

ARCTURUS SECTOR 104

FLUX SHIELD -3 → 2

PLASMA CANNON ** → 2

ELECTRON COMPUTER +1

NUCLEAR SOURCE 3

GASTOR SECTOR 101

POLLUX SECTOR 102

PLASMA MISSILE ** → 2

ANTIMATTER CANNON *** → 4

NUCLEAR DRIVE

ION CANNON * → 1

HULL

IMPROVED HULL

FUSION DRIVE → 2

BETA-LEONIS SECTOR 103

POSITRON COMPUTER +2 → 1

GLUON COMPUTER +3 → 2

GAUSS SHIELD -1

PHASE SHIELD -2 → 1

ADVANCED ROBOTICS 6/4

FUSION SOURCE 6/4

PLASMA CANNON ** 6/4

CHARACTER 1

NEUTRON BOMBS 2/2

GAUSS SHIELD -1 2/2

NANOROBOTS + 2/2

STARBASE 4/3

IMPROVED HULL 4/3

FUSION DRIVE 4/3

CHARACTER 1

1

2

3

CHARACTER 1

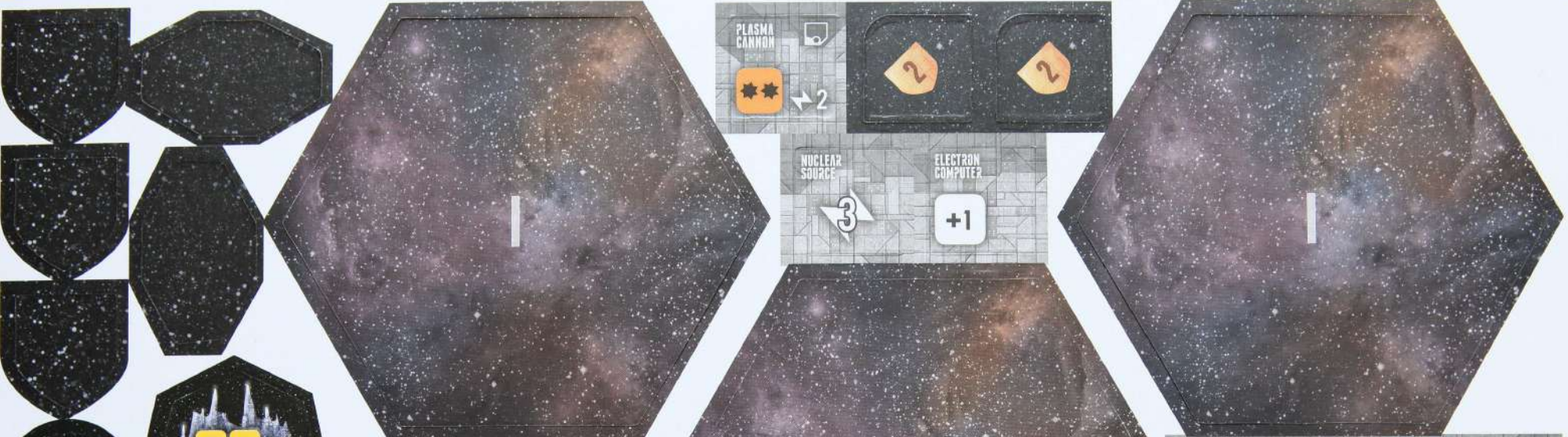
CHARACTER 3

CHARACTER 3

CHARACTER 3

ACTION PHASE

- EXPLORE NEW HEX AND MAY PLACE INFLUENCE DISC
- BUILD SHIPS AND STRUCTURES IN CONTROLLED HEXES
- RESEARCH TECHNOLOGY
- UPGRADE SHIP PARTS
- MOVE SHIPS
- PLACE INFLUENCE DISCS AND FLIP COLONY SHIPS FACE UP
- AFTER PASSING, MAY ONLY DO REACTIONS



PLASMA CANNON

★★

↔ 2

2

2

NUCLEAR SOURCE

3

ELECTRON COMPUTER

+1

ANTIMATTER CANNON

★★★

↔ 4

PLASMA MISSILE

★★★

★★★

HULL

★

ION CANNON

★

↔ 1

NUCLEAR DRIVE

↔ 1

FUSION DRIVE

↔ 2

IMPROVED HULL

★

★

PHASE SHIELD

-2

↔ 1

GAUSS SHIELD

-1

GLUON COMPUTER

+3

↔ 2

POSITRON COMPUTER

+2

↔ 1



PASSED

ACTION PHASE
REACT OR PASS

COMBAT PHASE
INDISCENDING HEX ORDER.

UPKEEP PHASE
USE REMAINING COLONY SHIPS
PAY UPKEEP AND GET INCOME.

CLEANUP PHASE
RETURN DISCS FROM ACTIONS
TAKE NEW TECH TILES FROM BAG.

REACTIONS

UPG

BUI

MOV

NEUTRON BOMBS

★

2/2

GAUSS SHIELD

-1

2/2

NANOROBOTS

+ (wrench icon)

2/2

SINABASE

★

4/3

IMPROVED HULL

★

4/3

FUSION DRIVE

4/3

PLASMA CANNON

★★

6/9

ADVANCED ROBOTICS

+

6/9

FUSION SOURCE

6

6/9

ZETA HERCULIS SECTOR 105

CAPELLA SECTOR 106

ALDEBARAN SECTOR 107

MU CASSIOPEIAE SECTOR 108

ELECTRON COMPUTER +1

ELECTRON COMPUTER +1

ELECTRON COMPUTER +1

ELECTRON COMPUTER +1

ELECTRON COMPUTER +1

ION TRACKER +1

ELECTRON COMPUTER +1

NUCLEAR SOURCE 3

PLASMA MISSILE

PLASMA MISSILE

PLASMA MISSILE

PLASMA MISSILE

PLASMA MISSILE

PLASMA MISSILE

FUSION SOURCE 6

TACHYON SOURCE 9

TACHYON DRIVE 3

PLASMA MISSILE

PHASE SHIELD -2

POSITION COMPUTER +2

ORBITAL

ADVANCED MINING

ADVANCED ECONOMY

ADVANCED LABS

MONOLITH 12/6

TACHYON DRIVE 12/6

TACHYON SOURCE 12/6

1

1

1

2

3

1

2

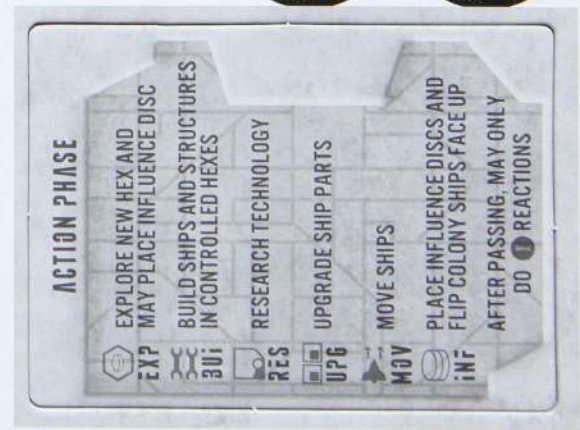
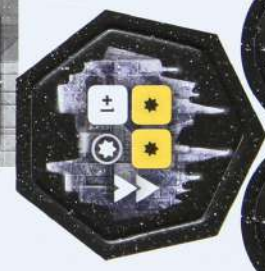
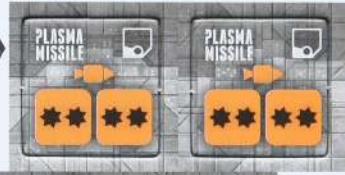
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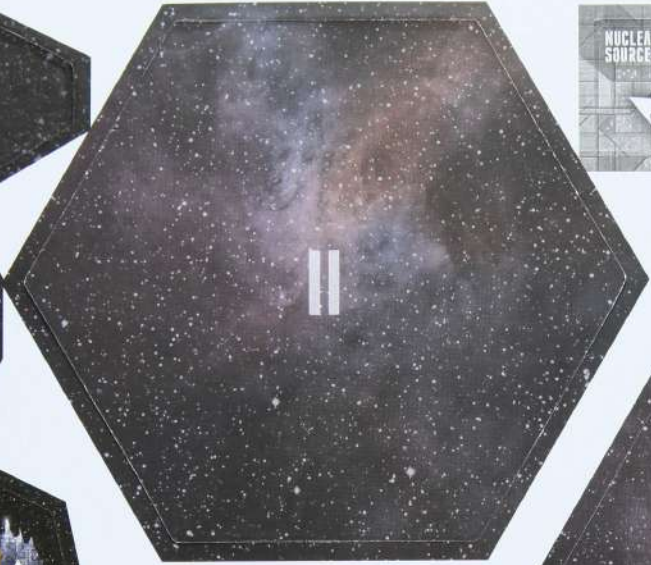
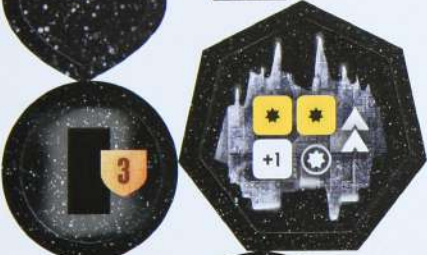
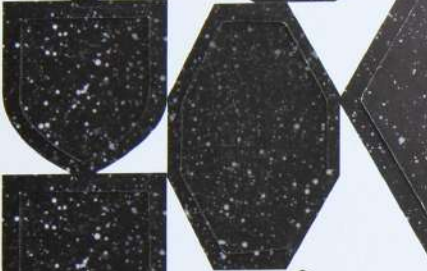
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- BUILD SHIPS AND STRUCTURES IN CONTROLLED HEXES
- RESEARCH TECHNOLOGY
- UPGRADE SHIP PARTS
- MOVE SHIPS
- PLACE INFLUENCE DISCS AND FLIP COLONY SHIPS FACE UP
- AFTER PASSING, MAY ONLY DO REACTIONS

