

OMENS OF WAR

All players learn Weapons technology (one type, their choice) for free. Those who already have Weapons gain [money: 20].

HIGH TRADER

A TIME OF SHADOWS

Next turn, any mission which is secret has its total time cost reduced by twelve.

HIGH TRADER

ROSS ICE SHELF BREAKUP

Government factions lose 25% of their money income this turn.



HIGH TRADER

GULF STREAM SALINITY STALL

If the Doomsday Clock card which triggers Abrupt Climate Change is in the discard pile, reshuffle it into the deck.



HIGH TRADER

MARKET CRASH

All players lose 50% of their current funds (round up) to the bank. Commercial factions with positive money income lose 25% of it this turn.

HIGH TRADER

COLONIAL REBELLION

Each colony rolls 2d6 per size, and adds the VPs of its owner. High roll (minimum 20) secedes from owner, along with everything at its site.

HIGH TRADER

COMPUTER MEGAVIRUS

All missions suffer a 2d6 month launch delay this turn. If you play a Software Glitch on someone this turn and confess, it returns to your hand afterward.

HIGH TRADER

GLOBAL FOOD CRISIS

Every player's income is reduced by 25% (round up) this turn. Zero and negative incomes are unaffected.

HIGH TRADER

WHITE-COLLAR REVOLUTION

All Western or Commercial factions take Incomes (time and money both) as if this turn were two years shorter.

WRATHFUL MONSOON

All Eastern factions take Incomes (time and money both) as if this turn were two years shorter.

DISQUIET

Each player with holdings at a Hazardous site deals all players but themselves one Harbinger card.

MURPHY'S LAW

In addition to the other cards played, each mission adds one card sight unseen from the Harbinger deck to what they must face this turn.

HIGH TRADER



HIGH TRADER

HIGH TRADER

HIGH TRADER

CATASTROPHE

All players roll 1d6. The lowest roller(s) each add three random Harbinger cards (sight unseen) to the pile they face this turn.


SOLAR STORM

If the Solar Flare disaster is in discard or someone's hand, it is played on all missions this turn with +2 to the roll. If from hand, player gets it back.

RELIGIOUS SURGE

For every player with less VPs than you, you take Incomes as though this turn length were shorter by one year.

DOOMSDAY CLOCK

Subtract 1 if it is sunny outside. Add +1 per  event in the discard pile. Triggers Abrupt Climate Change.

HIGH TRADER

HIGH TRADER

HIGH TRADER

HIGH TRADER

DOOMSDAY CLOCK

Subtract 2 if the country where you sit is not at war. Add +3 for Omens of War. Subtract 2 for Omens of Hope. Triggers Armageddon.

HIGH TRADER

DOOMSDAY CLOCK

Subtract 1 if everyone at the table is basically healthy. Add +2 for GMO Algae. Triggers Pandemic.

HIGH TRADER

DOOMSDAY CLOCK

Subtract 1 if any player owns a telescope. Add +1 each for Murphy's Law or In Interesting Times. Triggers The Eve of the Hammer.

HIGH TRADER

DOOMSDAY CLOCK

Subtract 1 if any player earns less than \$30K/yr. Add +1 per [research: 10] of the Most Advanced Tech record. Triggers The Postscarcity Age.

HIGH TRADER

DOOMSDAY CLOCK

Subtract 1 if any player does not own a cell phone. Add +3 for Technophilic Generation. Triggers A Telepresent World.

HIGH TRADER

DOOMSDAY CLOCK

Subtract 1 if it is neither Sunday nor Friday. Add +3 if First Fatality is in play, -1 if First Disaster is not, +1 for Omens of War. Triggers Superstition.

HIGH TRADER

DOOMSDAY CLOCK

Subtract 1 if all players are under thirty. Add +3 for Omens of Hope, -2 for Omens of War. Triggers Truth and Reconciliation.

