

**Bad harvest!**

**-X**



Roll a dice. You lose (X resources) equal to the result from the dice.

**Drought!**

**-2**



Costs (+1 resource) for each green card.

Hydroelectric power plants produce (-1 energy this turn).

**Drought!**

**-2**



Costs (+1 resource) for each green card.

Hydroelectric power plants produce (-1 energy this turn).

**Good harvest!**

**+1**



Capture (1 CO<sub>2</sub>)

**Breakthrough in green technologies**

**-1**



Produce (-1 CO<sub>2</sub>) per turn.

(This card stays in play until the end of the game.)

**Floods!**

**-4**



You are immune if you have anti-flood infrastructure

Costs (-1 resource) for each hydroelectric power-plant.

**Floods!**

**-4**



You are immune if you have anti-flood infrastructure

Costs (-1 resource) for each hydroelectric power-plant.

**Pandemic!**

**-5**



This card affects every country.