

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

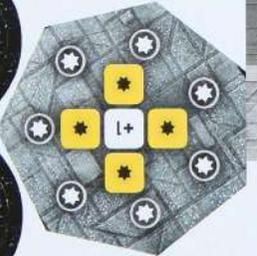
+3

↔ 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 HEZGULIS SECTOR 105

ELECTRON COMPUTER
+1

ION TRACKER
+1

ELECTRON COMPUTER
+1

ELECTRON COMPUTER
+1

CAPELLA SECTOR 106

1

2

3

ELECTRON COMPUTER
+1

ELECTRON COMPUTER
+1

NUCLEAR SOURCE
3

ALDEBARAN SECTOR 107

PLASMA MISSILE
3

PLASMA MISSILE
3

MU CASSIOPEIA SECTOR 108

FUSION SOURCE
6

TACHYON SOURCE
9

TACHYON DRIVE
3

PLASMA MISSILE
3

PLASMA MISSILE
3

PLASMA MISSILE
3

3

PHASE SHIELD
-2
8/5

POSITION COMPUTER
+2
8/5

ORBITAL
8/5

MONOLITH
12/6

TACHYON DRIVE
12/6

TACHYON SOURCE
12/6
9

1

ADVANCED MINING
10/6

ADVANCED ECONOMY
10/6

ADVANCED LABS
10/6

1

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

EXP
 SUI
 RES
 UPG
 MOV
 INF



PASSED

ACTION PHASE
REACTION OR PASS

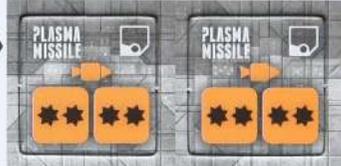
COMBAT PHASE
IN DESCENDING HEX ORDER.

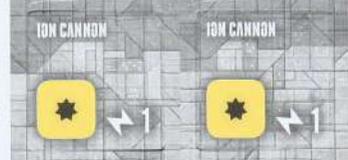
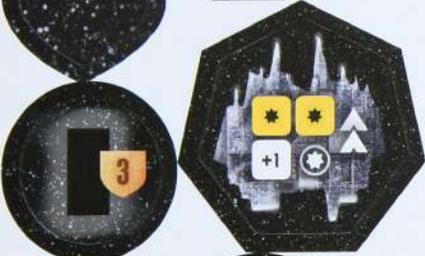
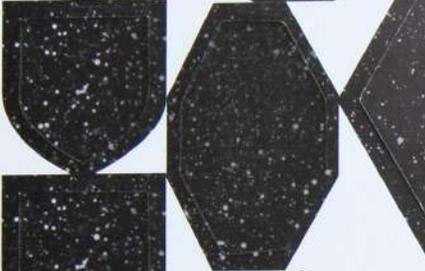
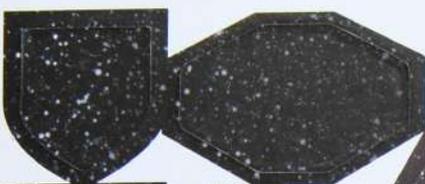
UPKEEP PHASE
USE REMAINING COLONY SHIPS
PAY UPKEEP AND GET INCOME.

