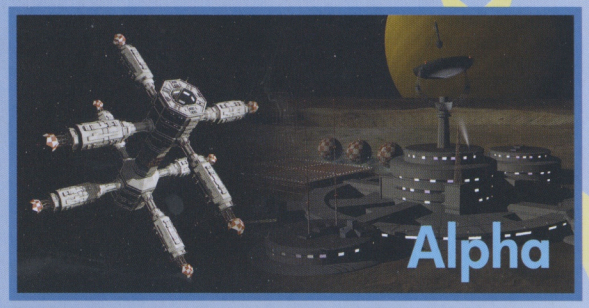
Ability

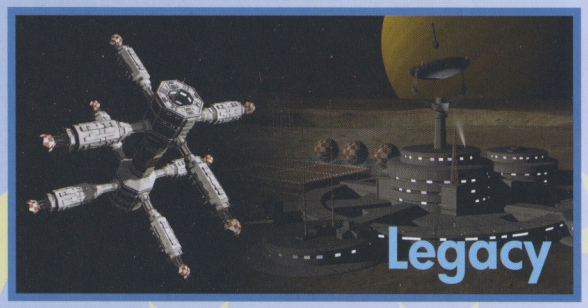
Astronomy: Roll an extra die for space telescope exploration and choose one to keep

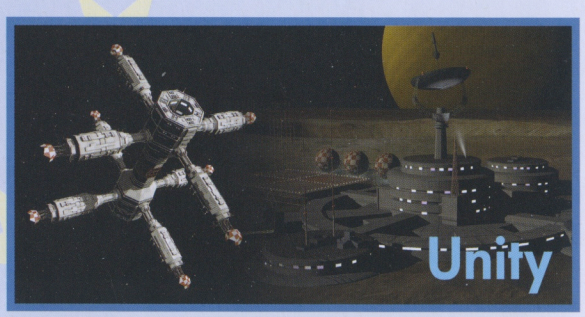


Base population

Settlements	Trade	Resources	Tech	Population (no game effect)
1-2	2	-	-	100
3-4	4	+1	+1	1,000
5-7	6	+1	+2	10,000
8-11	8	+2	+3	50,000
12-19	10	+2	+4	100,000
20-29	10	+3	+5	500,000
30-39	10	+4	+6	1 million
40-59	10	+5	+7	10 million
60+	10	+6	+8	100 million+

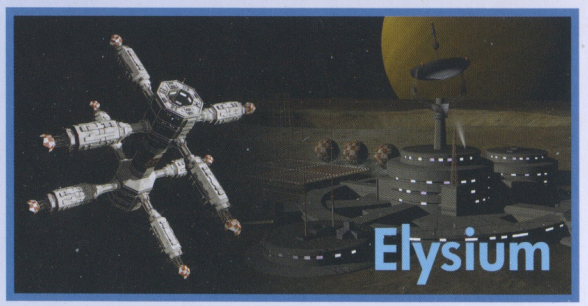












Japan

Support Limits: RE: 1 CV: 1 Base: 1

FOREIGN RELATIONS

STELLAR HORIZONS

Alliance ($2B/6R)	Collaboration ($1B/6R)	Free Trade ($1B/4R)	Neutral (4R)	Embargo	War

Earth Production

Decade	Funds	Tech Points		
		Physics	*Engineering*	*Biology*
2030:	$27B	3	4	2
2060:	$28B	4	5	2
2090:	$32B	5	6	4
2120+:	$35B	6	8	5

Ability

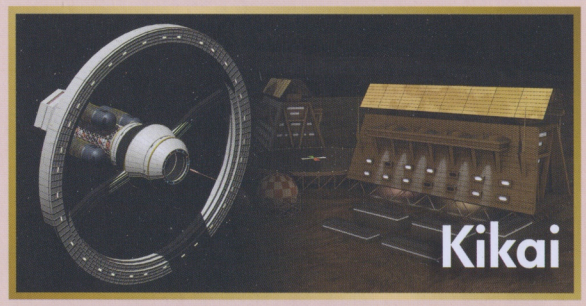
Robotic Excellence: Malfunction Rate -2%



Base population

Settlements	Trade	Resources	Tech	Population (no game effect)
1-2	2	-	-	100
3-4	4	+1	+1	1,000
5-7	6	+1	+2	10,000
8-11	8	+2	+3	50,000
12-19	10	+2	+4	100,000
20-29	10	+3	+5	500,000
30-39	10	+4	+6	1 million
40-59	10	+5	+7	10 million
60+	10	+6	+8	100 million+

