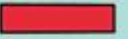



BLUE EXPANSE

MALICE

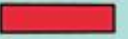


Illegal Fishing



Remove any 2 animal cards you own, then produce 2 detritus. Remove this card at the end of your turn, or pay 2  then give this card to a player of your choice.

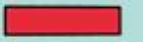
Runoff




Add 2 pollution. If you own the Mining Complex, Farming Region, or Port cards, add 2 pollution for each one that you own, then double the number of Plankton cards you have. At the end of your turn, for every 3 Plankton cards you have, remove 1 animal card, then remove this card.

El Nino

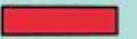
3




Universal. Until the end of your next turn, add 2  at the beginning of each player's turn, then remove this card. When this card is played, remove any instances of Cyclone in play and prevent Cyclone from being played until this card is removed.

Cyclone

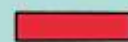
1




Remove 2 coral cards that you own, and up to 2 that you don't. This turn, cancel all effects for Humanitarian cards that you own. Produce 2 detritus. If it's stage 2, produce 2 pollution. Additionally, if it's stage 3, remove 2 ↑.

Warming Seas

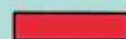
3



Universal. Until the end of your turn, for each player, add 2 . Each player draws 2 extra cards at the beginning of their turn, until this card is removed. Remove at the end of your next turn.

Aggressive Sharks

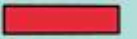
1



Remove 2 herbivores or predators. If it is stage 2 or higher, you may instead choose to spend 2  then shuffle a Trawler card into your deck.

Shipwreck

1



Attach this card to a Trawler, Reef Cruise, or Factory Ship you own. It loses all effects. So long as you have this card in play, you draw 1 less card each turn. If it is stage 2 or higher, this card produces 1 pollution each turn.

Oil Spill

2 -

Add 4 pollution. Remove 2 animal cards you own and shuffle all Biomass cards in you hand into your deck. Until the end of your next turn, you draw 1 less card and get +2 pollution every turn.

Ballast Discharge

2 —

Remove 2 filter feeders that you own. Shuffle all the Capital cards in your hand into your deck. Until the end of your next turn, get +1 pollution every turn.