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

REACTIONS

UPG
SUI
MAV





REACTIONS

UPG 1

BUI 1

MOV 1

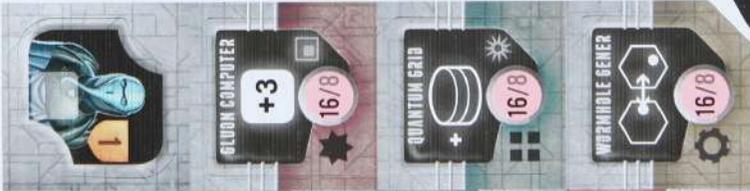
PASSED

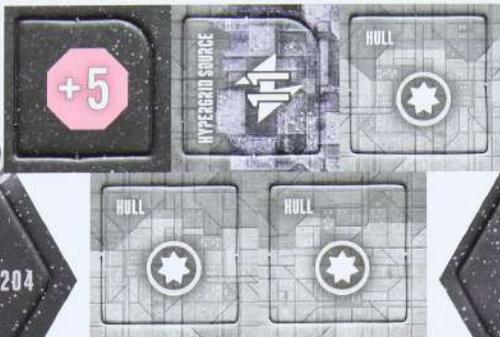
ACTION PHASE
REACTION OR PASS

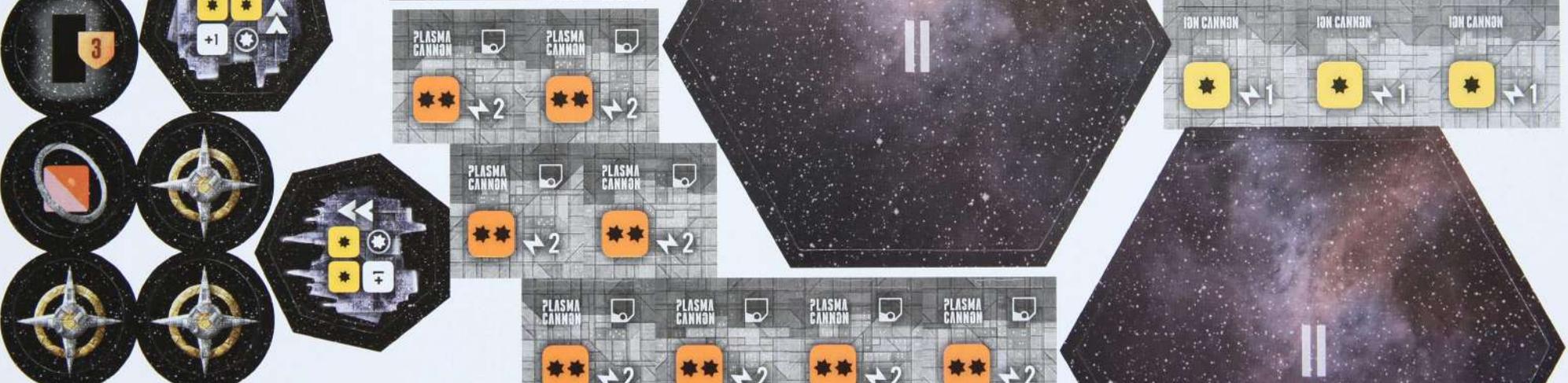
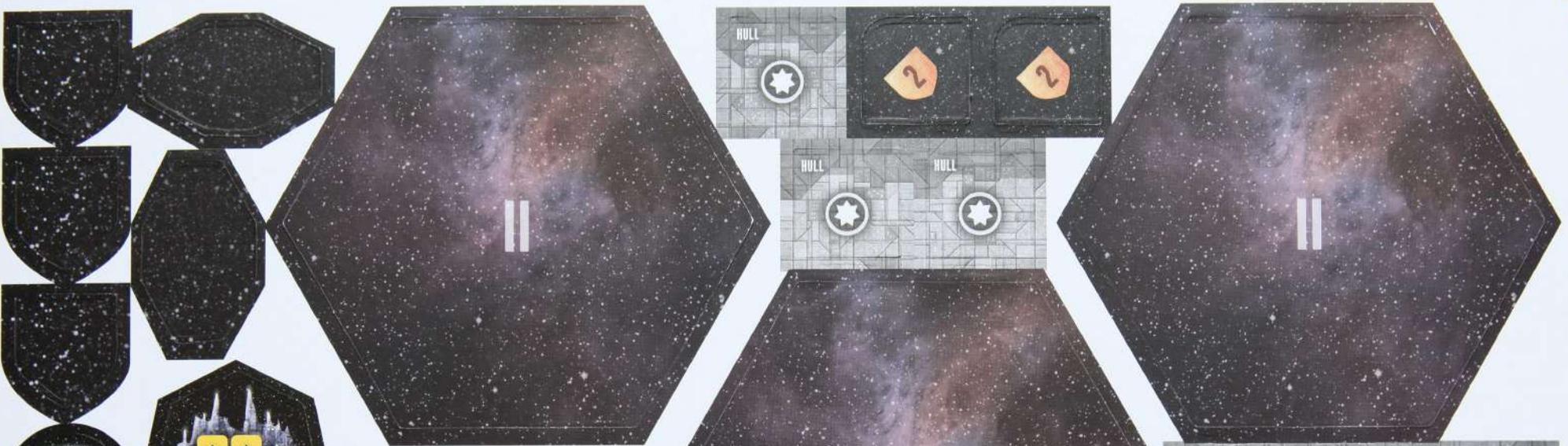
COMBAT PHASE
IN DESCENDING HEX ORDER.

