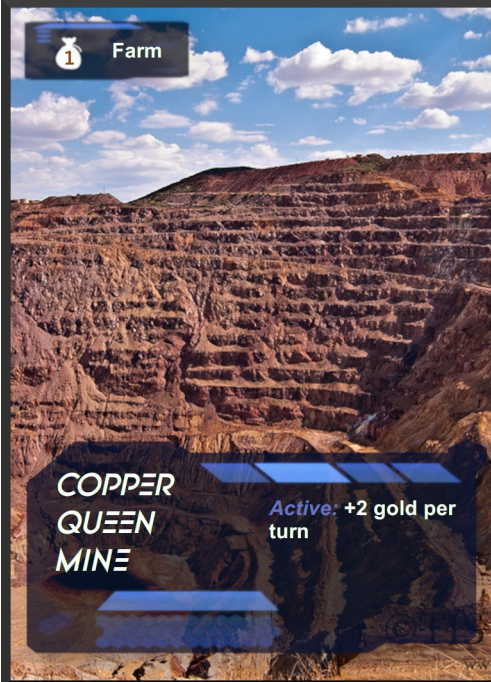


1Farm



COPPER
QUEEN
MINE

Active: +2 gold per turn

10Bank



CREDIT
UNION

Active: ward chips cost 2less
Passive: +1 gold per battle


10Bank



CREDIT
UNION

Active: ward chips cost 2less
Passive: +1 gold per battle

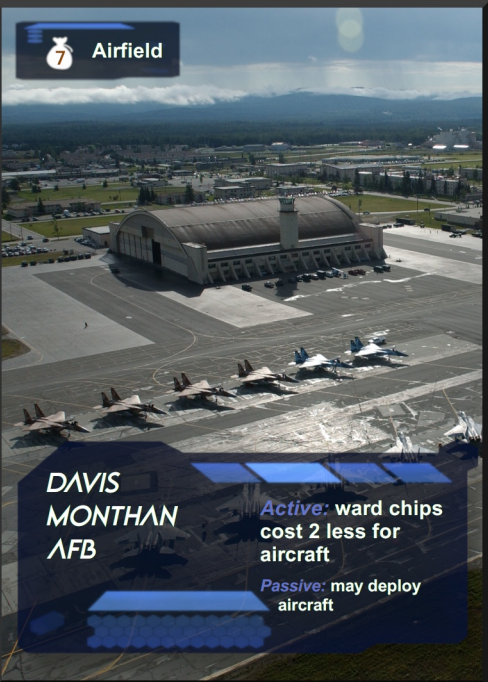
10Bank



CREDIT
UNION

Active: ward chips cost 2less
Passive: +1 gold per battle

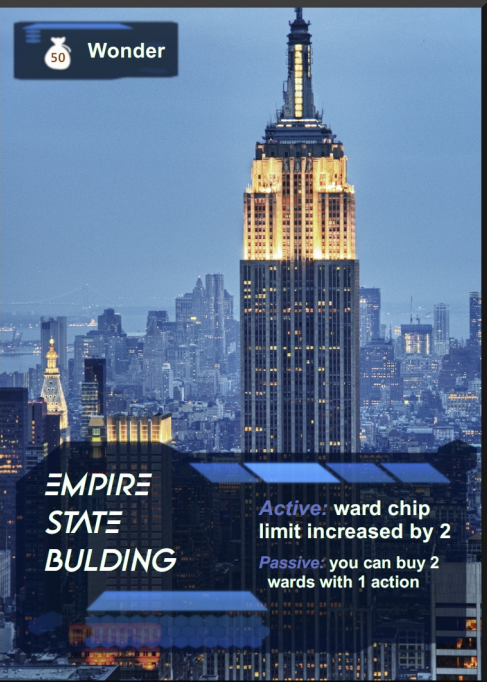
7Airfield



DAVIS
MONTHAN
AFB

Active: ward chips cost 2 less for aircraft
Passive: may deploy aircraft

50Wonder



EMPIRE
STATE
BUILDING

Active: ward chip limit increased by 2
Passive: you can buy 2 wards with 1 action

