




Adaptation 

LOW BODY MASS
Your **Move** actions gain:


Move 5




Adaptation 


ENERGY EFFICIENT
Your **Build** actions gain:


Build 3





Adaptation 

ENVIRO TOLERANCE
Worth 1 Colony Point.




Adaptation 

HYBRIDS
Whenever you **Build** a base on a **Primary** tile, you may choose to place a second, different base there. The two bases' effects are cumulative.





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COOPERATIVE EMPATHY
Whenever you use an opponent's **Infra** or base, that player doesn't receive a reward.

Adaptation 

SENSORY FOCUS
Whenever you would draw an **e3** or **Primary** Discovery tile, draw two instead. Choose one of those tiles to implement then put the other back on top of its draw pile.

Adaptation 


SILENT PARTNERING
Whenever you take a **Produce** action, the opponent with the most profit loses 1F. (Your choice if tied.)





Adaptation 


STAR CHILDREN
Prerequisite: any two Breakthroughs
Immediately gain a new team. Place it on the star in any region without a team.



Adaptation 

RADIATION RESISTANT
Prerequisite: any other Adaptation
Your **Move** and **Build** actions are shielded from radiation.

Breakthrough 

QUANTUM MECHANICS
Your **Research** actions gain:

Research 1



Breakthrough 

ENTANGLED TRANSMITTER
Immediately transfer one of your teams at Sol or at a star system to any empty star system, placing it directly on the star.
(Prerequisite for Jump Drive)



Breakthrough 


JUMP DRIVE
Prerequisite: Entangled Transmitter
Your **Move** actions gain:

Move X4

Breakthrough 

ENERGY FIELDS
All your bases are considered **Secure** bases in addition to their other type
Protects against Phobes




Breakthrough 


PROBE NETWORK
Your **Explore** actions gain:

Explore X2





Breakthrough 


MATTER SHIFTING
Immediately advance your genetics marker and your revelation marker 2 spaces each.


Breakthrough 


INFRA TRANSFER
At the end of your actions, you may automatically **Upgrade** one eligible card you played from your hand.

 Whenever an opponent Colonizes, gain 1F.


 Whenever an opponent fulfills a contract, gain 1F.


 Gain 1F for each Breakthrough in play.


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


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


 Gain 1F for every two Adaptations in play.

 Whenever your opponent Colonizes, gain 2F.


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


 Gain 1F for every Adaptation and Breakthrough you own.


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


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


 Whenever your opponent Produces, gain 1F.

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

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

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

 Gain 1F for every two competing colonies in play.

 no special benefit

SPACECORP

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SIDEBOARD

Colonize action—

Requires no card play. Eligible at a (non-Sol) star system where you have a base.

Choose a colony at left with a value (♦) equal to or less than your total **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 card.

Colony Benefits—

- » You are eligible to conduct a Move action to an adjacent Orion Spur region.
- » Provides you with 1 CP when Colonizing a nearby region.
- » Provide end-of-game profit according to the table on the right.

End of Game Awards

0 colonies	-1F
1 colony	1F
2 colonies	4F
3 colonies	8F
4+ colonies	13F