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

MENTION BONDS 2/2

GUSS SHIELD -1 2/2

MANROBOTS + 2/2

STARBASE 4/3

IMPROVED HULL 4/3

FUSION DRIVE 4/3

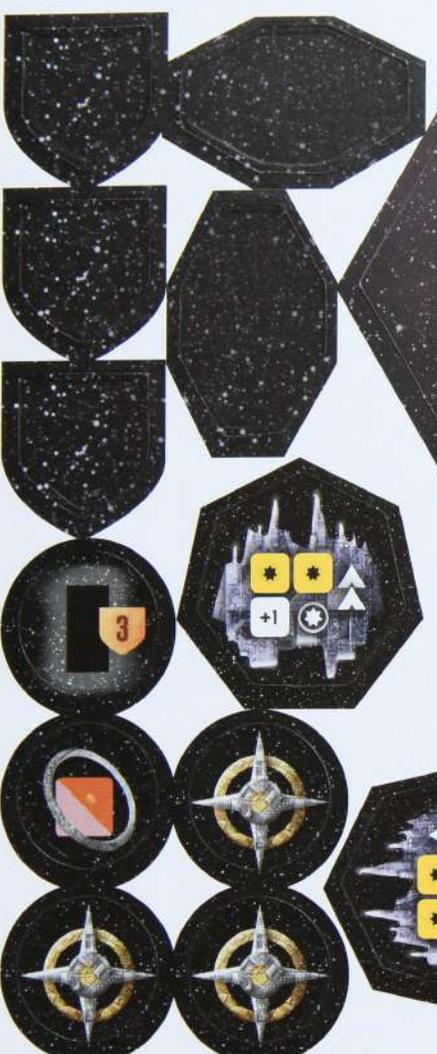
PLASMA CANNON 6/9

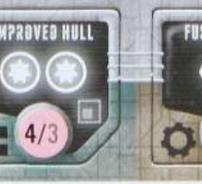
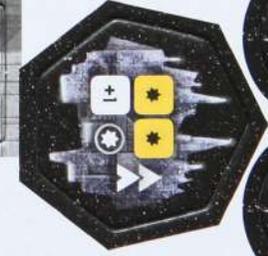
ADVANCED ROBOTICS + 6/9