EXP
 SUI
 RES
 UPG
 MOV
 INF







REACTIONS

UPG 1

BUI 1

MOV 1

PASSED

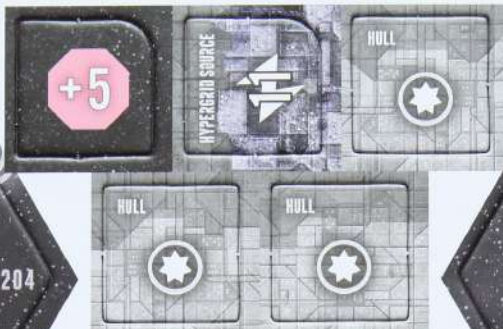
ACTION PHASE
REACTION OR PASS

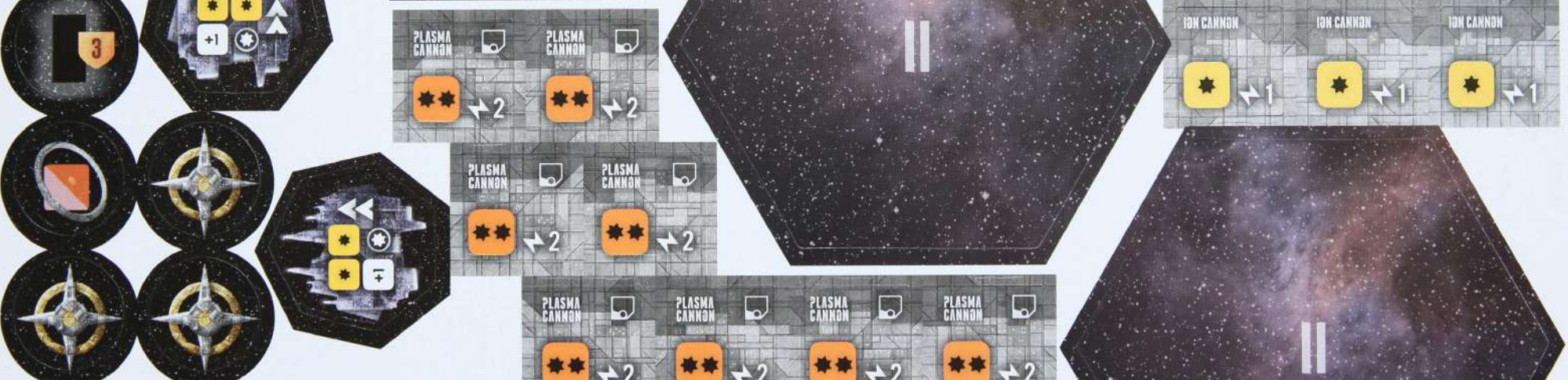
COMBAT PHASE
IN DESCENDING HEX ORDER.

UPKEEP PHASE
PAY UPKEEP AND GET INCOME.

CLEANUP PHASE
RETURN DISCS FROM ACTIONS
TAKE NEW TECH TILES FROM BAG







PASSED

ACTION PHASE
 REACT OR PASS

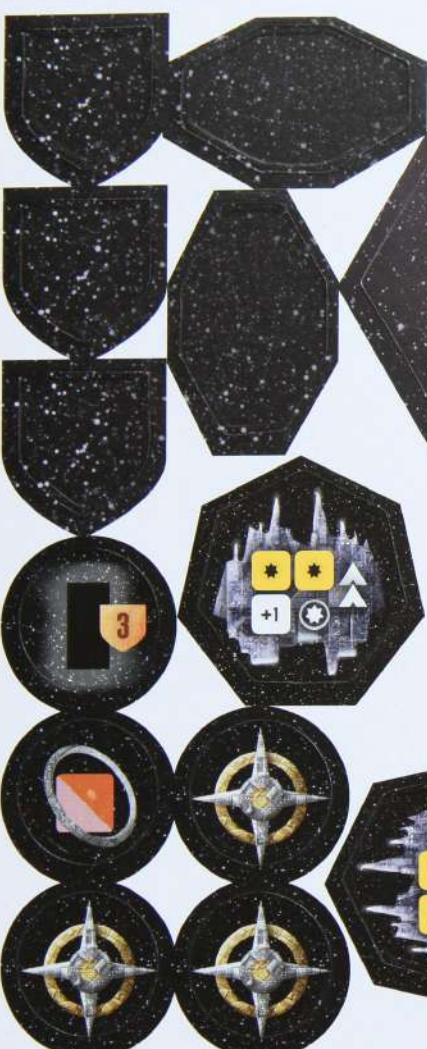
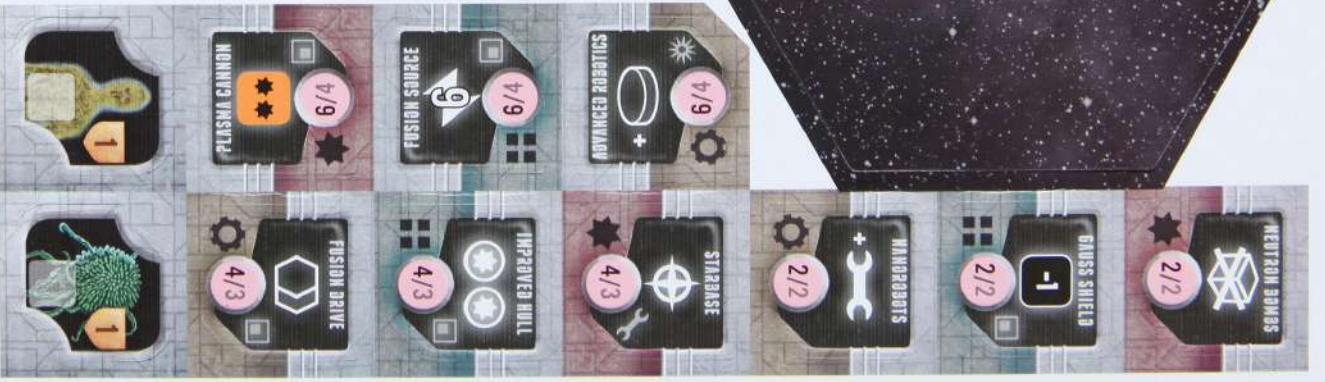
COMBAT PHASE
 IN DESCENDING HEX ORDER.

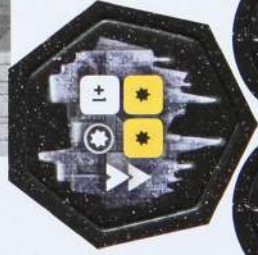
UPKEEP PHASE
 USE REMAINING COLONY SHIPS
 PAY UPKEEP AND GET INCOME.

