



**Industry Leader Effect** (only one is active at a time, mark which one is currently in effect):

\_\_\_\_\_\_\_\_ Carbon Tax Coal earns $2 less and Gas earns $1 less

\_\_\_\_\_\_\_\_ Nuclear Waste Repository Nuclear pays $2 to repository each turn

 \_\_\_\_\_\_\_\_ End Govt. Subsidies Building new Wind and Solar costs double

 \_\_\_\_\_\_\_\_ Ban Fracking Gas earns $2 less

**Current Professional Development Card Effect:**

\_\_\_\_\_\_\_\_ Industry Leader (See Above)

\_\_\_\_\_\_\_\_ MW Fever Double profit for odd rolls, zero profit for even rolls

 \_\_\_\_\_\_\_\_ PE Extra $1 for every unit

 \_\_\_\_\_\_\_\_ SRO Extra $2 for every nuclear unit

\_\_\_\_\_\_\_\_ Good Handshake That’s the stuff right there

\_\_\_\_\_\_\_\_ Well Dressed Everyone come see how good I look

\_\_\_\_\_\_\_\_ Good Networking Can split the cost/profit of new plants with other

Good Networkers

**Lasting Natural Disaster Effects:**

Nuclear AccidentNuclear costs $4 more permanent

 Coal Mine Collapse Do not pay Coal (1 turn) \_\_

 Gas Shortage Do not pay Gas (3 turns) \_\_ \_\_ \_\_

 Volcanic Eruption Do not pay Solar (3 turns) \_\_ \_\_ \_\_

 Earthquake Do not pay Nuclear or Gas (1 turn) \_\_

 Tornado No lasting effects

 Dam Break No lasting effects

 Drought Hydro earns half, Solar earns double

(3 turns or until rainy day) **\_\_ \_\_ \_\_ or** 