

# Phase Cards:



## Alpha Army Commander

**Building:** Barracks ( 1 Food, 2 Wood), Road (1 Gold)

**Human resource:** Soldier

**Special:** Remove Aliens from Tiles  
**Cost:** 1 Soldier per Alien (Human resource)



## Beta Mine Supervisor

**Building:** Mine ( 1 Food, 2 Wood), Road (1 Gold)

**Human resource:** Miner

**Special:** Get 1 Gold for each Miner placed on Mountain Tile.  
If a Miner placed with Mine get 4 Wood.  
If a Laboratory is adjacent or Medic is on same Tile get +1 Resource.  
**Cost:** 1 Food and 1 Wood



## Gamma Scientist

**Building:** Laboratory (1 Food, 1 Wood, 1 Gold)

**Human resource:** Medic

**Special:** Revive Human Resources from discard pile,  
**Cost:** 1 Food, 1 Gold per Human



## Delta Botanist

**Building:** Sawmill (2 Gold, 1 Food)

**Human resource:** Forester

**Special:** Get 1 Wood for each Forester placed on Forest Tile.  
If a Forester is placed with Sawmill get 4 Wood.  
If a Laboratory is adjacent or Medic is on same Tile get +1 Resource.  
**Cost:** 1 Food and 1 Gold



## Omega Agrologist

**Building:** Farm (2 Wood, 1 Gold)

**Human resource:** Farmer

**Special:** Get 1 Food for each Farmer placed on Grassland Tile.  
If a Farmer is placed on a Tile with Farm get 2 Wood.  
If a Laboratory is adjacent or Medic is on same Tile get 2x Resource.  
**Cost:** 1 Wood and 1 Gold