CLEANUP PHASE
 RETURN DISCS FROM ACTIONS
 TAKE NEW TECH TILES FROM BAG

REACTIONS

UPG
 BUI
 MOV

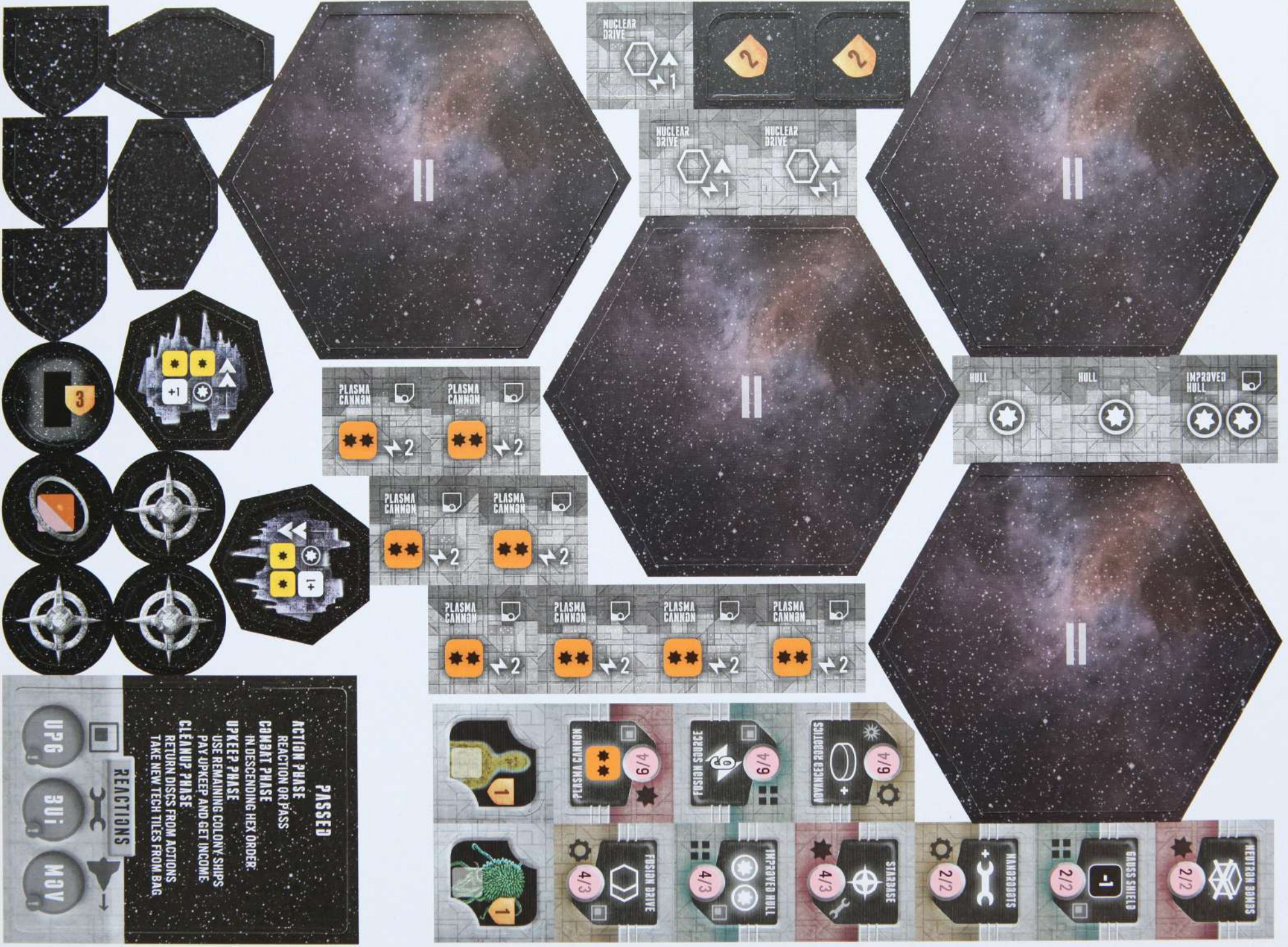




ACTION PHASE

- EXPLORE NEW HEX AND MAY PLACE INFLUENCE DISC
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- AFTER PASSING, MAY ONLY DO REACTIONS

EXP BUY RES UPG MOV INF



PASSED

ACTION PHASE
REACTION OR PASS

COMBAT PHASE
IN DESCENDING HEX ORDER:

UPKEEP PHASE
USE REMAINING COLONY SHIPS
PAY UPKEEP AND GET INCOME.

CLEANUP PHASE
RETURN DISCS FROM ACTIONS
TAKE NEW TECH TILES FROM BAG

REACTIONS

UPG

BUI

MOV





LAMBDA SERPENTIS 305
SECTOR

1

+6

BETA CENTAURI 306
SECTOR

1

1

2

3

FUSION DRIVE 2

FUSION DRIVE 2

SIGMA SAGITTARIJ 307
SECTOR

1

TACHYON DRIVE 3

TACHYON DRIVE 3

FUSION DRIVE 2

FUSION DRIVE 2

TACHYON DRIVE 3

KAPPA SCORPII 308
SECTOR

1

IMPROVED HULL

TACHYON DRIVE 3

TACHYON DRIVE 3

TACHYON DRIVE 3

POSITRON COMPUTER +2

POSITRON COMPUTER +2

6/4

6/4

6/9

1

ADVANCED ROBOTICS

FUSION SOURCE

PLASMA CANNON

NEUTRON BOMBS 2/2

GAUSS SHIELD -1 2/2

NANOROBOTS + 2/2

STARBASE 4/3

IMPROVED HULL 4/3

FUSION DRIVE 4/3

1

1

TRAITOR

-2



-2

TRAITOR

SECTORS:

- PHI PISCUM SECTOR 309:** Contains a pink star icon, a yellow shield with '1', and a brown planet icon.
- NU PHOENICIS SECTOR 310:** Contains a pink square icon, a yellow shield with '1', and a brown planet icon.
- CANOPUS SECTOR 311:** Contains a yellow shield with '1' and a brown planet icon.
- ANTARES SECTOR 312:** Contains a yellow shield with '1' and a brown planet icon.

COMPUTER CARDS:

- GLUON COMPUTER:** +3, 2 arrows (up, right).
- POSITRON COMPUTER:** +2, 1 arrow (up, right).

HULL CARDS:

- IMPROVED HULL:** 2 star icons.

TECHNOLOGY CARDS:

- PHASE SHIELD:** -2, 8/5, star icon.
- POSITRON COMPUTER:** +2, 8/5, grid icon.
- ORBITAL:** 8/5, gear icon.
- ADVANCED MINING:** 10/6, star icon.
- ADVANCED ECONOMY:** 10/6, star icon.
- ADVANCED LABS:** 10/6, star icon.

SHIP PARTS:

- MONOLITH:** 12/6, gear icon.
- TACHYON DRIVE:** 12/6, double arrow icon.
- TACHYON SOURCE:** 12/6, star icon.

TECHNOLOGY OVERVIEW:

- PHASE SHIELD:** YOU MAY DESTROY ALL THE POPULATION CUBES FROM THE HEX WITHOUT ROLLING ANY DICE.
- IMPROVED HULL:** YOU MAY UPGRADE IMPROVED HULL SHIP PARTS.
- GLUON SOURCE:** YOU MAY UPGRADE GLUON SOURCE SHIP PARTS.
- POSITRON COMPUTER:** YOU MAY UPGRADE POSITRON COMPUTER SHIP PARTS.
- POPULATION CUBES:** YOU MAY PLACE POPULATION CUBES ON UNCLAIMED MONEY SQUARES.
- TACHYON DRIVE:** YOU MAY UPGRADE TACHYON DRIVE SHIP PARTS.



ALPHA URSAE MINORIS SECTOR 313

1

+8

GAUSS SHIELD -1

GAUSS SHIELD -1

GAUSS SHIELD -1

SPICA SECTOR 314

1

GAUSS SHIELD -1

GAUSS SHIELD -1

GAUSS SHIELD -1

EPSILON AURIGAE SECTOR 315

1

PHASE SHIELD -2

PHASE SHIELD -2

IOTA CARINAE SECTOR 316

1

PHASE SHIELD -2

PHASE SHIELD -2

FUSION SOURCE 6

PHASE SHIELD -2

PHASE SHIELD -2

IMPROVED HULL

1

1

2

2

4

4

3

PHASE SHIELD -2

8/5

POSITRON COMPUTER +2

8/5

ORBITAL

8/5

ADVANCED MINING

10/6

ADVANCED ECONOMY

10/6

ADVANCED LABS

10/6

1

MONOLITH 12/6

TACHYON DRIVE 12/6

TACHYON SOURCE 9/21

6

1

SHIP PART OVERVIEW

CANNONS ARE USED ON EACH COMBAT ROUND TO ATTACK ENEMY SHIPS. DIFFERENT CANNONS MAKE DIFFERENT KINDS OF DAMAGE. EACH # IS ONE POINT OF DAMAGE.

MISSILES ARE LIKE CANNONS, BUT USED ONLY IN THE BEGINNING OF THE COMBAT.

HULL ABSORBS DAMAGE. EACH # ABSORBS ONE POINT OF DAMAGE.

CANNONS MAKE WEAPONS HIT MORE EASILY AND GIVE THE SHIP MORE INITIATIVE.

SHIELDS MAKE YOUR SHIP MORE DIFFICULT TO HIT.

DRIVES MAKE SHIPS MOVE FASTER WITH ONE MOVE, AND ALSO GIVE THE SHIP MORE INITIATIVE.

ENERGY PRODUCES ENERGY FOR OTHER SHIP PARTS.



