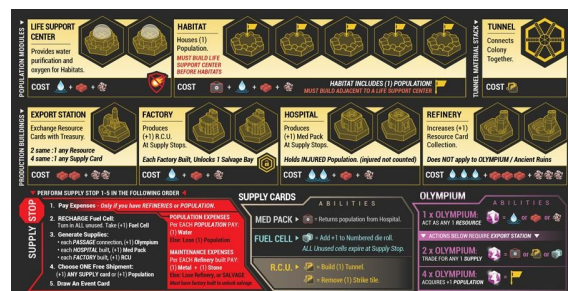
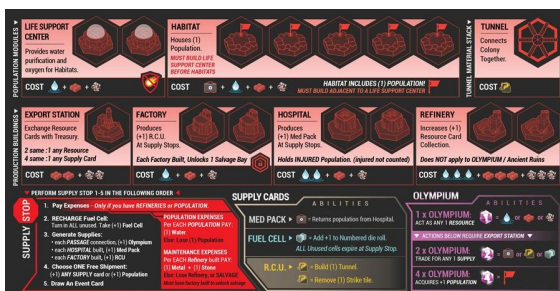
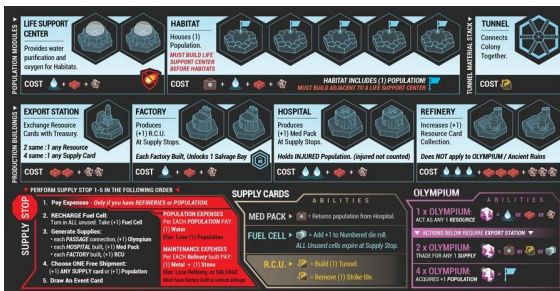


Migration Mars Game Inventory List

BOARDS



Terrain Board (1)



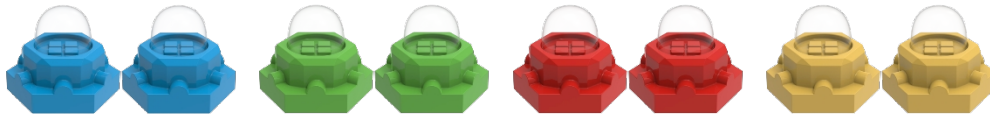
Player Mats (4)

1 Blue, 1 Green, 1 Red, 1 Yellow

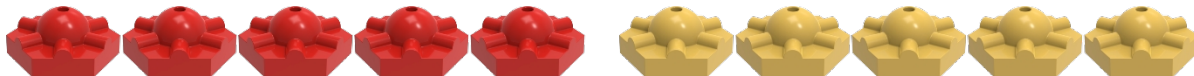
BUILDINGS



Headquarters Buildings with Clear Domes (4)
1 - Blue, 1 - Green, 1 - Red, 1 - Yellow



Life Support Centers with Clear Domes (8)
2 - Blue, 2 - Green, 2 - Red, 2 - Yellow

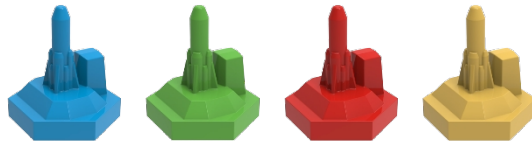


Habitat Modules (20)
5 - Blue, 5 - Green, 5 - Red, 5 - Yellow



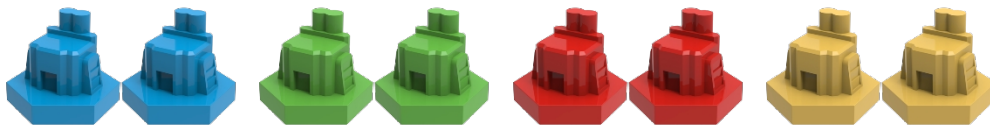
Flags (24)
6 - Blue, 6 - Green, 6 - Red, 6 - Yellow

BUILDINGS - Continued



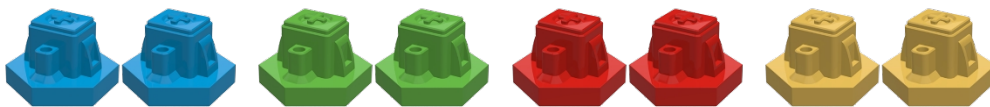
Export Stations (4)