FUSION SOURCE 6/9

1

1





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

ZETA DRACONIS SECTOR 301

2

+6

AVION COMPUTER +3

ANTIMATTER CANNON 4

ANTIMATTER CANNON 4

GAMMA SERPENTIS SECTOR 302

2

1

2

3

IMPROVED HULL

PLASMA CANNON 2

FUSION DRIVE 2

ETA CEPHEI SECTOR 303

2

ANTIMATTER CANNON 4

ANTIMATTER CANNON 4

THETA PEGASI SECTOR 304

1

FUSION DRIVE 2

FUSION DRIVE 2

ANTIMATTER CANNON 4

ANTIMATTER CANNON 4

ANTIMATTER CANNON 4

ANTIMATTER CANNON 4

3

NEUTRON BOMBS 2/2

GAUSS SHIELD -1 2/2

WANDROBOTS 2/2

STARBASE 4/3

IMPROVED HULL 4/3

FUSION DRIVE 4/3

ADVANCED ROBOTICS 6/4

FUSION SOURCE 6/4

PLASMA CANNON 6/4

CHARACTER 1

CHARACTER 1

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



PASSED

ACTION PHASE
REACTION OR PASS

COMBAT PHASE
IN DESCENDING HEX ORDER

UPTAKE PHASE
USE REMAINING COLONY SHIPS
PAY UPTAKE AND GET INCOME

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

UPG 1

BUI 1

MAY 1

REACTIONS

NEUTRON BOMBS 2/2

SHIELD -1 2/2

MANROBOTS + 2/2

STARBASE 4/3

IMPROVED HULL 4/3

FUSION DRIVE 4/3

PLASMA CANNON 6/9

FUSION SOURCE 6/9

ADVANCED ROBOTICS + 6/9

FUSION DRIVE 2

PLASMA CANNON 2

IMPROVED HULL

ANTIMATTER CANNON 4

FUSION DRIVE 2

FUSION DRIVE 2

LAMBDA SERPENTIS 305 SECTOR

1

+6

FUSION DRIVE 2

FUSION DRIVE 2

BETA CENTAURI 306 SECTOR

1

1

2

3

FUSION DRIVE 2

FUSION DRIVE 2

TACHYON DRIVE 3

SIGMA SAGITTARIJ 307 SECTOR

1

TACHYON DRIVE 3

TACHYON DRIVE 3

KAPPA SCORPII 308 SECTOR

1

IMPROVED HULL 2

TACHYON DRIVE 3

TACHYON DRIVE 3

TACHYON DRIVE 3

POSITRON COMPUTER +2

POSITRON COMPUTER +2

NEUTRON BOMBS 2/2

GAUSS SHIELD -1 2/2

NANOROBOTS + 2/2

STARBASE 4/3

IMPROVED HULL 4/3

FUSION DRIVE 4/3

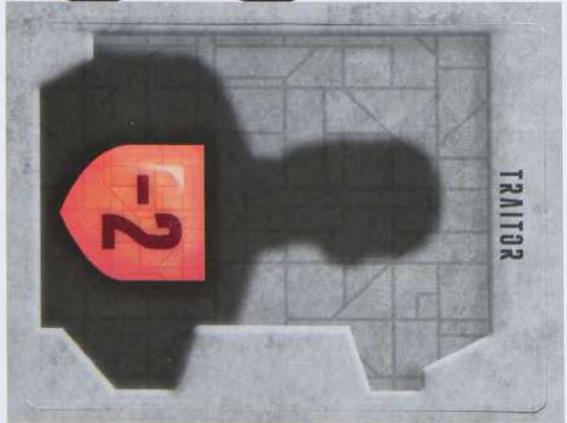
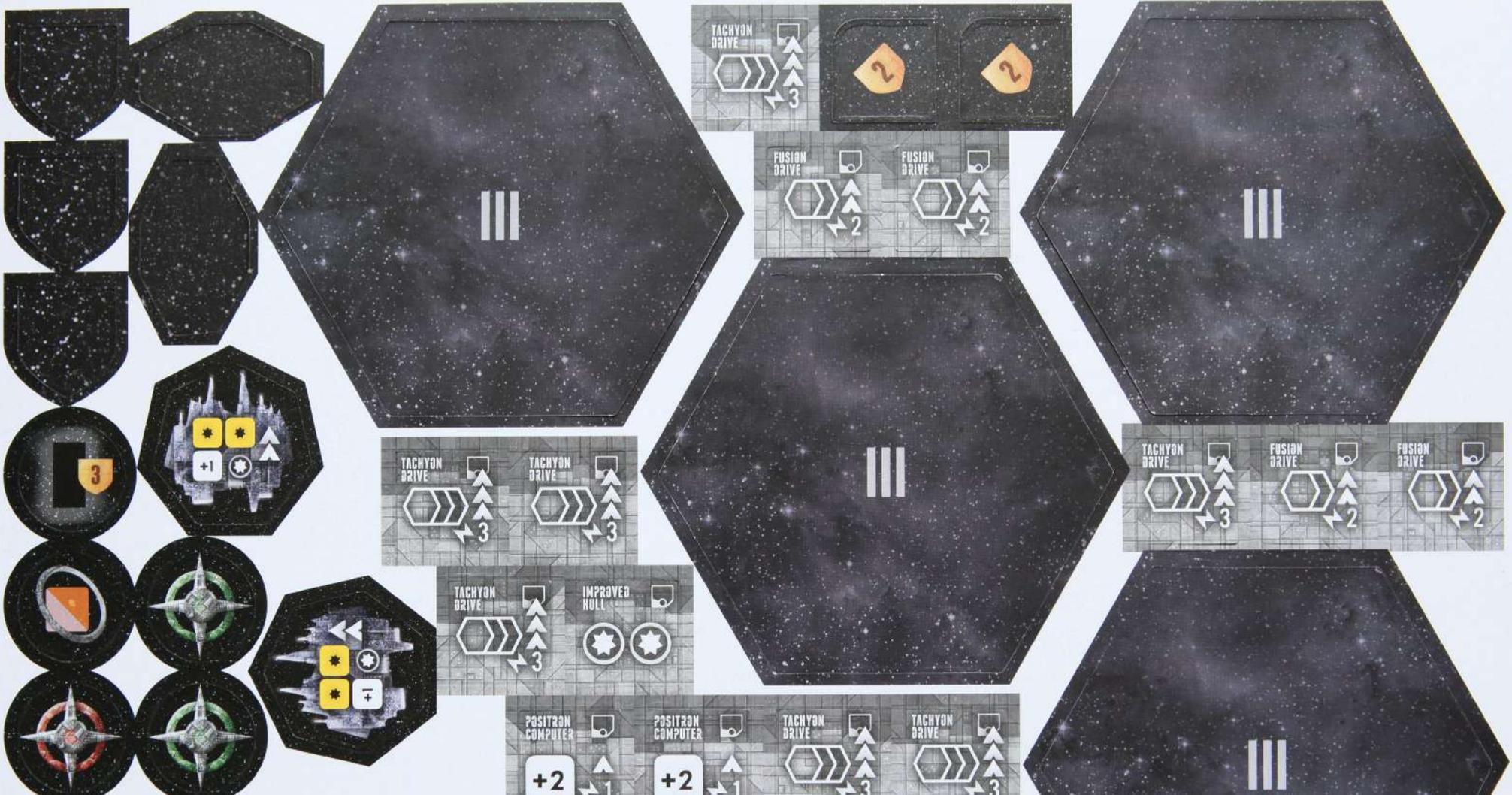
ADVANCED ROBOTICS 6/4

FUSION SOURCE 6/4

PLASMA CANNON 6/9

TRAITOR

-2



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

SHIP PARTS:

- Yellow shield with '1'
- Yellow shield with '2'
- Yellow shield with '4'
- Black circle with star and arrow
- Black circle with star and arrow
- Black circle with '3'
- Black circle with star and arrow
- Black circle with star and arrow
- Black circle with star and arrow

TECHNOLOGY OVERVIEW:

YOU MAY DESTROY ALL THE POPULATION CUBES FROM THE HEX WITHOUT ROLLING ANY DICE.