DISCOVERY OVERVIEW

- ANCIENT TECHNOLOGY**: YOU MAY TAKE THE CHEAPEST TECHNOLOGY TILE YOU DON'T ALREADY HAVE FROM THE SUPPLY BOARD AND PLACE IT ON YOUR PLAYER BOARD FOR FREE. DISCARD THE DISCOVERY TILE.
- ANCIENT ENGINEER**: PLACE ONE OF YOUR UNUSED CHIPS IN THE HEX AND DISCARD THE TILE.
- EXTRA RESOURCES**: MOVE YOUR STORAGE MARKER AND DISCARD THE TILE.
- ANCIENT SHIP PART**: YOU MAY PLACE THE SHIP PART ON ANY UNDISCOVERED PART OF THE BOARD. YOU MAY ALSO KEEP THE PART NEXT TO YOUR BOARD AND PLACE IT LATER. IF YOU WANT TO REPLACE AN ANCIENT SHIP PART, IT IS DISCARDED.
- ADVANCED LINS**: PLACE ONE OF YOUR UNDISCOVERED LINS ON ANY UNDISCOVERED PART OF THE BOARD.
- ADVANCED ECONOMY**: PLACE ONE OF YOUR UNDISCOVERED ECONOMY CARDS ON ANY UNDISCOVERED PART OF THE BOARD.
- ADVANCED MINING**: PLACE ONE OF YOUR UNDISCOVERED MINING CARDS ON ANY UNDISCOVERED PART OF THE BOARD.
- OPTICAL**: PLACE ONE OF YOUR UNDISCOVERED OPTICAL CARDS ON ANY UNDISCOVERED PART OF THE BOARD.
- POSTRAIN COMPUTER**: PLACE ONE OF YOUR UNDISCOVERED POSTRAIN COMPUTER CARDS ON ANY UNDISCOVERED PART OF THE BOARD.
- PHASE SHIELD**: PLACE ONE OF YOUR UNDISCOVERED PHASE SHIELD CARDS ON ANY UNDISCOVERED PART OF THE BOARD.



SCORING OVERVIEW

- REPUTATION TILES
1-4 VP PER TILE
- AMBASSADOR TILES
1 VP PER TILE
- DISCOVERY TILES
2 VP PER TILE
- MONOLITHS ON CONTROLLED HEXES
3 VP PER MONOLITH
- PROGRESS ON TECHNOLOGY TRACK
1 VP 4 TILES ON A TRACK
2 VP 5 TILES
3 VP 6 TILES
5 VP 7 TILES
- HEXES CONTROLLED
1-4 VP PER HEX
- TRAITOR MARKER
-2 VP
- SPECIES BONUSES



SCORING OVERVIEW

- REFINERY TILES
1-4 VP PER TILE
- AMBASSADOR TILES
1 VP PER TILE
- DISCOVERY TILES
2 VP PER TILE
- MONOLITHS ON CONTROLLED HEXES
3 VP PER MONOLITH
- PROGRESS ON TECHNOLOGY TRACK
1 VP
2 VP
3 VP
5 VP
7 VP
- HEXES CONTROLLED
1-4 VP PER HEX
- TACHYON MARKER
-2 VP
- SPECIES BONUSES

PHASE SHIELD
-2
8/5

POSITION CONVERTER
+2
8/5

GRAVITY
8/5

ADVANCED MINING
10/6

ADVANCED ECONOMY
10/6

ADVANCED LASERS
10/6

ARTIFACT KEY
+5
14/7

ANTI-MATTER CANNON
14/7

PLASMA MISSILE
14/7

FUSION SOURCE (6)
FUSION SOURCE (6)
FUSION SOURCE (6)

TACHYON SOURCE (9)
TACHYON SOURCE (9)

TACHYON SOURCE (9)
TACHYON SOURCE (9)

FUSION SOURCE (6)
FUSION SOURCE (6)
FUSION SOURCE (6)
FUSION SOURCE (6)

DELTA HYDRI 224
3
3
3

EPSILON ERIDANI 222
3
3

III

III

FUSION SOURCE (6)
2
2

FUSION SOURCE (6)
FUSION SOURCE (6)

3

1
1
1

1
1
1

1
1
1

1
1
1

ETA CASSIOPEIAE SECTOR 225

TACHYON SOURCE 9

TACHYON SOURCE 9 TACHYON SOURCE 9

SIRIUS SECTOR 227

1

4

IMPROVED HULL

TAU CETI SECTOR 229

IMPROVED HULL

DELTA PAVONIS SECTOR 231

IMPROVED HULL

IMPROVED HULL

PLASMA MISSILE 14/7

ANTIMATTER CANNON 14/7

ARTIFACT KEY +5 14/7

WORMHOLE GENERATORS 8/91

QUANTUM GRID 8/91

GLUON COMPUTER 8/91 3+

COMBAT OVERVIEW

RESOLVE BATTLES IN DESCENDING HEX ORDER

FIRST ONE IN THE HEX BATTLES LAST

ANCIENTS AND GCIS ALWAYS BATTLE LAST

MISSILE ROUND

ENGAGEMENT ROUNDS

RETREAT ONE SHIP TYPE

ATTACK POPULATION

DRAW REPUTATION TILES ONCE PER HEX

The image displays a variety of hexagonal game tiles. The main tiles are star charts for the following sectors:

- Sigma Draconis Sector 228**: Features an orange planet, a pink planet, and a brown planet with a star icon.
- 61 Cygni Sector 226**: Features an orange planet, a pink planet, and a brown planet.
- Lambda Aurigae Sector 230**: Features an orange planet with a star icon, a pink planet, and a brown planet with a star icon.
- Rigel Sector 232**: Features an orange planet with a star icon, a pink planet, and a brown planet with a star icon.

Supporting tiles include:

- Tachyon Source** cards with a '9' icon.
- Improved Hull** cards with star icons.
- Glion Computer** (+3, 16/8).
- Quantum Grid** (16/8).
- Wormhole Generator** (16/8).
- Artifact Key** (+5, 14/7).
- Antimatter Cannon** (14/7).
- Plasma Missile** (14/7).

On the left, there are several smaller tiles, including a '3' icon, a '+1' icon, and two star charts with yellow and white icons.

REPUTATION OVERVIEW

BATTLE	+	+	+	+	+	+	+	+	+
INTERCEPTOR	+	+	+	+	+	+	+	+	+
STARBASE	+	+	+	+	+	+	+	+	+
CRUISER	+	+	+	+	+	+	+	+	+
DREADNOUGHT	+	+	+	+	+	+	+	+	+
ANCIENT	+	+	+	+	+	+	+	+	+
GCOS	+	+	+	+	+	+	+	+	+
MAX	+	+	+	+	+	+	+	+	+



