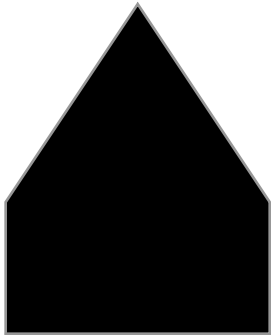
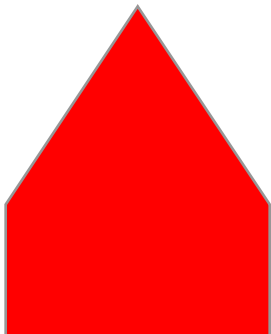


Buildings:



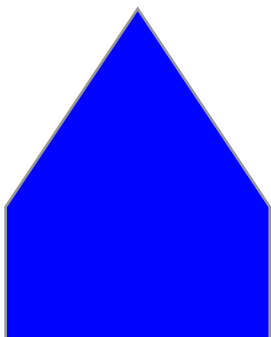
Barracks x 4

Protect the tile against all Disasters
Cost: 1 Gold 1 Wood 1 Food



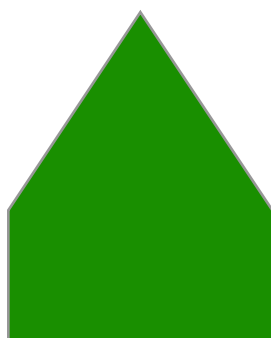
Mine x 4

Place it on a Mountain to gain 2 Gold
Cost: 2 Wood 1 Food



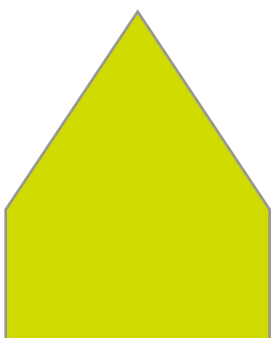
Laboratory x 4

Place it on a mountain and gain +1 resource from adjacent tiles
Cost: 1 Wood 1 Food 1 Gold



Sawmill x 4

Place it on a Forest to gain 2 Wood
Cost: 2 Gold 1 Food



Farm x 4

Place it on a Grassland to gain 2 Food
Cost: 2 Wood 1 Gold

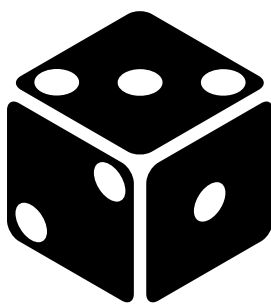
Aliens:



Rat-worm Alien Creature x 30

Place it on tiles once Alien attack disaster strikes. They eat Human resources and prevent on placing new Human resources. Get rit of them, by building Barracks, placing Soldiers or using Alpha Army Commander special ability. If it lands on Hero token, it is retuned to Home base and Alien is discarded.

Dice:



6 sided dice

If you draw a disaster card, roll the dice to see what tiles it affects