9Starport



INTL.
SPACE
STATION

Active: ward chips cost 2 less for starcraft
Passive: may deploy starcraft

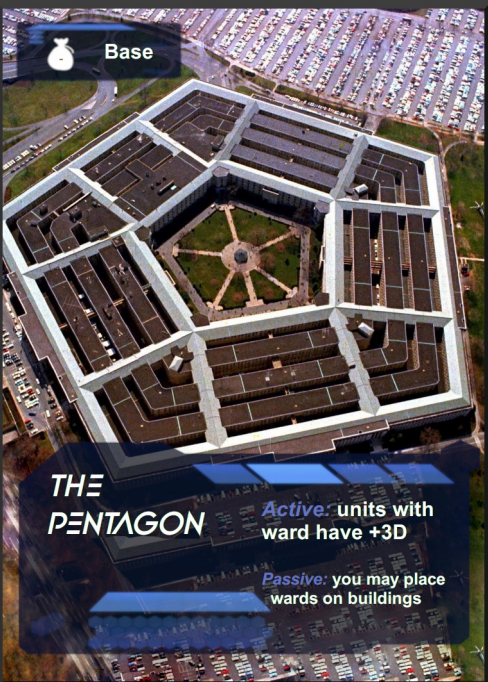
5Factory



MITSUBISHI
OKAZAKI

Active: ward chips cost 2 less for vehicles
Passive: may deploy vehicles

Base



THE
PENTAGON

Active: units with ward have +3D
Passive: you may place wards on buildings

10Lab



UNIVERSITY
OF ARIZONA

Active: can bypass enemy wards
Passive: may deploy technology, weapons, and events

3Barracks



US ARMY
BOOT CAMP

Active: ward chips cost 2 less for infantry
Passive: may deploy infantry

9Starport



Sect of Astronomy

Active: dice upgrade for starcraft (no d20)
Passive: may deploy starcraft

10Bank



Sect of Finance

Active: dice upgrades and critical chance cards cost 1 less
Passive: roll a d4 once for your round gold

10Bank



Sect of Finance

Active: dice upgrades and critical chance cards cost 1 less
Passive: roll a d4 once for your round gold

10Bank



Sect of Finance

Active: dice upgrades and critical chance cards cost 1 less
Passive: roll a d4 once for your round gold

1Farm



Sect of Gathering

Active: +2 gold per turn

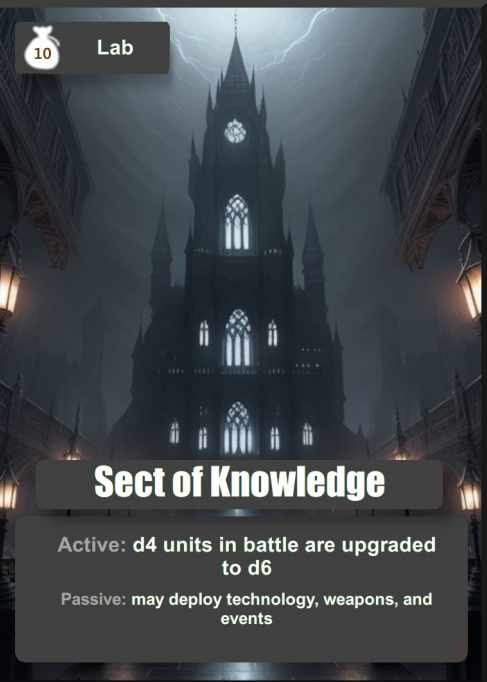
3Barracks



Sect of Humanity

Active: dice upgrade for infantry (no d20)
Passive: may deploy infantry

10Lab

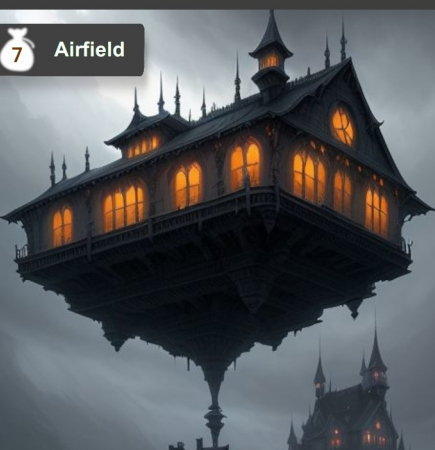


Sect of Knowledge

Active: d4 units in battle are upgraded to d6
Passive: may deploy technology, weapons, and events

