

BLUE EXPANSE

HUMANITARIAN



Aquaculture


1

2



3



Attach this card to target animal card. The attached card cannot be removed by another humanitarian or animal card. On your turn, gain  equal to the attached card's biomass, then remove it. If this card is not attached to an animal card, it has -1 VP when counting score.


Artisanal Fishing

10



1



Remove 1 animal card each turn. Get biomass equal to the removed card's biomass cost and 1 . This card gets +2 VP if you own a Resort card.



Trawler

13



2



Remove 3 animal cards and 1 coral. Produce 2 detritus and  equal to half of the total biomass cost of the removed cards. At stage 2, this card produces 1 pollution. At stage 3, this card produces 1 pollution and 1 ↑.






Research: Bleaching

30



4



Universal. Each  costs 2 . When all of the research points are filled, it will take 5 ↑ to remove 1 zooxanthellae card. Each player which has contributed  will get +1 VP for each . This card gets +10VP when it is completed.

16 

Factory Ship


1

4



4



Remove any number of animal cards totalling a biomass cost of 6 biomass. Each Trawler card you own reduces the cost of biomass removed by 2. Produce 2 detritus and  equal to twice the total VP of the removed animals. At stages 2 & 3, this card also produces 1 pollution.

Resort

20

0



2



Draw 2 extra cards from your deck and produce 1 .

When counting score, this card gets +2 VP for each Coral card you own. Produce 2 pollution.

Reef Cruise


2

1



1



Produce 2 . For every animal card you have with a biomass cost greater than 2, get + 1 VP when counting score. Produce 1 pollution.

Airport



3

4



5



Gain +1  and +1 VP for each humanitarian card you own.
Each turn, produce 2 ↑.

Farming Region



1

2



4



For every 2  you have, you get 1 biomass. At stage 2 or higher, this card produces +2 pollution. At stage 3, this card produces +1 .