



























	ERA	BASE TYPE	BUILD REQUIREMENT	BENEFIT
		Attraction	the discovery tile has  or is <b>Alien Artifact</b> (  )	The discovery tile gains "P1."
	★		the discovery tile is <b>Alien Outpost/Ruins</b> (  ) or <b>Anomaly</b> (  )	The discovery tile gains "P2."
		Bio Lab	the discovery tile has 	When built, advance your genetics marker 1 space.
		Exploiter	the discovery tile has a P# ★ or a colony value	When built, gain T equal to the discovery tile's P# + its colony bonus. That P#/colony bonus is forfeit for the rest of the game.
		Industrial	the discovery tile has  or a P#	The active player may double their total build value when performing a <b>Build</b> action elsewhere in this region.
	★			Worth 1 Colony Point. (Max once per region.)
		Refinery	the discovery tile has a P#	The tile's P# gains +1.
		Research	none	When built, take one card from the offers; ★ or advance your revelation marker 1 space.
		Secure	none	When built, gain 1T for each base in this region (★ or nearby) belonging to an opponent. The benefit is forfeit if any player already has a Secure base in the region (★ or nearby). ★ When built, gain all immediate awards on Discovery tiles in this region if the <b>Phobos</b> Alien Discovery tile is present.
	★			
		Shield Factory	the discovery tile has 	The action during which a Shield Factory is built is automatically shielded from radiation. The active player may choose to have a <b>Move</b> action originating from this region be shielded from radiation. The active player may choose to have a <b>Build</b> action in this region be shielded from radiation.
	★			
		Spaceport	the site is a Lagrange Point	The active player may have each moving team that begins at a Spaceport gain <b>Move 2</b> . Allows Team Transport to or from this site.
			the site has no gravity penalty	The active player may double the value of any one Move card played or any one Move Infra card used if all moving teams begin at a Spaceport.
	★		the discovery tile is neither <b>Anomaly</b> nor <b>Dust</b>	Allows Team Transport to or from this site.

#### End of an Era (multi-player only)

The end of an era is triggered when:

- 6 of the 7 contracts for the era have been fulfilled—Each other player takes one more turn then the era ends.
- The draw pile is empty—

Players may pass (*must* pass if no action can be taken).


2-player: when one passes, the other takes one more turn.


3-4 players: when two players have passed, the remaining players each get one more turn.

#### End of an Era (solo game only)

The end of an era is triggered when:

- At the end of any turn, if 6 or more Contracts for that era have been fulfilled—The era immediately ends.
- Either draw pile has been emptied—You take one more turn (without an intervening competition turn) then the era ends.
- ★ The competition places its eighth colony—The era immediately ends.

 = applicable in *Mariners* era

 = applicable in *Planeteers* era

★ = applicable in *Starfarers* era