1 - Blue, 1 - Green, 1 - Red, 1 - Yellow



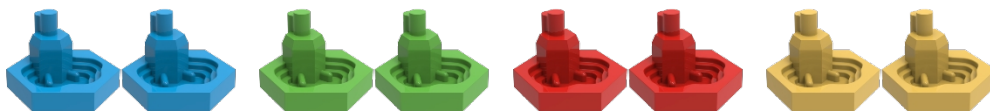
Factories (8)

2 - Blue, 2 - Green, 2 - Red, 2 - Yellow



Hospitals (8)

2 - Blue, 2 - Green, 2 - Red, 2 - Yellow



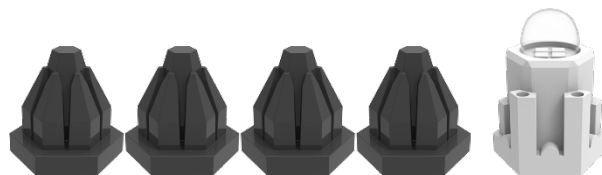
Refineries (8)

2 - Blue, 2 - Green, 2 - Red, 2 - Yellow



Exploration Rovers (4)

1 - Blue, 1 - Green, 1 - Red, 1 - Yellow

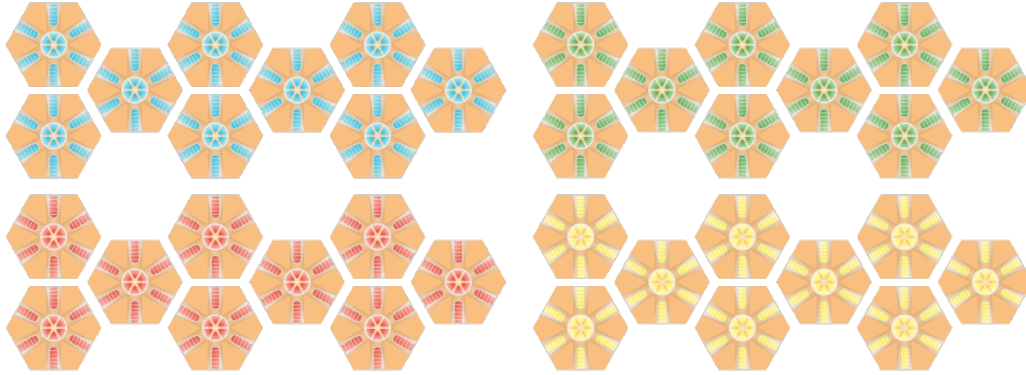


Ancient Fortress (4)

|

Embassy with Clear Dome (1)

TILES

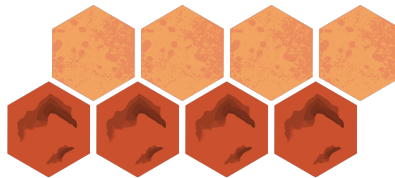


Tunnels (36)

9 - Blue, 9 - Green, 9 - Red, 9 - Yellow



Meteorite Strike Tiles (20)



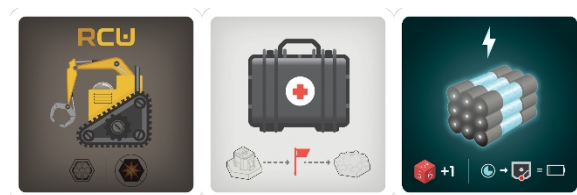
Terrain Overlay Tiles (8)

CARDS



Resource Cards (84)

28-Metal, 28-Water, 28-Stone



Supply Cards (48)

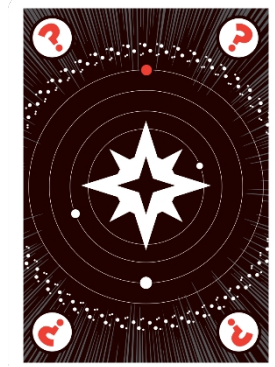
18-RCUs, 18-Med Packs, 12-Fuel Cells

CARDS - Continued



Ruin Cards (29)

24-Olympium, 5-Ancient Ruin Blueprints



Event Cards (55)

Various

ANCIENT RUIN GUIDE

1. FIRST, CHOOSE (1) OF THE FOLLOWING CARDS:

Either Collect a BLUEPRINT CARD Use to potentially purchase an Ancient FORTRESS. (See powers below).

