

Colony Effects

solo game

2-player

3-player

4-player



Whenever an opponent Colonizes, gain 1F.



Whenever an opponent or the competition Colonizes, gain 1F.



Whenever your opponent Colonizes, gain 2F.



Whenever you Colonize, including this one, gain 1F.



Whenever you Colonize, including this one, gain F equal to the number of colonies you control.



Gain 1F for every two competing colonies in play.



Gain 1F for each Breakthrough in play.



Gain 1F for every two Adaptations in play.



Gain 1F for every Adaptation and Breakthrough you own.



no special benefit



Whenever an opponent fulfills a contract, gain 1F.



Whenever an opponent or the competition fulfills a contract, gain 2F.



Gain F equal to the printed award for any one unfulfilled Starfarers contract.



At the end of the era, claim any one unfulfilled contract.



At the end of the era, gain 1F for every star system without a colony (*not Sol*).



Whenever your opponent Produces, gain 1F.



Gain 1F for each site at which you have a Secure base.

COLONY POINTS (each item eligible once only):

- ♦ ? CP equal to that listed on all discovery tiles in the region;
- ♦ 1 CP if you have a nearby colony;
- ♦ 1 CP if there is an **Industrial** base in the region;
- ♦ 1 CP if there are 2 or more bases in the region;
- ♦ 1 CP if you remove one of your teams in the region from play;
- ♦ 1 CP if you accumulate 8+ Build value (12+ in a multi-star system) via play of action cards from hand and/or Infra use;
- ♦ 1 CP if you spend 5F;
- ♦ 1 CP if you own the **Enviro Tolerance** Adaptation.