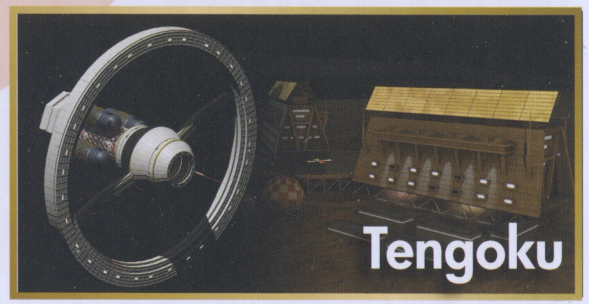












North America

Support Limits: RE: 3 CV: 1 Base: 1

FOREIGN RELATIONS

Alliance ($1B/6R)	Collaboration ($1B/4R)	Free Trade ($1B/4R)	Neutral (2R)	Embargo	War

Earth Production

Decade	Funds	Tech Points: Physics	Engineering	Biology
2030:	$30B	2	3	3
2060:	$33B	3	4	3
2090:	$37B	4	4	4
2120+:	$40B	5	6	6

Ability

Innovative: Subtract 2 from the cost of a Technology if you are the first to develop it



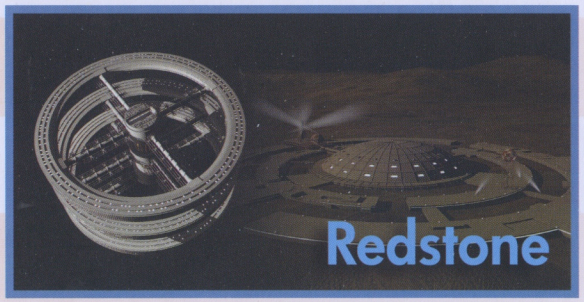
Base population

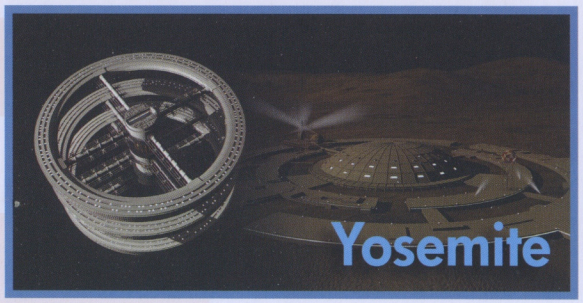
Settlements	Trade	Resources	Tech	Population (no game effect)
1-2	2	-	-	100
3-4	4	+1	+1	1,000
5-7	6	+1	+2	10,000
8-11	8	+2	+3	50,000
12-19	10	+2	+4	100,000
20-29	10	+3	+5	500,000
30-39	10	+4	+6	1 million
40-59	10	+5	+7	10 million
60+	10	+6	+8	100 million+















Russia

Support Limits: RE: 1 CV: 2 Base: 2

Alliance ($1B/6R)	Collaboration ($1B/4R)	Free Trade ($1B/4R)	Neutral (2R)	Embargo	War

Earth Production

Decade	Funds	Tech Points: Physics	Engineering	Biology
2030:	$28B	3	2	4
2060:	$31B	3	3	4
2090:	$34B	4	4	4
2120+:	$36B	5	5	6

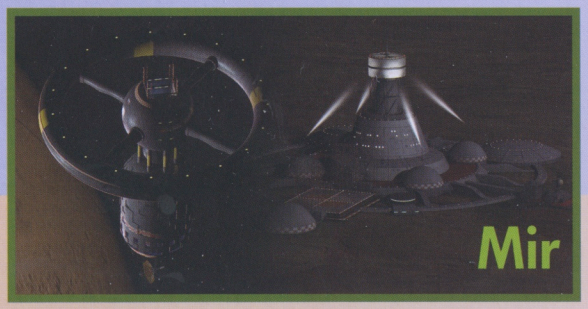
Ability

Robust Crews: Recall Rate -5%



Base population

Settlements	Trade	Resources	Tech	Population (no game effect)
1-2	2	-	-	100
3-4	4	+1	+1	1,000
5-7	6	+1	+2	10,000
8-11	8	+2	+3	50,000
12-19	10	+2	+4	100,000
20-29	10	+3	+5	500,000
30-39	10	+4	+6	1 million
40-59	10	+5	+7	10 million
60+	10	+6	+8	100 million+















S. America/Africa

Support Limits: RE: 2 CV: 2 Base: 2

FOREIGN RELATIONS

STELLAR HORIZONS

Alliance ($2B/6R)	Collaboration ($2B/4R)	Free Trade ($1B/6R)	Neutral (4R)	Embargo	War

Earth Production

Decade	Funds	Tech Points		
		Physics	*Engineering*	*Biology*
2030:	$26B	2	2	1
2060:	$29B	3	3	3
2090:	$33B	4	4	4
2120+:	$35B	6	5	5

Ability

Equatorial Launch Sites: Launch Vehicles can carry an extra resource when launching from Earth



Base population

Settlements	Trade	Resources	Tech	Population (no game effect)
1-2	2	-	-	100
3-4	4	+1	+1	1,000
5-7	6	+1	+2	10,000
8-11	8	+2	+3	50,000
12-19	10	+2	+4	100,000
20-29	10	+3	+5	500,000
30-39	10	+4	+6	1 million
40-59	10	+5	+7	10 million
60+	10	+6	+8	100 million+

