

Humans:



Soldier x 7

Can be placed on tiles to prevent all disasters. Move it to discard pile once a disaster is prevented



Miner x 7

Can be placed on Mountain tiles. Gain 1 Gold per Human placed on tiles when Beta Mine Supervisor special ability is used. If you place it with a Mine you can you gain 4 resources



Medic (blue) x 7

Can be placed on any tile to gain +1 resouces from that tile



Forester (green) x 7

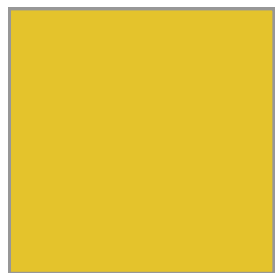
Can be placed on Forest tiles. Gain 1 Wood per Human placed on tiles when Delta Botanist special ability is used. If you place it with Sawmill you can you gain 4 resources



Farmer (yellow) x 7

Can be placed on Grassland or Water tiles. Gain 1 Food per Human placed on tiles when Omega Agrologist special ability is used. If you place it with Farm you can you gain 4 resources

Resources:



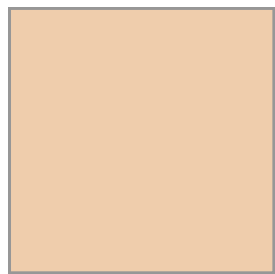
Gold x 20

A resource used for winning the game and building.



Wood x 20

A resource used for winning the game and building.



Food x 20

A resource used for winning the game and building.