

**TAR PIT. SPEND 3 AP TO
ESCAPE.**



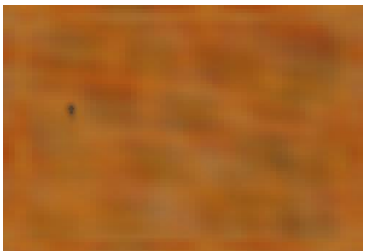
**MINERAL RICH FIELD.
DRAW 3 MINERAL
CARDS, 2 ENEMY
CARDS, AND 1 RANDOM
EVENT CARD.**



**ICE. MOVE TO THE NEXT
TILE FREE.**



**LARGE PIT. 2 ACTIONS
TO ESCAPE.**



**TINY ROVER. DRAW 1
MINERAL CARD, AND 2
RANDOM EVENT CARDS.**



**RUINS. DRAW 3 ENEMY
CARDS AND 2 RANDOM
EVENT CARDS.**



**BASE. STARTING POINT
FOR ALL PLAYERS.**



**JUNGLE. DRAW 3
ENEMY CARDS, AND 2
RANDOM EVENT CARDS.**