OR

Collect +1 OLYMPIUM
If your colony is connected to the PASSAGE of THIS Ruin Corner, collect +2 OLYMPIUM

2. SECOND, ROLL THE EXPLORATION DIE:

You have discovered more Olympium!
Collect another (+1) Olympium.

You have activated an ancient altar. An asteroid has been conjured!
Use the Meteor guide (on back) to place a strike onto the terrain.

You have received a message from HQ while exploring the ruins.
Draw 1 EVENT card now.

Explorer injury! Send (1) Population to HOSPITAL, or (1) DIES.
No Population? return any Olympium/Blueprint acquired.

ANCIENT FORTRESS POWERS
Provides a 1-hex space radius meteorite strike protection.

COST = 1-Blueprint + 1-Olympium + 1-Water + 1-Metal + 1-Stone
Place anywhere on terrain. Does NOT have to be linked to any HQ. May act like a Tunnel and connect other buildings. (see Ancient Ruins in rule book)

METEOR GUIDE ON BACK ▶

METEOR GUIDE

The Strike location is found by Direction + Distance + Strike

Roll all 3 Meteor dice to determine the strike location

1. DIRECTION
First, find the DIRECTION space:

1-12

Use the 1-12 hex spaces around the Embassy to find the direction space.

EMBASSY is the directional center

BLUE FACTION
YELLOW FACTION
GREEN FACTION

2. DISTANCE
Then, find the DISTANCE space:

1-6

Start ON the DIRECTION space, and count outward.

Example for Direction = 1

If direction starts on an ODD number, STAGGER outward.

Example for Direction = 2

If direction starts on an EVEN number, count straight out.

3. STRIKE
Lastly, find the strike location.
The STRIKE tile is placed here.

1-6

The hex space north of the 'DISTANCE space' is #1. Then, count clockwise to find the strike location

See Meteor section in rules for strike results

PLACE

STRIKE TILE

Strike blast takes out any adjacent buildings, unless protected by a dome or Fortress.

Ancient Ruin and Meteor Guide Card (1)

DICE



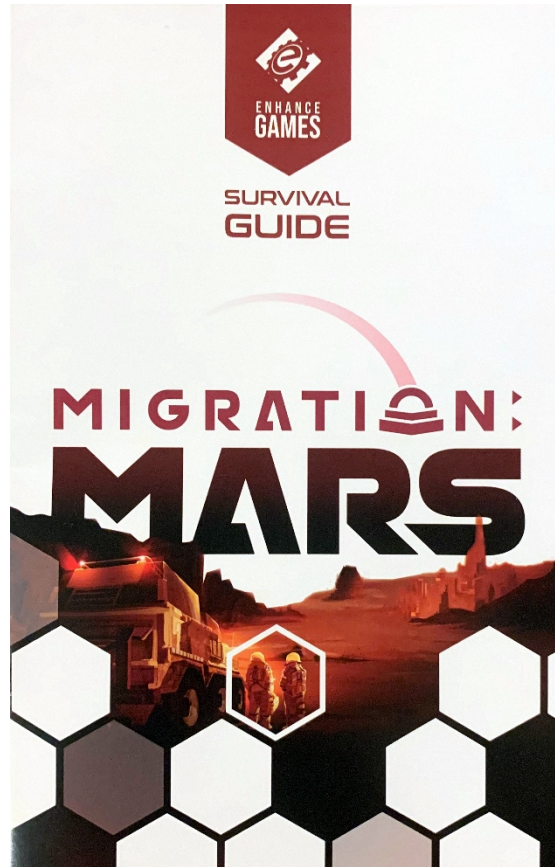
Game Dice (5) Left to Right:
 Ancient Ruin Exploration Translucent Purple D6
 Meteor Direction Red D12
 Meteor Distance Red D6
 Meteor Exact Strike Black D6
 Mineral Collection Red D6

FACTION IDS



Faction ID Cards (4)

MANUAL



Game Manual (1)

White Plastic Insert for Resource & Supply Cards (1)