





BATTLE FORK

When built: At the beginning of Combat, owner may pay   to gain the top card of the Event Deck, face down. Owner may do this **up to 3 times per Combat**.



COST:  3X  1X 

FLAMBÉ THROWER

When built: At the beginning of Combat, owner may pay   to gain the top card of the Event Deck, face down. Owner may do this **up to 3 times per Combat**.

COST:  1X  3X 

A SALT RIFLE

When built: At the beginning of Combat, owner may pay   to gain the top card of the Event Deck, face down. Owner may do this **up to 3 times per Combat**.

COST:  2X  2X 

SALT RING

When taken, place onto a non-destroyed Region. The first time the Snail moves into this Region, **instead** discard this, gain a Vote Token and draw another Event card.



COST: Place 1 of your Worker tokens on this card (Return it when this card is discarded)

MALACOLOGIST

Look at the top 3 cards of the Event deck and return them to the top of the Event deck in any order.

PLAY IMMEDIATELY AND DISCARD

SALVAGE

Return all Worker tokens on a Mine or Solar Farm Worker row where you have at least 1 Worker token to gain X  or  (in any combination). X is the number of Worker tokens returned this way.

PLAY IMMEDIATELY AND DISCARD

DEFENDERS

When taken, place onto a non-destroyed Region. When the Snail moves into this Region, do not destroy the Region; **instead**, discard this, gain a Vote Token and return all Worker tokens in the Region to their owners.



COST: Place 1 of your Worker tokens on this card (Return it when this card is discarded)

ROBOTIC LABOR

Gain 2 additional Worker tokens from the supply.

PLAY IMMEDIATELY AND DISCARD

SALVAGE

Return all Worker tokens on a Mine or Solar Farm Worker row where you have at least 1 Worker token to gain X  or  (in any combination). X is the number of Worker tokens returned this way.

PLAY IMMEDIATELY AND DISCARD