7

Airfield



Sect of Levitation

Active: dice upgrade for aircraft (no d20)
Passive: may deploy aircraft

5

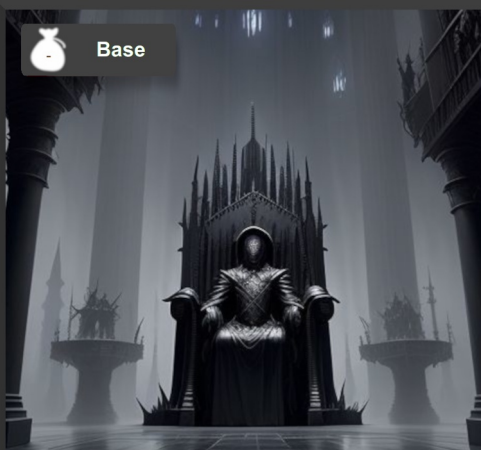
Factory



Sect of Mechanics

Active: dice upgrade for vehicles (no d20)
Passive: may deploy vehicles

Base

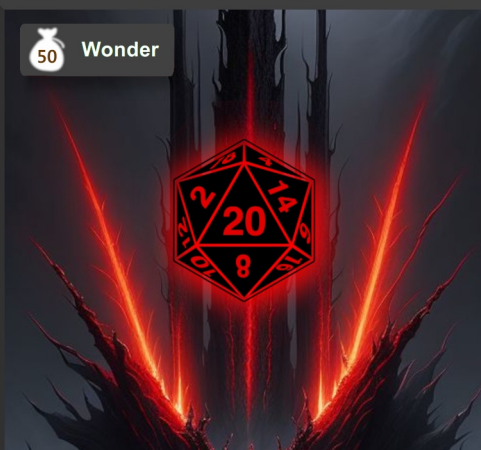


Sect of Operations

Active: d10 units can crit
Passive: d12 units can crit

50

Wonder



Sect of Probability

Active: d4s can crit, downgrade any friendly card to d4
Passive: d6 and above can crit

Base



ACROPOLIS

Active: can garrison 3 units
Passive: can retreat all garrisoned units with 1 retreat chip. Building target rules don't apply

9

Starport



ASTRONOMER'S STUDY

Active: can garrison 1 starcraft
Passive: may deploy starcraft

5

Factory




CARTHAGINIAN STABLES

Active: can garrison 1 vehicle
Passive: may deploy vehicles

10

Bank




FORUM

Active: retreat chips cost 2 less
Passive: +1 gold per battle

10

Bank




FORUM

Active: retreat chips cost 2 less
Passive: +1 gold per battle

10

Bank



FORUM

Active: retreat chips cost 2 less
Passive: +1 gold per battle

1

Farm

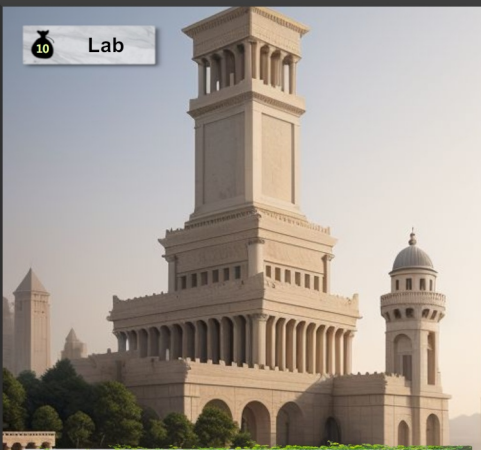


GLADIATOR ARENA

Active: +2 gold per turn

10

Lab




LIBRARY OF ALEXANDRIA

Active: you may attack retreated units. Successful attacks bring them back into the battle
Passive: may deploy technology, weapons, and events

7

Airfield



OLYMPUS

Active: can garrison 1 aircraft
Passive: may deploy aircraft

3

Barracks



SPARTAN CAMP

Active: can garrison 1 infantry unit
Passive: may deploy infantry

50

Wonder




TEMPLE OF ARTEMIS

Active: pick 1 unit per battle. The unit may come back after retreating; coming back does not count as an action. If no friendly cards are left you cannot come back
Passive: can retreat buildings

1

Farm



Fields of David

Active: +2 gold per turn

50

Wonder



Gardens of Babylon

Active: units are immune to events
Passive: buildings are immune to events

10

Bank



Markets of Tyre

Active: guard chips cost 2 less
Passive: +1 gold per battle

10 Bank

Mārkēṭs of Tyrē

Active: guard chips cost 2 less
Passive: +1 gold per battle

10 Bank

Mārkēṭs of Tyrē

Active: guard chips cost 2 less
Passive: +1 gold per battle

7 Airfield

Plērōsaur Nēst

Active: +2D for aircraft
Passive: may deploy aircraft

Base

Pyramidṣ of Gīzā

Active: choose 1 unit in battle; it is imune to events and has +2D
Passive: units with guard have +2D

5 Factory

Ṣṭāblēṣ of Egypt

Active: +2D for vehicles
Passive: may deploy vehicles

10 Lab

Tēmplē of Ṣolōmōn

Active: your units can bypass enemy guards
Passive: may deploy technology, weapons, and events