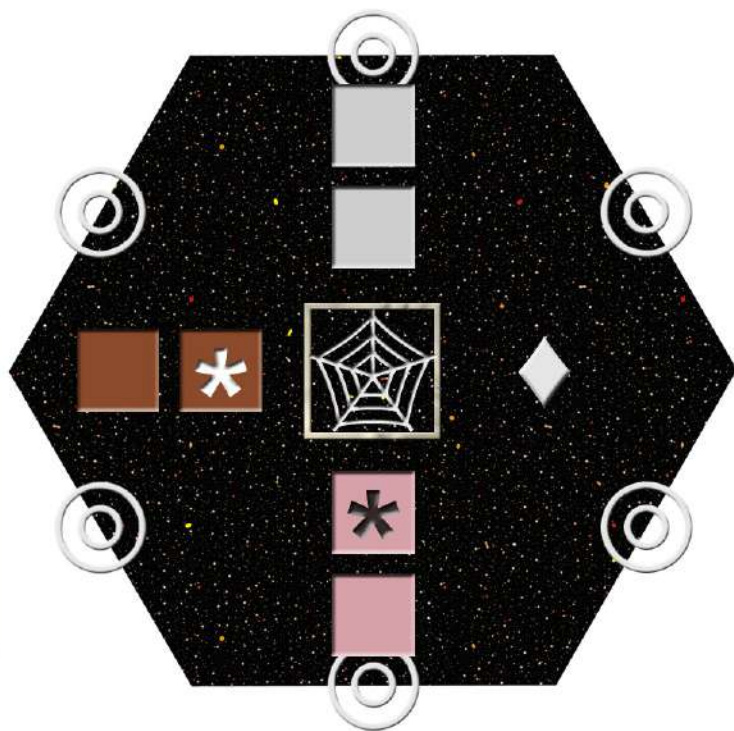
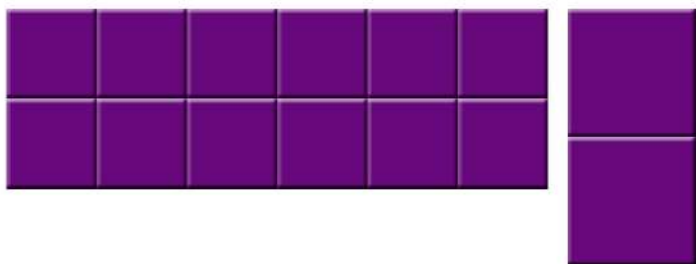
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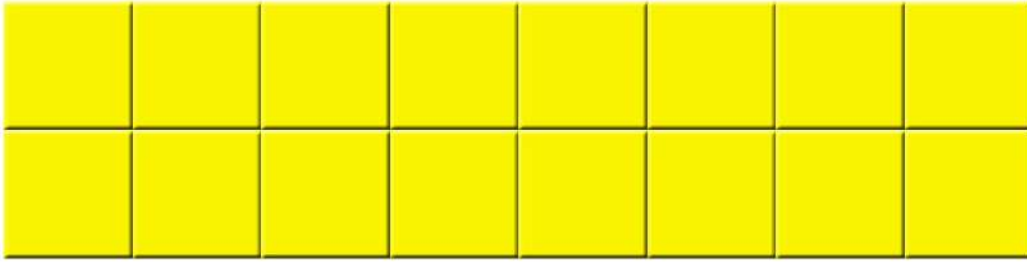
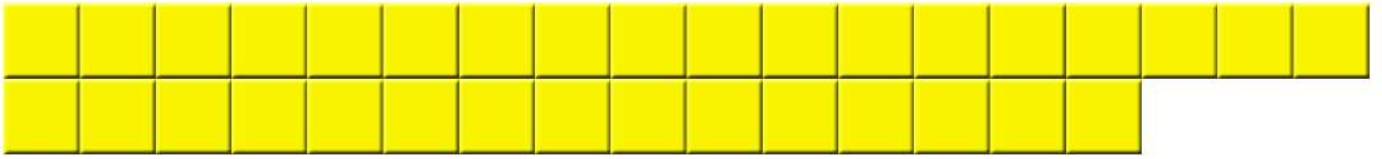
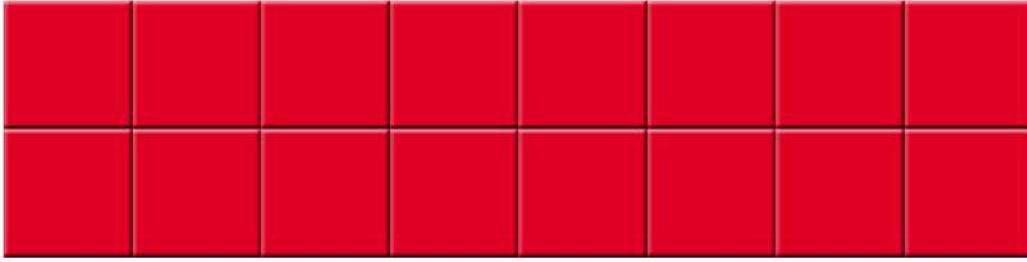
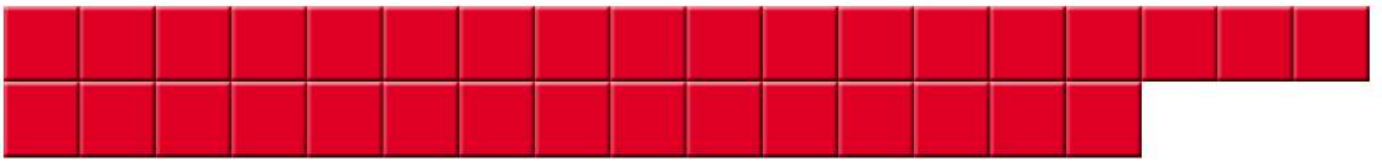


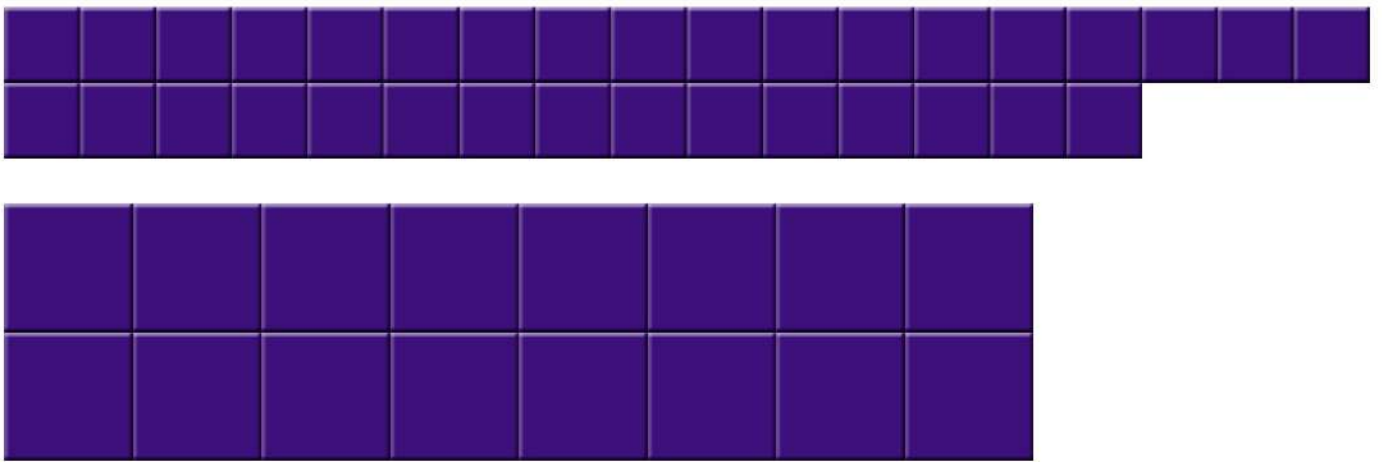
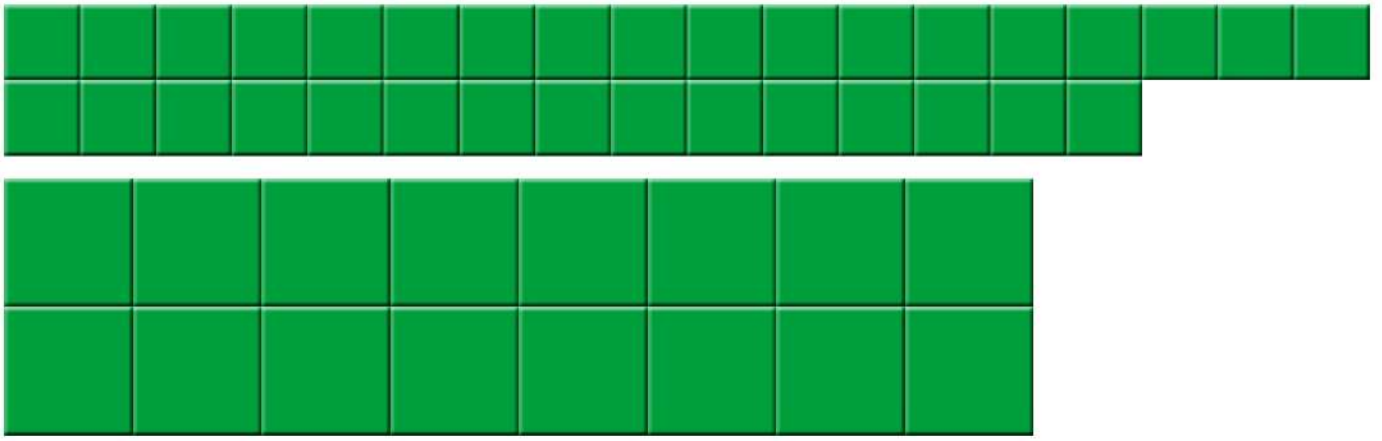
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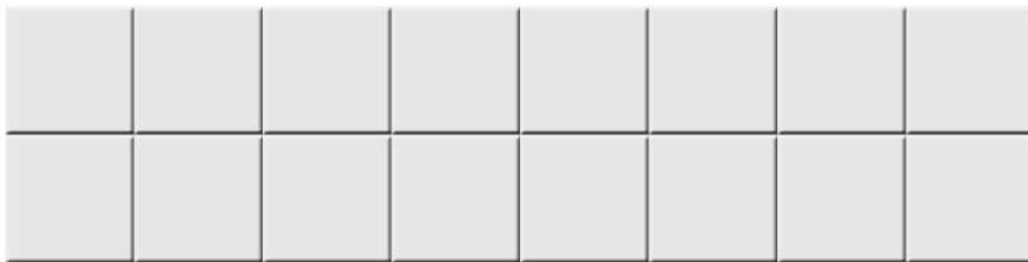


