

COMPETITION ACTIONS

🌀 Site Action

Base Present—If you or the competition already have a base at the site(s) listed in the action, conduct one of the following activities based on the situation at the listed site(s). Assess in the following order and stop assessing once an activity is performed:

- If the site has your base, resolve a site action at the highest numbered site with a competition team.
- If the site has a competition base, resolve a site action at the lowest numbered site with a competition team.
- If the action lists two sites, and both have bases, instead resolve a site action at the highest numbered site with a competition team.
- If no other site qualifies in any of the above instances, draw another card.

No Base Present—Otherwise, check the site's situation on the following table then implement the appropriate text:

Situation	Lagrange site	site with empty explore box	site with discovery tile
Competition team not present	Place a competition team.	Place a competition team. If none are available, instead draw and place a discovery tile, awarding any ₣ to the competition.	Place a competition team at the site (<i>not on the tile</i>).
Competition team present	Remove the team and place a competition base.	Draw and place a discovery tile, awarding any ₣ to the competition. Then remove the team and place a competition base.	Remove the team and place a competition base.

- **Two Sites Listed**—Perform at the site with a competition team (first site listed if both have teams); if no teams, perform at the site without a base (first site listed if both lack bases).
- **Highest Even/Odd, Lowest Even/Odd**—Identify the eligible site with the ID number meeting the stated parameter *and* which is occupied by a competition team. If you can't, identify the eligible site *without* a competition team that meets the parameter. Perform this action at the designated site.
- **Base Placement**—Randomly draw a competition base and place it at the site. If the base meets all build requirements for the current era, apply the competition Base Match Event (*see reverse*).

Offers Action

1. Discard offer cards from all offer boxes matching the numbers in the action.
 - The competition gains 1₣ for each card discarded this way that has an action type matching the type shown in the Offers Action.
 - If the Offers Action shows an era symbol instead of an action type, refer to the **Competition Offers Action Key** on the board for the action types that trigger competition profit adjustment.
2. Replenish the offer boxes one at a time. If an era card with an Edge is drawn, implement the corresponding Edge effect for the competition (*see reverse*). Then discard that card and draw another.

🌀 ★ Progress Action

Always paired with an Offers Action. Conduct Progress Action first.

Remove the progress card named in the action from the available cards.

- If both named cards are available, remove the one with the ₣ award and award the profit to the competition.
- If the action is marked with an *, remove the named card only if the competition has already removed that progress card's prerequisite.

★ Site Action

Conduct one of the following activities based on the situation at the listed site. Assess in the following order, and stop assessing once an activity is performed:

- If you have a base there and no colony, resolve a site action at the lowest numbered site with a competition team. If no site qualifies, draw another competition card.
- If you have a colony there, resolve a site action at the highest numbered site with a competition team. If no site qualifies, draw another competition card.
- If the competition has a colony there, award the competition ₣ equal to the colony tile's point value. End the competition turn.
- If no competition team is present, place one there.
- If the competition has both a team and a base present, it places a colony.
- If the competition has a team present but no base, *and* all explore boxes contain Discovery tiles, *and* the site's explore cost is 4 or 7, it places bases then it places a colony.
- If the competition has a team present but no base, *and* all explore boxes contain Discovery tiles, *and* the site's explore cost is 10, it places bases.
- If the competition has a team present, *and* one or more explore boxes are empty, *and* the site's explore cost is 7 or 10, it places Discovery tiles.
- If the competition has a team present, *and* one or more explore boxes are empty, *and* the site's explore cost is 4, it places Discovery tiles, then it places bases, then it places a colony.

Place Discovery Tile(s)—Draw and place a Discovery tile in each empty explore box, Primary before Secondary. Award any discovery ₣ to the competition. If the **Phobos** or **Introvs Alien** tile is drawn, discard it and draw another Alien tile.

Place Base(s)—Draw and place a competition base on each Discovery tile. If a base meets its build requirements for its tile, apply the competition Base Match Event (*see reverse*).

Place Colony—Select and place the colony marker with the Selector number closest to that listed in the site action, lower number if tied. The competition gains ₣ equal to the colony value of the colony. Remove competition teams. Return your teams to Sol.

Discovery & Contract Action

1. If there are one or more explorable sites that are occupied by a competition team, draw and place a discovery tile at the one with highest ID number. Put the competition team on the tile and award any discovery ₣ to the competition.
 - **Two Discoveries**—Perform this action at two sites, if possible.
2. If the contract identified in the action is unfulfilled and no competition team is there, place one there. Otherwise, if the contract is unfulfilled *and* there is a competition team there, remove the team, award the contract's profit to the competition, and adjust the contract marker to indicate the contract is fulfilled.

If neither of steps 1 or 2 can be carried out, discard this competition card and draw another to implement.