3 Barracks

Tēnt of Gīdeōn

Active: +2D for infantry
Passive: may deploy infantry

9 Starport

Tōwēr of Bābēl

Active: +2D for starcraft
Passive: may deploy starcraft

7 Airfield

CLOUD CITY

Active: aircraft gain +2 extra from bounties
Passive: may deploy aircraft

50 Wonder

HIVEMIND

Active: when you earn a bounty, instead of killing the unit, convert it to your team. It dies at the end of the battle
Passive: choose a technology. You mimic it's effect for the rest of the game

5 Factory

REPLICATOR FACILITY

Active: vehicles gain +2 extra from bounties
Passive: may deploy vehicles

10 Lab

SECTION 31

Active: earn bounties from destroying chips
Passive: may deploy technology, weapons, and events

1 Farm

SETTLER COLONY

Active: +2 gold per turn

Base

STARBASE 1701

Active: units with bounty chips have +3A
Passive: the first bounty chip you buy each battle is free, writs are also free

9 Starport

UTOPIA PLANITIA

Active: starcraft gain +2 extra from bounties
Passive: may deploy starcraft

10 Bank

VIRTUAL MARKETPLACE

Active: bounty chips cost 2 less
Passive: +1 gold per battle

10 Bank

VIRTUAL MARKETPLACE

Active: bounty chips cost 2 less
Passive: +1 gold per battle

10 Bank

VIRTUAL MARKETPLACE

Active: bounty chips cost 2 less
Passive: +1 gold per battle

Barracks

WARP GATE

Active: infantry gain +2 extra from bounties
Passive: may deploy infantry

50 Wonder

House of Brilliance

Active: all chip limits increased by 1
Passive: all chips cost 2 less

5 Factory

House of Endurance

Active: guard chips cost 2 less
Passive: may deploy vehicles

7 Airfield

House of Freedom

Active: retreat chips cost 2 less
Passive: may deploy aircraft

10 Bank

House of Greed

Active: bank chip limit increased by 1
Passive: +1 gold per battle

10 Bank

House of Greed

Active: bank chip limit increased by 1
Passive: +1 gold per battle

10 Bank

House of Greed

Active: bank chip limit increased by 1
Passive: +1 gold per battle

Base

House of Heart

Active: all chips cost 2 less
Passive: the first chip you buy each battle is free

1 Farm

House of Humility

Active: +2 gold per turn

10 Lab

House of Mind

Active: ward chip limit increased by 1
Passive: may deploy technology, weapons, and events

9 Starport

House of Soul

Active: bounty chip limit increased by 1
Passive: may deploy starcraft

3 Barracks

House of Will

Active: offense chips cost 2 less
Passive: may deploy infantry

7 Airfield

Airfield

Active: +2A for aircraft
Passive: may deploy aircraft

3 Barracks

Big John's Hotdogs

Active: +2A for infantry
Passive: may deploy infantry

10 Bank

Bitcoin Miner

Active: offense chips cost 2 less
Passive: +1 gold per battle

10 Bank

Bitcoin Miner

Active: offense chips cost 2 less
Passive: +1 gold per battle

10 Bank

Bitcoin Miner

Active: offense chips cost 2 less
Passive: +1 gold per battle


5 Factory

Chinese Factory

Active: +2A for vehicles
Passive: may deploy vehicles

1

Farm



Cotton Field

Active: +2A gold per turn

9

Starport



Deep Space 9

Active: +2A for starcraft
Passive: may deploy starcraft

50

Wonder



Fon

Active: +5A for all friendly units
Passive: offense chips are free

10

Lab



Morrowind Mage's Guild

Active: your units can target and destroy offense chips
Passive: may deploy technology, weapons, and events

Base



Toby Cave

Active: all friendly units have offense chips
Passive: units with offense chips have +2A

Base



Arbor Rex

Active: your units are invincible and cannot attack the first two turns of battle
Passive: your buildings are invincible on the first turn of battle

3

Barracks

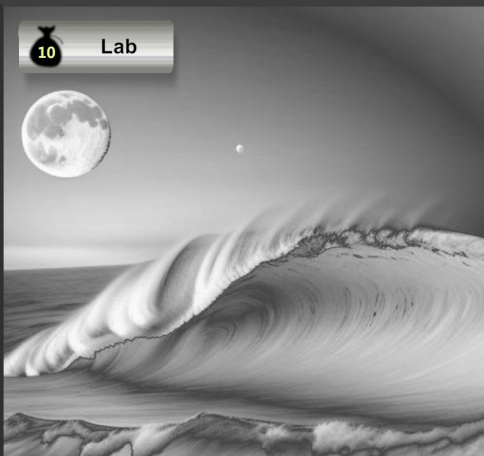


Lucus Vir

Active: your units are immune to and cannot attack other infantry
Passive: may deploy infantry