- PHASE SHIELD (1/2)
- GLUON COMPUTER (3/2)
- POSITRON COMPUTER (2/1)
- IMPROVED HULL (2/2)
- ADVANCED MINING (10/6)
- ADVANCED ECONOMY (10/6)
- ADVANCED LABS (10/6)
- MONOLITH (12/6)
- TACHYON DRIVE (12/6)
- TACHYON SOURCE (12/6)

YOU MAY UPGRADE GRASS SHIELD SHIP PARTS.

- GLUON COMPUTER (3/2)
- POSITRON COMPUTER (2/1)
- IMPROVED HULL (2/2)

YOU MAY UPGRADE GLUON SOURCE SHIP PARTS.

- GLUON COMPUTER (3/2)

YOU MAY UPGRADE POSITRON COMPUTER SHIP PARTS.

- POSITRON COMPUTER (2/1)

YOU MAY PLACE POPULATION CUBES IN UNCLAIMED MONEY SQUARES.

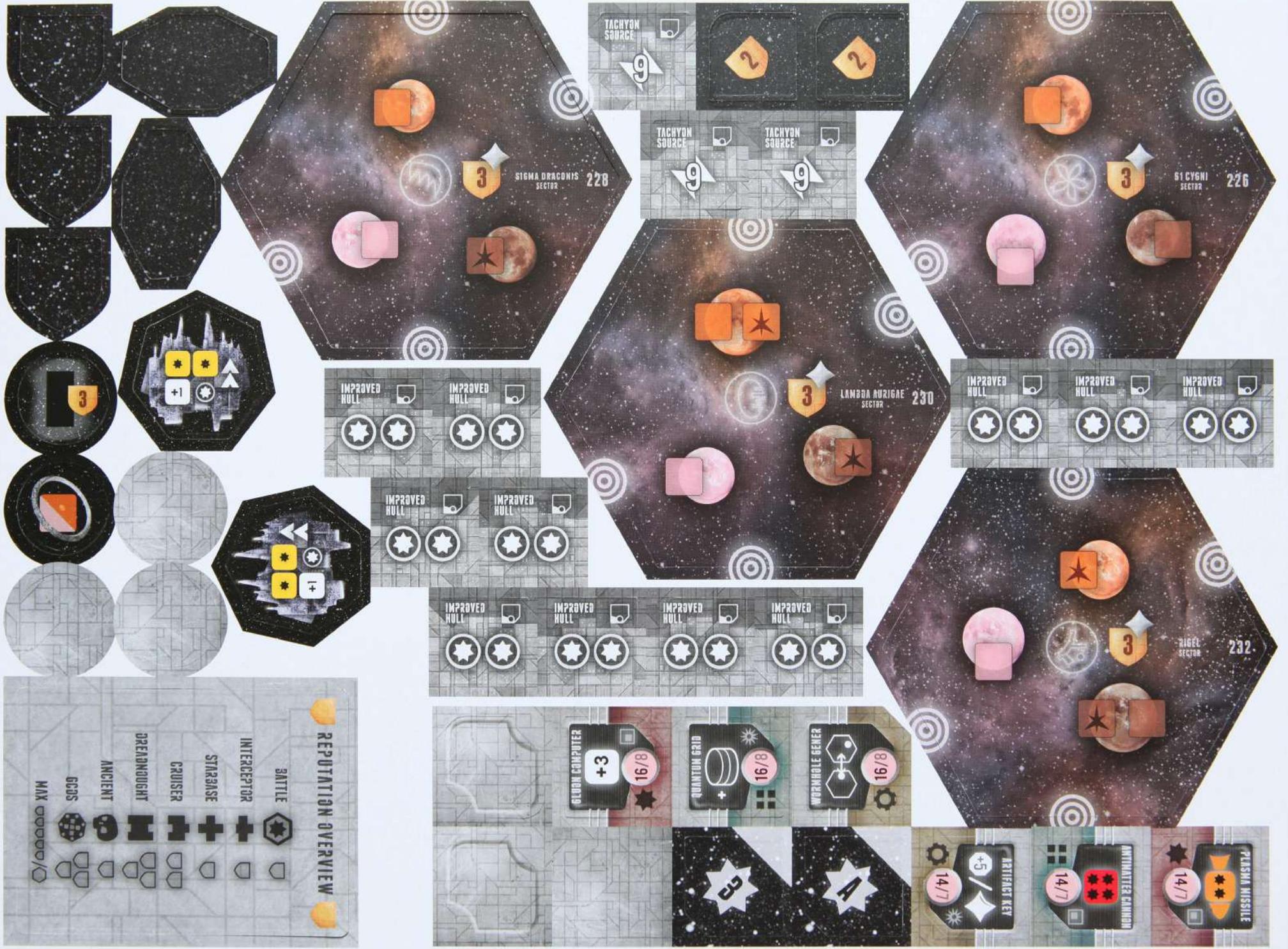
- GLUON COMPUTER (3/2)
- POSITRON COMPUTER (2/1)
- IMPROVED HULL (2/2)