HIGH TRADER

DOOMSDAY CLOCK

Subtract 1 if any two players have different citizenship. Add +1 for Omens of War, +1 for Omens of Hope. Triggers Hegemony.

HIGH TRADER

DOOMSDAY CLOCK

Subtract 1 if you've been playing less than two hours. Add +1 per 10VP in play. Triggers It Doesn't End There.

HIGH TRADER

DOOMSDAY CLOCK

Subtract 10. Add +1 per player, and +1 per 4VP in play. Triggers The Great Endeavour.

HIGH TRADER

DOOMSDAY CLOCK

Subtract 1 if less than five players are playing. Add the total size ratings of all colonies in play. Triggers Malthusian Age.

HIGH TRADER

IN INTERESTING TIMES

Every player draws two cards, looks at them, and gives one of them to player on their left.

CHANGE IS GOOD

Remains in play. First player to tie (but not exceed) a previous Achievement record may discard this card to claim that Achievement tile.

BLIND OPTIMISM

Each player discards half their hand, rounded up, at random.

ASCENDING MARKETS

Draw an unused resource card from the deck and put it in play in the hands of a faceless NPC.

PRIORITY SHIFT

Draw one unclaimed Achievement tile at random. Until end of game, this tile is worth +2VP and its consolation tile (if any) is worth +1VP.

ACCELERATING HISTORY

Remains in play. Draw one extra Event card each turn after the normal draws stop. Each player gains a [money: +(TL)x1] income.

ALTERED WEATHER PATTERNS

No immediate effect. People are uneasy.



PREDICTION MARKETS

After Events this turn, turn over the top five events, show them to everyone, shuffle them together, and put four back on top and one on the bottom.

MEMORABLE YEAR

Discard this Event and replace it with three new ones.

OMENS OF HOPE

Each player may discard as many disaster cards as he likes, and draw that many new Harbinger cards.

HIGH TRADER

FIRST BABY IN SPACE

Each colony rolls 1d6 + 1d6 per Size, and sums the highest two dice. Highest untied roll is worth +1VP.

HIGH TRADER

A FIRE IN THE IMAGINATION

Every player's income is increased by [money:(TL) x6] this turn.

HIGH TRADER

MARKET NICHE

Find the resource type(s) with the fewest sources right now. Flip unused resource cards until you find one of these; put it in play as an NPC.

HIGH TRADER

<p>BETTER FAILURE MODELING</p> <p>Remains in play until a disaster of level 4 or higher is played. All card purchases are +1 cost.</p> <p>HIGH TRADER</p>	<p>NEW KINDS OF CULTURE</p> <p>Remains in play. All Colony achievement tiles are worth +1VP.</p> <p>HIGH TRADER</p>	<p>TECHNOPHILIC GENERATION</p> <p>Remains in play. The default Nano is [money: 1][time: 1.5] > [nano: 1], and the default Research is [money:1][time: 3] > [rsch: 1].</p> <p>HIGH TRADER</p>	<p>PARADIGM SHIFT</p> <p>During the next Planning Phase, all players may obtain research at [money: 0.5][time: 1] > [rsch: 1].</p> <p>HIGH TRADER</p>
<p>BREAKTHROUGH</p> <p>If all players can agree on one tech within one minute, everyone learns it for free. Research spent this turn stays spent.</p> <p>HIGH TRADER</p>	<p>GMO ALGAE</p> <p>All life support clocks launched this turn or beyond gain +50% duration. Cancels Global Food Crisis if it occurs this turn.</p> <p>HIGH TRADER</p>	<p>PHILANTHROPIC BENEFACTOR</p> <p>All players with less than [money: 30] gain enough money to bring them to [30], plus twice that amount again. (E.g. 27 gains 9.)</p> <p>HIGH TRADER</p>	<p>RELIGIOUS SURGE</p> <p>The player(s) with the most VPs gain [money: 5]. The player(s) with the second-most gain twice that; the third-most twice again, and so on.</p> <p>HIGH TRADER</p>