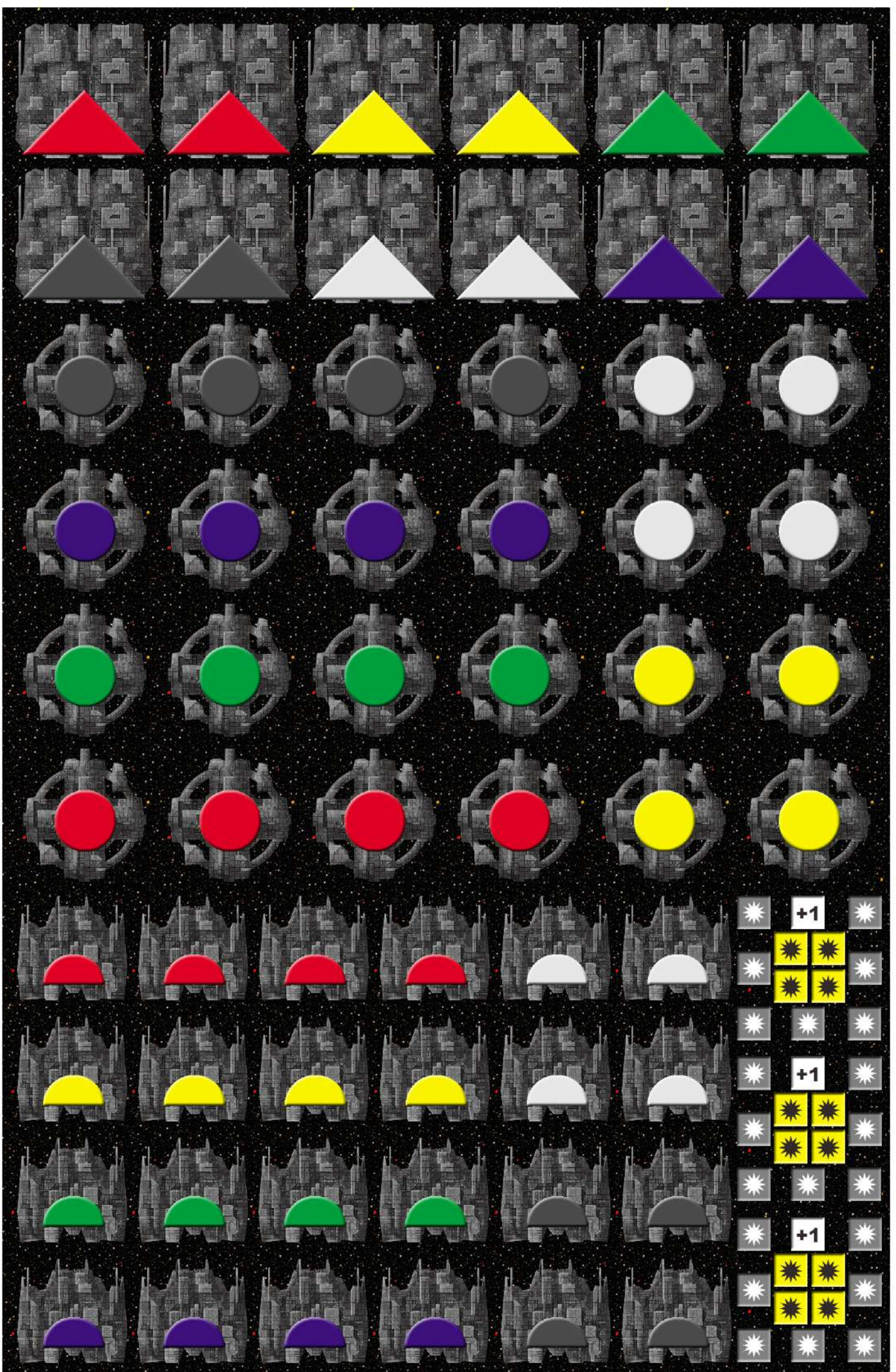
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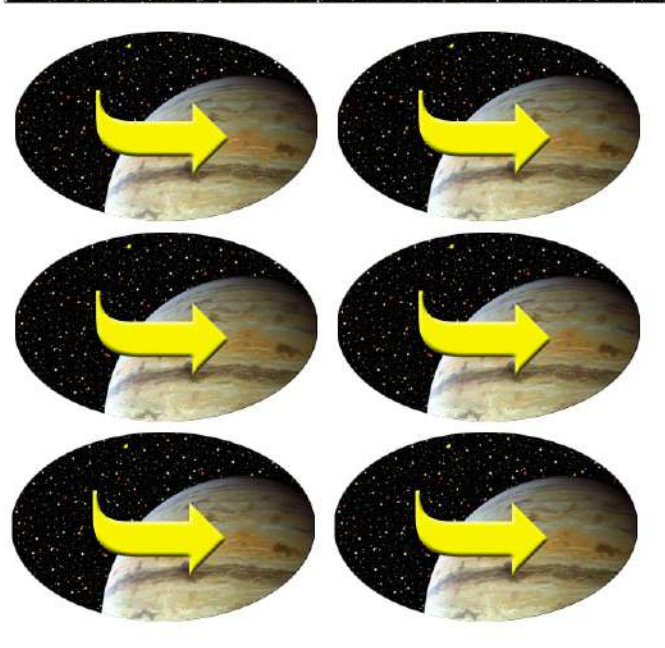
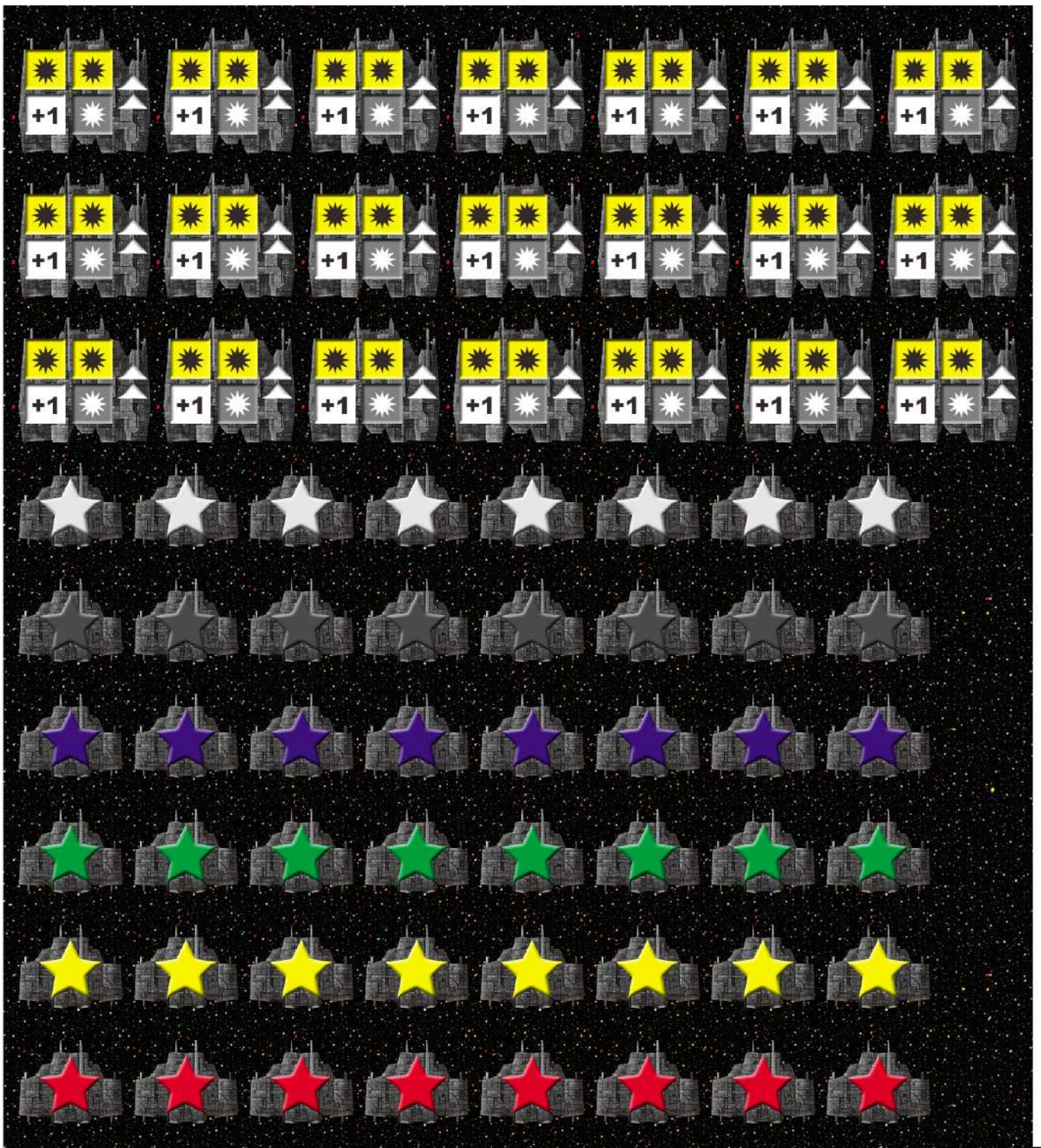




