

ALIEN TERROR

Play as a Secret Action.

Propose a **special action** involving an Alien Terror attack to Control, who will adjudicate resource cost, chance of success, and outcomes.

Tip: you might want to discuss your idea with Control before playing this card.

AUXILIARIES

Play as an Action. Build one Battleship per Starbase you control.

♥ remove Loyalty markers equal to card value.

♦♣♠ Increase *Alien Resentment* by card value.
Joker – trigger *Alien Uprising* crisis!

TOKEN ALIEN

Play at any time.

Immediately recruit one Pawn.

ASSIMILATION

Play as an action. Draw a card. If value is > ☸ tokens spent place one Starbase on an alien symbol, otherwise place two Starbases.

♥ remove Loyalty markers equal to card value.

♦♣♠ Increase *Alien Resentment* by card value.
Joker – trigger *Alien Uprising* crisis!

IMPERIAL ATROCITY

Play immediately after an alien uprising has occurred. Draw a card and eliminate alien Battleships equal to card value.

ALIEN WAYS

Play at any time.

Play to replace a card you have drawn with another card.

♥ remove Loyalty markers equal to card value.

♦♣♠ Reduce *Alien Resentment* by card value.
Joker – Reduce *Alien Resentment* by half (round up).

EXPLOITATION

Play at any time. Draw a card, gain ☸ tokens equal to its value, and immediately allocate these tokens to your actions.

♥ remove Loyalty markers equal to card value.

♦♣♠ Increase *Alien Resentment* by card value.
Joker – trigger *Alien Uprising* crisis!

CORRUPTION

Play at any time. Draw a card, increase one of your trade tracks by card value.

♥ remove Loyalty markers equal to card value.

♦♣♠ Increase *Alien Resentment* by card value.
Joker – trigger *Alien Uprising* crisis!

CULTURAL EXCHANGE

Play as an action.

For each ☸ token spent, reduce *Alien Resentment* by one.

BUG HUNT

Play as an action. Place a Patrol marker in a sector with an alien symbol. Draw a card and gain Glory equal to its value.

♥ remove Loyalty markers equal to card value.

♦♣♠ Increase *Alien Resentment* by card value.
Joker – trigger *Alien Uprising* crisis!