

# BLUE EXPANSE

BONUS



# Migration



Search your deck for a Whale Shark, Dwarf Minke Whale, or Green Sea Turtle card. Shuffle your deck, then place the card you chose on top. You may choose to keep this card in your hand if you have not used its effect, otherwise remove it.

# Reef wreck




When you get this card, attach this card to a Shipwreck card you own, then draw from the resource deck until you draw 2 coral cards. You may play all cards drawn. Then, remove this card and the attached Shipwreck card.

# Research Vessel

1



Attach this card to target Trawler or Factory Ship card you own. The card can no longer remove animal-cards. Instead of producing detritus, the attached card produces biomass. This card produces +2  each turn.

# Documentary


3+

Draw 4 extra cards, then move your token forward by 3. You can acquire cards from both the Biomass and Humanitarian decks.

# Coral spawning

1



Produce 1 plankton for each coral card you own. Search the resource deck for up to 2 coral cards and play them, then shuffle the resource deck. If it is stage two or higher, gain 1  for each Reef Cruise you own.

# Cleanup

2+

Remove 4 pollution, then remove this card. You may remove an Oil Spill, Shipwreck or Ballast Water card you own.

# Aerial Surveys

3 +

Remove 2 pollution. Get +5  and draw 2 extra cards.