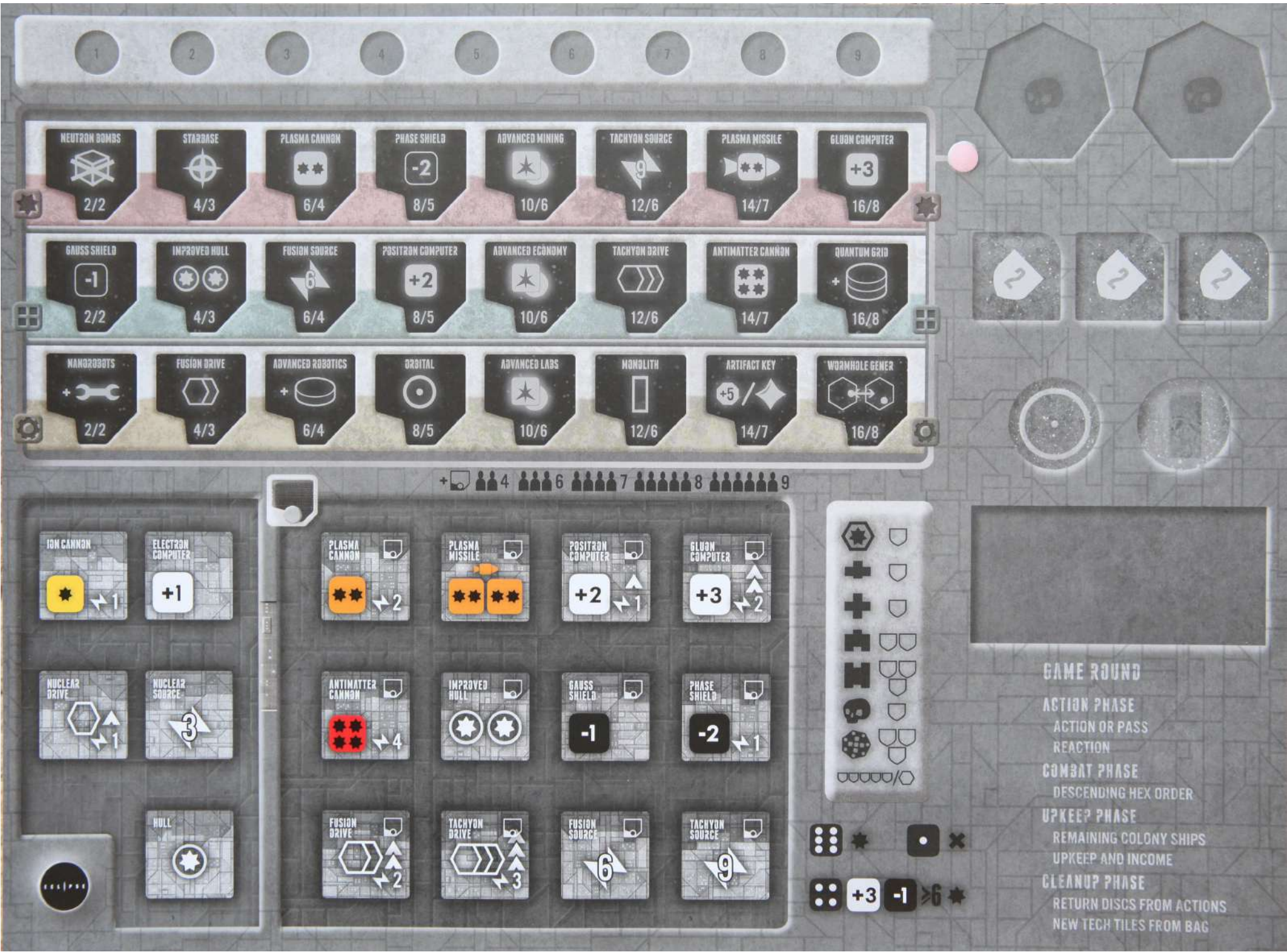












+ [ship icon] 4 [ship icon] 6 [ship icon] 7 [ship icon] 8 [ship icon] 9

GAME ROUND

ACTION PHASE

ACTION OR PASS
REACTION

COMBAT PHASE

DESCENDING HEX ORDER

UPKEEP PHASE

REMAINING COLONY SHIPS
UPKEEP AND INCOME

CLEANUP PHASE

RETURN DISCS FROM ACTIONS
NEW TECH TILES FROM BAG

[dice icon] [star icon] [die icon] [cross icon]
[dice icon] +3 [die icon] -1 [die icon] >6 [star icon]

STATS: COST 5, MOBILITY 10

INTERCEPTOR (EXPLORER CLASS) COST 3

CRUISER (CONQUEROR CLASS) COST 5

DREADNOUGHT (VANQUISHER CLASS) COST 8

STARBASE (DEFENDER CLASS) COST 3

TERRAN DIRECTORATE

EXP **INF** **RES** **UPG** **BUI** **MOV**

28 24 21 18 15 12 10 8 6 4 3 2

28 24 21 18 15 12 10 8 6 4 3 2

28 24 21 18 15 12 10 8 6 4 3 2

-30 -25 -21 -17 -13 -10 -7 -5 -3 -2 -1 0 0

40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15

COST
 CAPITAL ○ 5
 MODULAR □ 10

INTERCEPTOR
GLADIUS CLASS
COST 3

CRUISER
PILUM CLASS
COST 5

DREADNOUGHT
BALLISTA CLASS
COST 8

STARBASE
SCUTUM CLASS
COST 3

ERIDANI EMPIRE

PLASMA CANNON
GAUSS SHIELD
FUSION DRIVE

EXP INF RES UPG SUI MOV

222

3 → 1

40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15

ROCKET 5
MOBILITY 10

INTERCEPTOR
LAIKA CLASS

COST 3

CRUISER
GAGARIN CLASS

COST 5

BREATHNIGHT
ARMSTRONG CLASS

COST 8

STARBASE
YANG CLASS

COST 3

	0	-1	-2	-3	-4	-6	-8	5
	0	-1	-2	-3	-4	-6	-8	5
	0	-1	-2	-3	-4	-6	-8	5
	0	-1	-2	-3	-4	-6	-8	5

28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2

-30	-25	-21	-17	-13	-10	-7	-5	-3	-2	-1	0	0
-30	-25	-21	-17	-13	-10	-7	-5	-3	-2	-1	0	0

TERRAN FEDERATION

223

2 → 1

40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15
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EXP

INF

RES

UPG

3U

MOV

XBST 5
 MOBILITY 10

INTERCEPTOR
ADVANCE CLASS
COST 3

CRUISER
DISCOVERY CLASS
COST 5

DREADNOUGHT
ACHIEVEMENT CLASS
COST 8

STARBASE
KNOWLEDGE CLASS
COST 3

0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		
0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		
0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		

28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2

EXP	INF	RES	UPG	BUI	MOV
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HYDRAN PROGRESS

224

-30	-25	-21	-17	-13	-10	-7	-5	-3	-2	-1	0	0
-30	-25	-21	-17	-13	-10	-7	-5	-3	-2	-1	0	0

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40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15
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15

PROBITY ○ 5
MODULITY □ 10

INTERCEPTOR FALCON CLASS COST 3
CRUISER HAWK CLASS COST 5
DREADNOUGHT EAGLE CLASS COST 8
STARBASE EYRIE CLASS COST 3

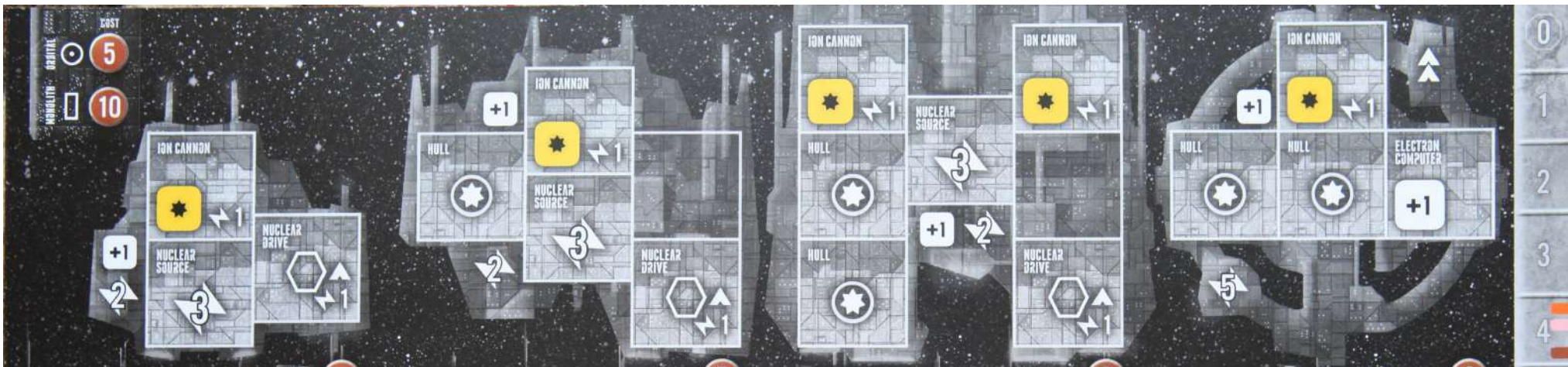
TERRAN UNION
 225

EXP INF RES UPG BUI MOV

-30 -25 -21 -17 -13 -10 -7 -5 -3 -2 -1 0 0

40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15



INTERCEPTOR SEED CLASS COST 5 **CRUISER** LEAF CLASS COST 3 **DREADNOUGHT** BRANCH CLASS COST 5 **STARBASE** ROOT CLASS COST 3