YOU MAY UPGRADE TACHYON DRIVE SHIP PARTS.

- TACHYON DRIVE (12/6)
- TACHYON SOURCE (12/6)







REPUTATION OVERVIEW

BATTLE	INTERCEPTOR	STARSASE	CRUISER	DRAGONBOUNT	ANCIENT	GCOS	MAX
+	+	+	+	+	+	+	+
+	+	+	+	+	+	+	+
+	+	+	+	+	+	+	+
+	+	+	+	+	+	+	+
+	+	+	+	+	+	+	+
+	+	+	+	+	+	+	+
+	+	+	+	+	+	+	+
+	+	+	+	+	+	+	+



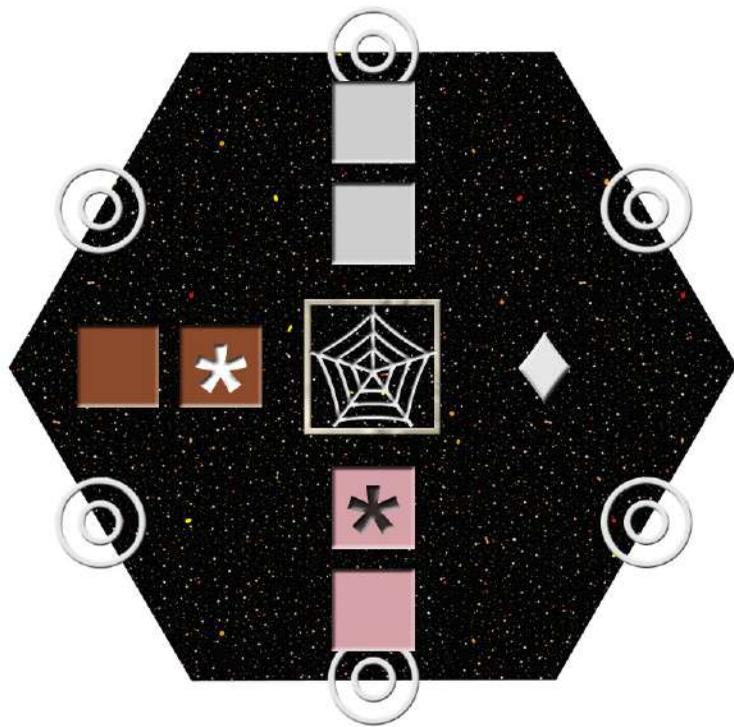
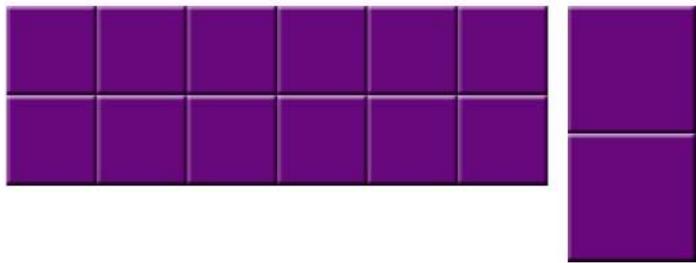
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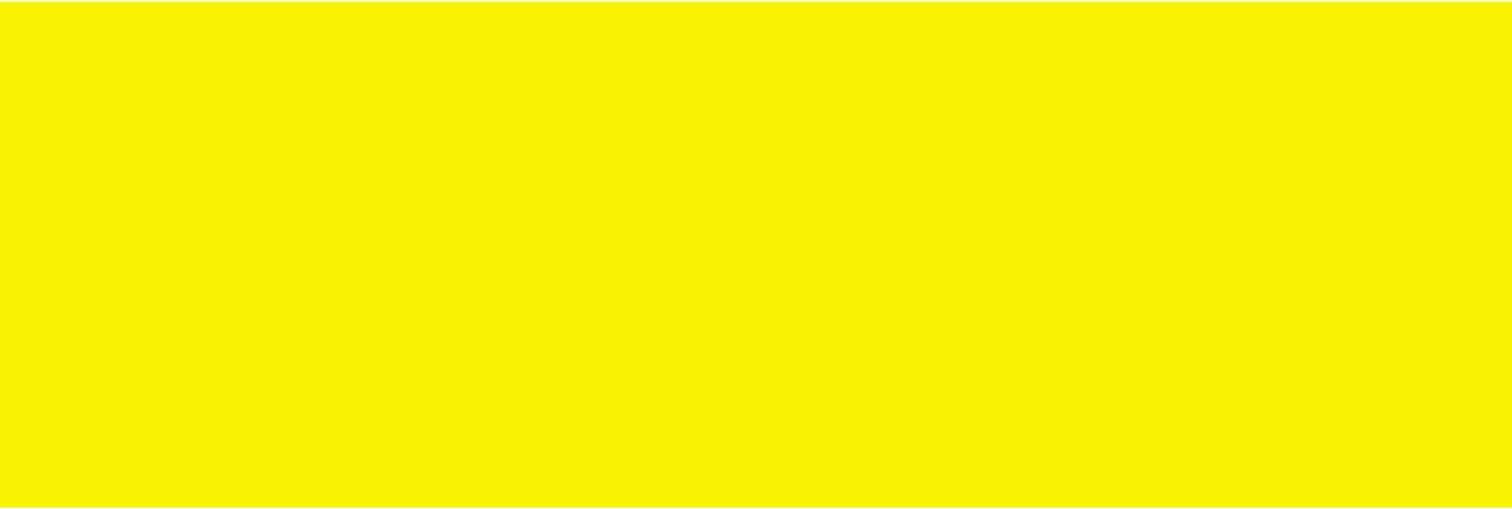
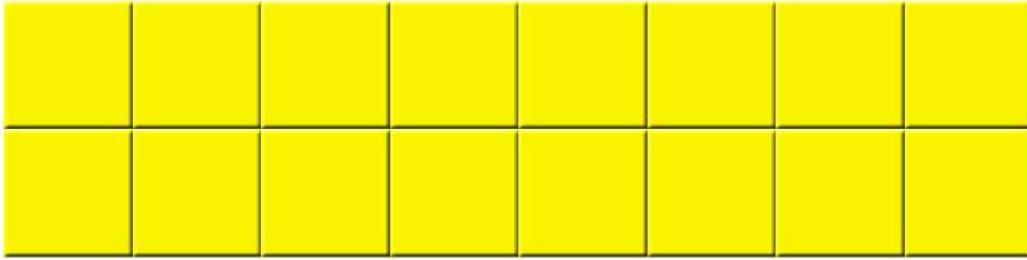
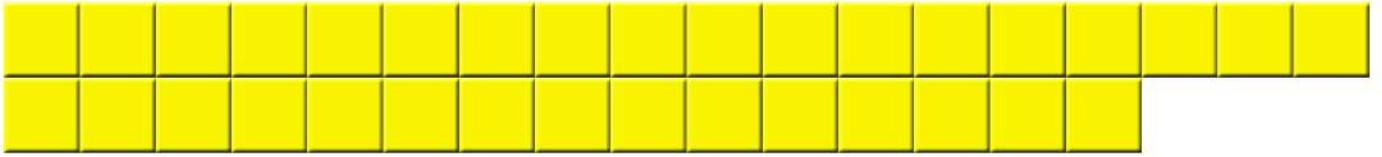
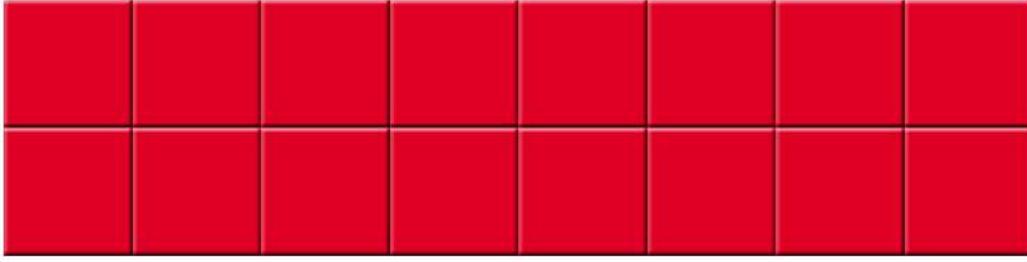
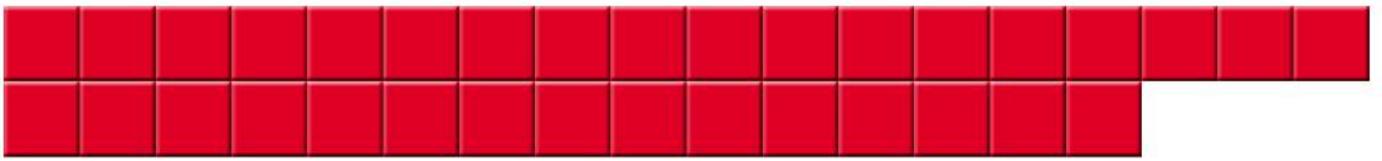


