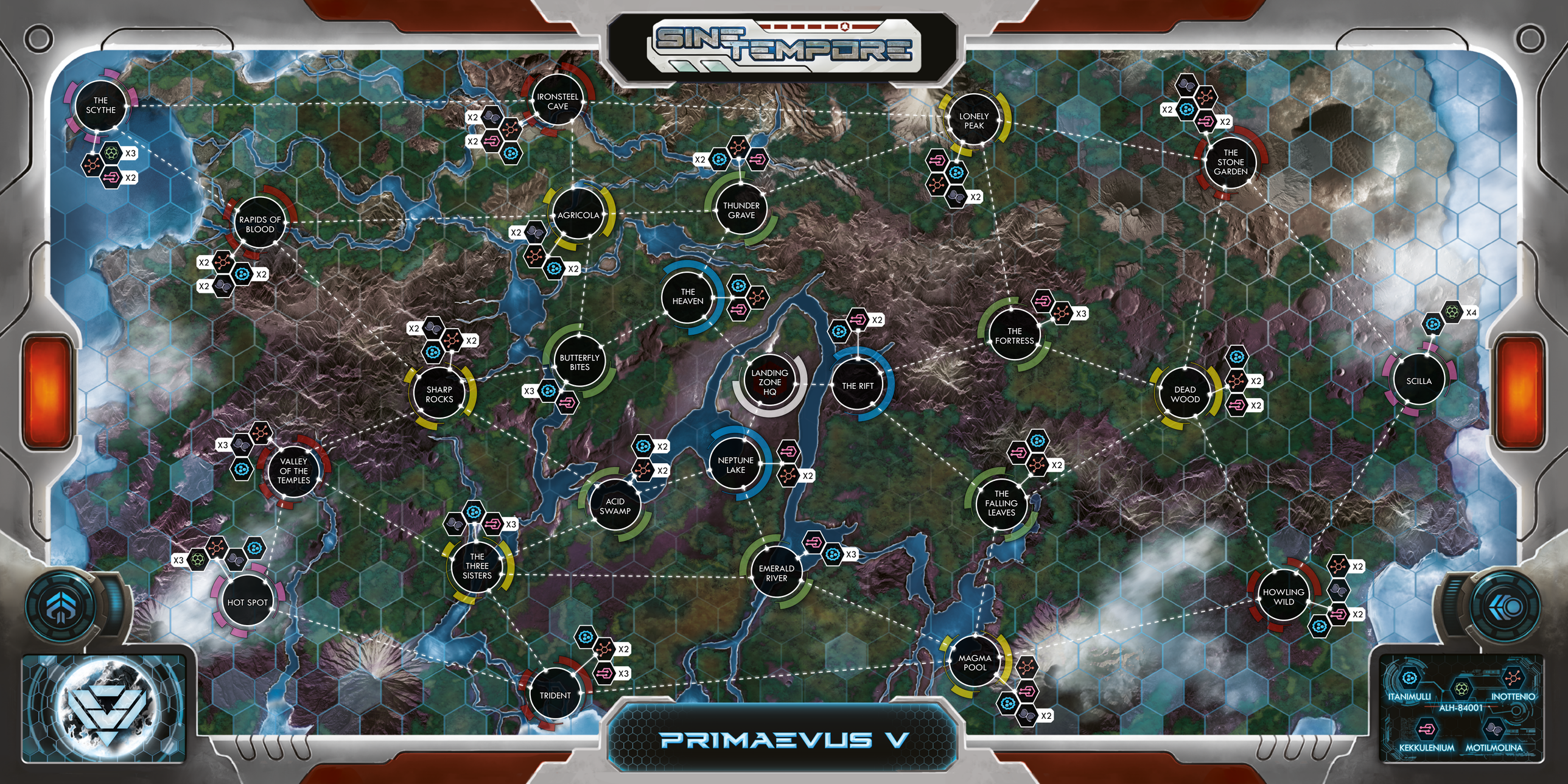
SINE TEMPORE
THE SCYTHE
X3
X2
IRONSTEEL CAVE
X2
X2
LONELY PEAK
X2
X2
THE STONE GARDEN
RAPIDS OF BLOOD
X2
X2
X2
AGRICOLA
X2
X2
THUNDER GRAVE
X2
THE HEAVEN
X2
X2
SHARP ROCKS
BUTTERFLY BITES
X3
LANDING ZONE HQ
X2
THE RIFT
THE FORTRESS
X3
DEAD WOOD
X2
X2
X4
SCILLA
X3
VALLEY OF THE TEMPLES
X2
X2
ACID SWAMP
NEPTUNE LAKE
X2
X2
THE FALLING LEAVES
X3
THE THREE SISTERS
X3
EMERALD RIVER
X3
X3
HOT SPOT
HOWLING WILD
X2
X2
X2
X3
TRIDENT
MAGMA POOL
X2
PRIMAEVUS V
ITANIMULLI
INOTTENIO
ALH-84001
KEKKULENIUM
MOTILMOLINA

SINE TEMPORE

CONTROL ROOM

LV1
Gather 1 of the the elements from one previously conquered area.

LV2
With a Captain, gather 2 of the the elements from one previously conquered area.

SETTLER PLACEMENT - MAX 1

CB.PG.12

INFIRMARY

SETTLER PLACEMENT - LV1: MAX 1 LV2: MAX 2

CB.PG.12

Discard 1 Serious Wound card.

MEDITATION ROOM

LV1
Gain a Psionic Shell Token that you can use during the next mission.

LV2
Gain two Psionic Shell Token that you can use during the next mission.

SETTLER PLACEMENT - MAX 4

CB.PG.12

TRAINING ROOM

LV1
Try one of your Skill before learning it.

LV2
Try one of your Skill before learning it, or respec.

SETTLER PLACEMENT - MAX 4

CB.PG.13

ARMORY

LV1
In this sector, a Settler starts the next Mission with 1 Re-roll Token.

LV2
In this sector, a Settler starts the next Mission with 2 Re-roll Tokens.

LV3
In this sector, a Settler starts the next Mission with 3 Re-roll Tokens.

SETTLER PLACEMENT - MAX 4

CB.PG.12

LABORATORY

LV1
Convert 2 elements to 1 element of your choice. Once per Mission.

LV2
Convert 2 elements to 1 element of your choice. With a Biologist this sector can be used twice.

SETTLER PLACEMENT - MAX 1

CB.PG.12

WAREHOUSE

LV1
Store up to 3 Elements

LV2
Store up to 5 Elements

LV3
Store up to 7 Elements

CB.PG.13

WORKSHOP

SETTLER PLACEMENT - MAX 4

CB.PG.13

LV1
Upgrade Equipments up to Level 2.

LV2
Upgrade Equipments up to Level 2. Discount if an Engineer is in this sector.

LV3
Upgrade Equipments up to Level 3. Discount if an Engineer is in this sector.

GENESIS