STARBASE	0	0	0	1	2	3	5
	-1	-2	-3	-4	-6	-8	
	0	0	0	1	2	3	5
	-1	-2	-3	-4	-6	-8	
	0	0	0	1	2	3	5
	-1	-2	-3	-4	-6	-8	

PLANTA

226

28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2

EXP	INF	RES	UPG	BUI	MOV
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-30	-25	-21	-17	-13	-10	-7	-5	-3	-2	-1	0	0
-30	-25	-21	-17	-13	-10	-7	-5	-3	-2	-1	0	0

40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15
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STATUS
 HEALTH: 10
 COST: 5

INTERCEPTOR (ROARS CLASS) COST: 3

CRUISER (ARES CLASS) COST: 5

DREADNOUGHT (MARS CLASS) COST: 8

STARBASE (KALI CLASS) COST: 3

TERRAN REPUBLIC

227

EXP INT RES UPG BUI MOV

28 24 21 18 15 12 10 8 6 4 3 2

28 24 21 18 15 12 10 8 6 4 3 2

28 24 21 18 15 12 10 8 6 4 3 2

-30 -25 -21 -17 -13 -10 -7 -5 -3 -2 -1 0 0

40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

DEVELOPMENT ○ 5
MOBILITY □ 10

INTERCEPTOR
WIGHT CLASS
COST 3

CRUISER
DANSHEE CLASS
COST 5

DREADNOUGHT
WRAITH CLASS
COST 8

STARBASE
REVENANT CLASS
COST 3

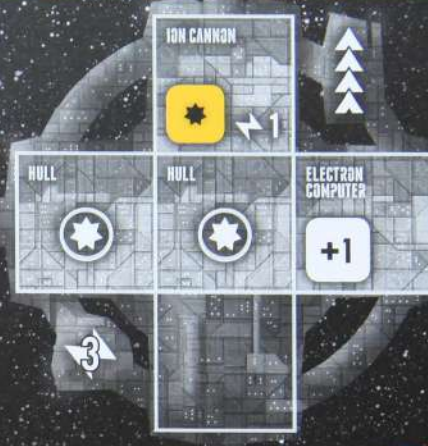
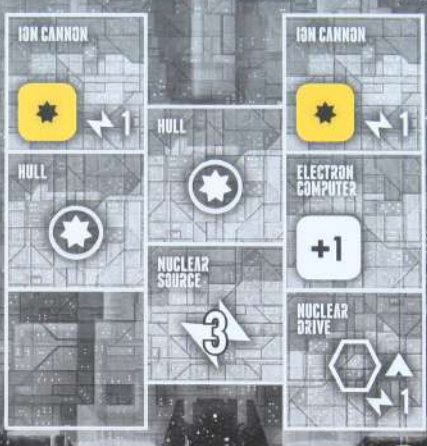
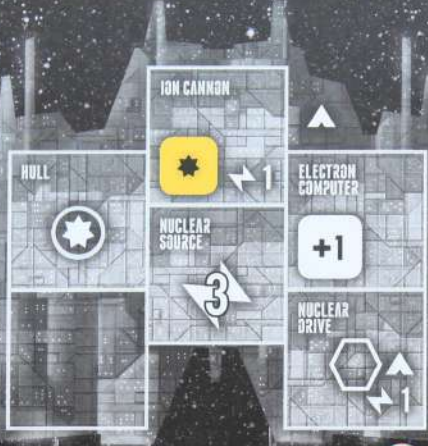
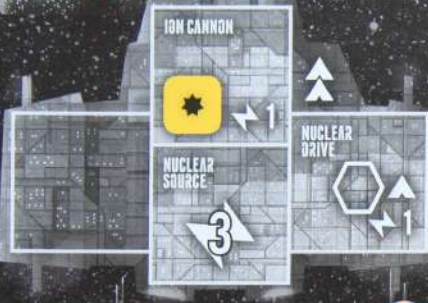
DESCENDANTS OF DRAGO
228

EXP INF RES UPG BUI MOV

3 → 1
1 / skull

40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15

DEVELOPMENT ○ 5
MOBILITY □ 10



INTERCEPTOR
WIGHT CLASS

COST 3

CRUISER
DANSHEE CLASS

COST 5

DREADNOUGHT
WRAITH CLASS

COST 8

STARBASE
REVENANT CLASS

COST 3



0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		
0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		
0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		

28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2

EXP INF RES UPG BUI MOV

-30 -25 -21 -17 -13 -10 -7 -5 -3 -2 -1 0 0



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SHIP BUILDING AND RESOURCE MANAGEMENT INTERFACE

SHIP TYPES AND COSTS:

- INTERCEPTOR (COBRA CLASS):** COST 3
- CRUISER (LION CLASS):** COST 5
- DREADNOUGHT (ELEPHANT CLASS):** COST 8
- STARBASE (RHINO CLASS):** COST 3

COMPONENTS AND EFFECTS:

- ION CANNON:** Star icon, lightning bolt, -1
- HULL:** Star icon, -1
- ELECTRON COMPUTER:** +1
- NUCLEAR SOURCE:** Star icon, lightning bolt, -1
- NUCLEAR DRIVE:** Hexagon icon, lightning bolt, -1

RESOURCE TRACKERS:

- EXP (Experience):** 28, 24, 21, 18, 15, 12, 10, 8, 6, 4, 3, 2
- INF (Information):** 28, 24, 21, 18, 15, 12, 10, 8, 6, 4, 3, 2
- RES (Resources):** 28, 24, 21, 18, 15, 12, 10, 8, 6, 4, 3, 2
- UPG (Upgrades):** 28, 24, 21, 18, 15, 12, 10, 8, 6, 4, 3, 2
- BUI (Buildings):** 28, 24, 21, 18, 15, 12, 10, 8, 6, 4, 3, 2
- MOV (Movement):** 28, 24, 21, 18, 15, 12, 10, 8, 6, 4, 3, 2

DEFENSE AND SHIELDING:

- Shielding levels: -1, -2, -3, -4, -6, -8
- Shield icons with numbers 0, 1, 2, 3, 5

TERRAN CONGLOMERATE: 229

CONTROL PANEL:

- Buttons: EXP, INF, RES, UPG, BUI, MOV
- Navigation: Left/Right arrows, Up/Down arrows
- Resource icons: Hexagon, Cylinder, Square, Wrench, Arrow
- Shielding icons: Three colored shields (Orange, Pink, Red)

COORDINATE GRID:

Vertical axis (0-15): 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15

Horizontal axis (40-15): 40, 39, 38, 37, 36, 35, 34, 33, 32, 31, 30, 29, 28, 27, 26, 25, 24, 23, 22, 21, 20, 19, 18, 17, 16, 15

BRUTAL COST 4
INDUCTIVE COST 8

INTERCEPTOR GAMMA CLASS COST 2

CRUISER BETA CLASS COST 4

DREADNOUGHT ALPHA CLASS COST 7

STARBASE DELTA CLASS COST 2

MECHANEMA

230

EXP INF RES UPG BUI MOV

3 → 1

40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14

INTERCEPTOR
 SHURIKEN CLASS
 COST 3

CRUISER
 WAKIZASHI CLASS
 COST 5

DREADNOUGHT
 KATANA CLASS
 COST 8

STARBASE
 MAGINATA CLASS
 COST 3

Components shown: ION CANNON, HULL, ELECTRON COMPUTER, NUCLEAR SOURCE, NUCLEAR DRIVE.

TERRAN ALLIANCE


EXP INF RES UPG BUI MOV

28 24 21 18 15 12 10 8 6 4 3 2
 28 24 21 18 15 12 10 8 6 4 3 2
 28 24 21 18 15 12 10 8 6 4 3 2

-30 -25 -21 -17 -13 -10 -7 -5 -3 -2 -1 0 0

40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15

COST 5
 MOBILITY 10

INTERCEPTOR
 CONTACT CLASS
 COST 3

CRUISER
 CONTROL CLASS
 COST 5

DREADNOUGHT
 DOMINATE CLASS
 COST 8

STARBASE
 PROTECT CLASS
 COST 3

ORION HEGEMONY

232

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
28	24	21	18	15	12	10	8	6	4	3	2				
28	24	21	18	15	12	10	8	6	4	3	2				
28	24	21	18	15	12	10	8	6	4	3	2				
28	24	21	18	15	12	10	8	6	4	3	2				

NEUTRON BOMBS
 GAUSS SHIELD
 EXP INF RES UPG BUI MOV

-30 -25 -21 -17 -13 -10 -7 -5 -3 -2 -1 0 0