10

Lab




Mare Sapiens

Active: your units are immune to stat debuffs
Passive: may deploy technology, weapons, and events

1

Farm




Minera Saxum

Active: +2 gold per turn

50

Wonder




Mons Imperium

Active: your units are immune to events
Passive: you may have 2 buildings in battle

9

Starport

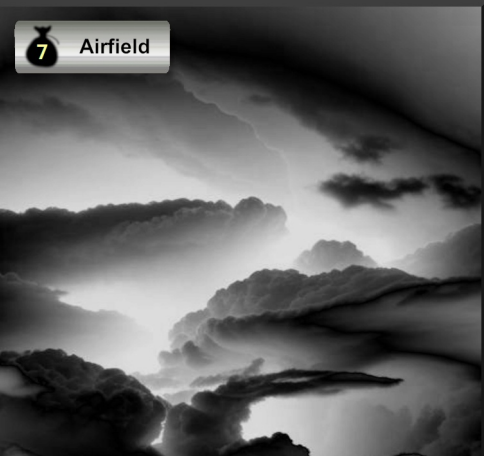


Palatium Astrum

Active: your units are immune to and cannot attack other starcraft
Passive: may deploy starcraft

7

Airfield

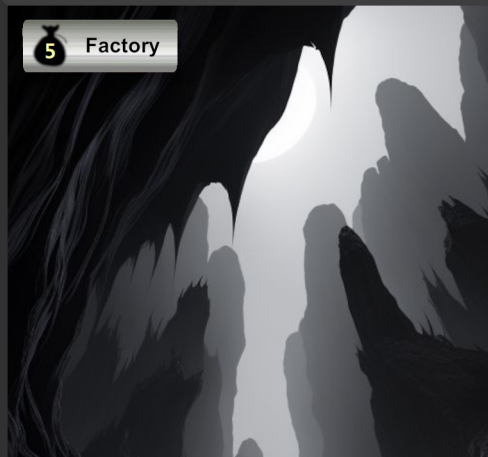


Regnum Caelum

Active: your units are immune to and cannot attack other aircraft
Passive: may deploy aircraft

5

Factory



Spelunca Machina

Active: your units are immune to and cannot attack other vehicles
Passive: may deploy vehicles

10

Bank



Via Argentum

Active: gold cannot be taken from you; instead it is taken from the bank
Passive: +1 gold per battle

10

Bank



Via Argentum

Active: gold cannot be taken from you; instead it is taken from the bank
Passive: +1 gold per battle

10

Bank



Via Argentum

Active: gold cannot be taken from you; instead it is taken from the bank
Passive: +1 gold per battle

Base



Avalon

Active: +5 gold per turn
Passive: acts as a 4th bank

3

Barracks



Crusader Tent

Active: infantry cost 1 less
Passive: may deploy infantry

10Bank

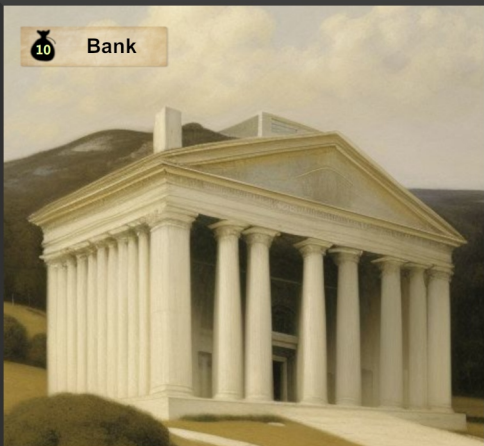


East India Co. Branch

Active: bank chips cost 1 less

Passive: +1 gold per battle

10Bank



East India Co. Branch

Active: bank chips cost 1 less

Passive: +1 gold per battle

10Bank



East India Co. Branch

Active: bank chips cost 1 less

Passive: +1 gold per battle

1Farm



Mines of Moria

Active: +3 gold per turn

9Starport



Order of Aetherius

Active: starcraft cost 1 less

Passive: may deploy starcraft

7Airfield



Order of Arcana

Active: aircraft and magic units cost 1 less

Passive: may deploy aircraft

5Factory



Ottoman Stables

Active: vehicles cost 1 less

Passive: may deploy vehicles

10Lab



Oxford University

Active: may trade with other players if they agree

Passive: may deploy technology, weapons, and events

50Wonder



Silk Road

active: +10 gold per turn

passive: +20 gold per round