

**Disasters: Roll the dice, it affects all spaces with the corresponding number, except tiles with Barracks. If there is a Soldier on a Tile, it goes to discard pile and everything else is unaffected.**

---



Fire x 2

If there is not a Soldier or Barracks on a Tile, everything on it goes to discard pile



Flood x 3

Affects tiles only near water

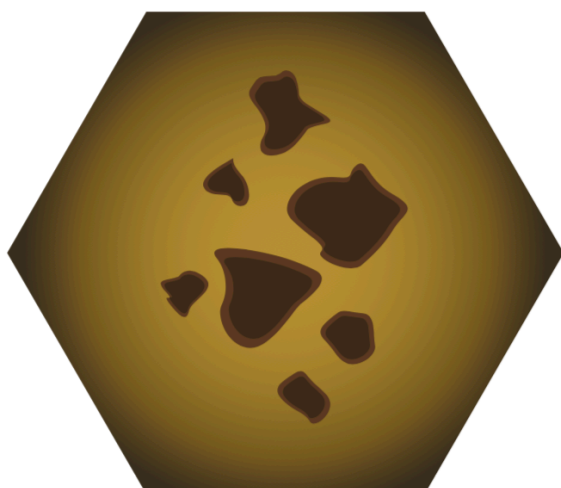
All Human resources go to discard pile from affected tiles



Alien attack x 10

Roll the dice and place Alien tokens on corresponding Tiles

They eat the Human resources on the Tile, and you can't place a new human resource or gain any resources until the alien token is removed



Landslide x 3

Affects tiles only near Mountains

Buildings are removed from affected Tiles

If there is a Soldier on Tile it goes to discard pile, everything else is unaffected