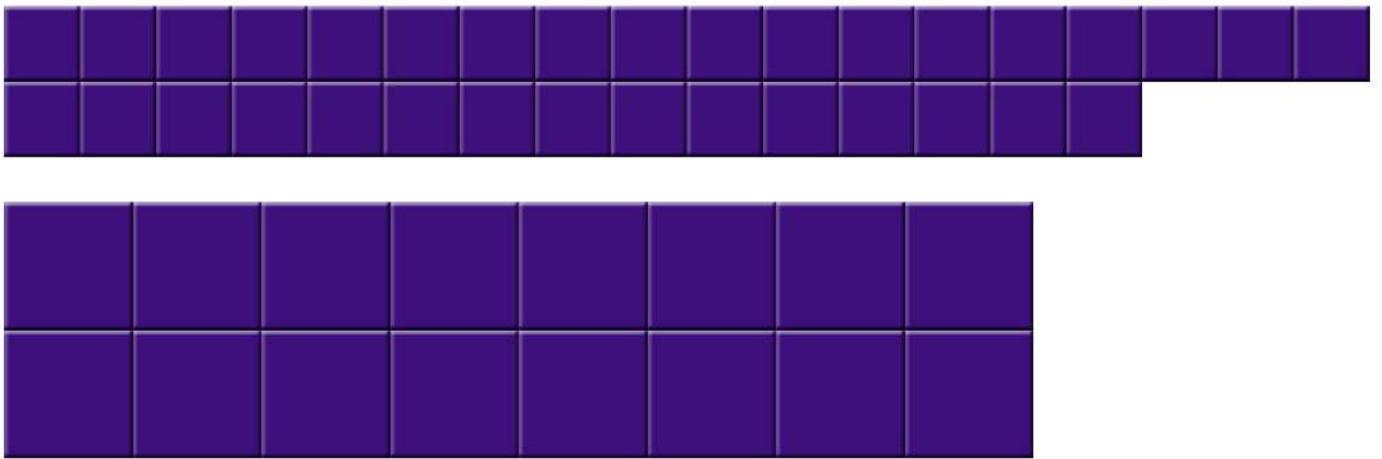
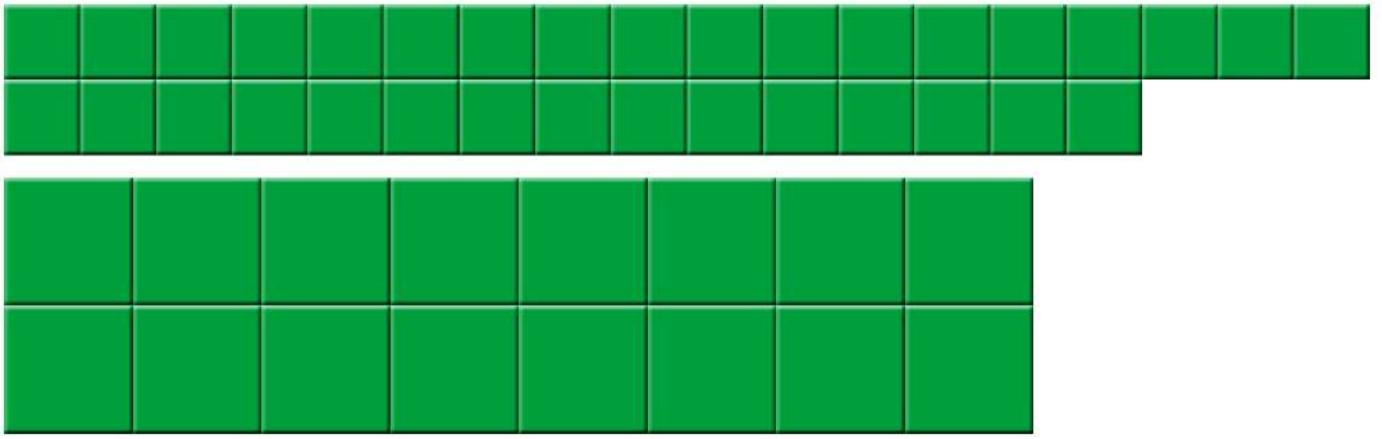
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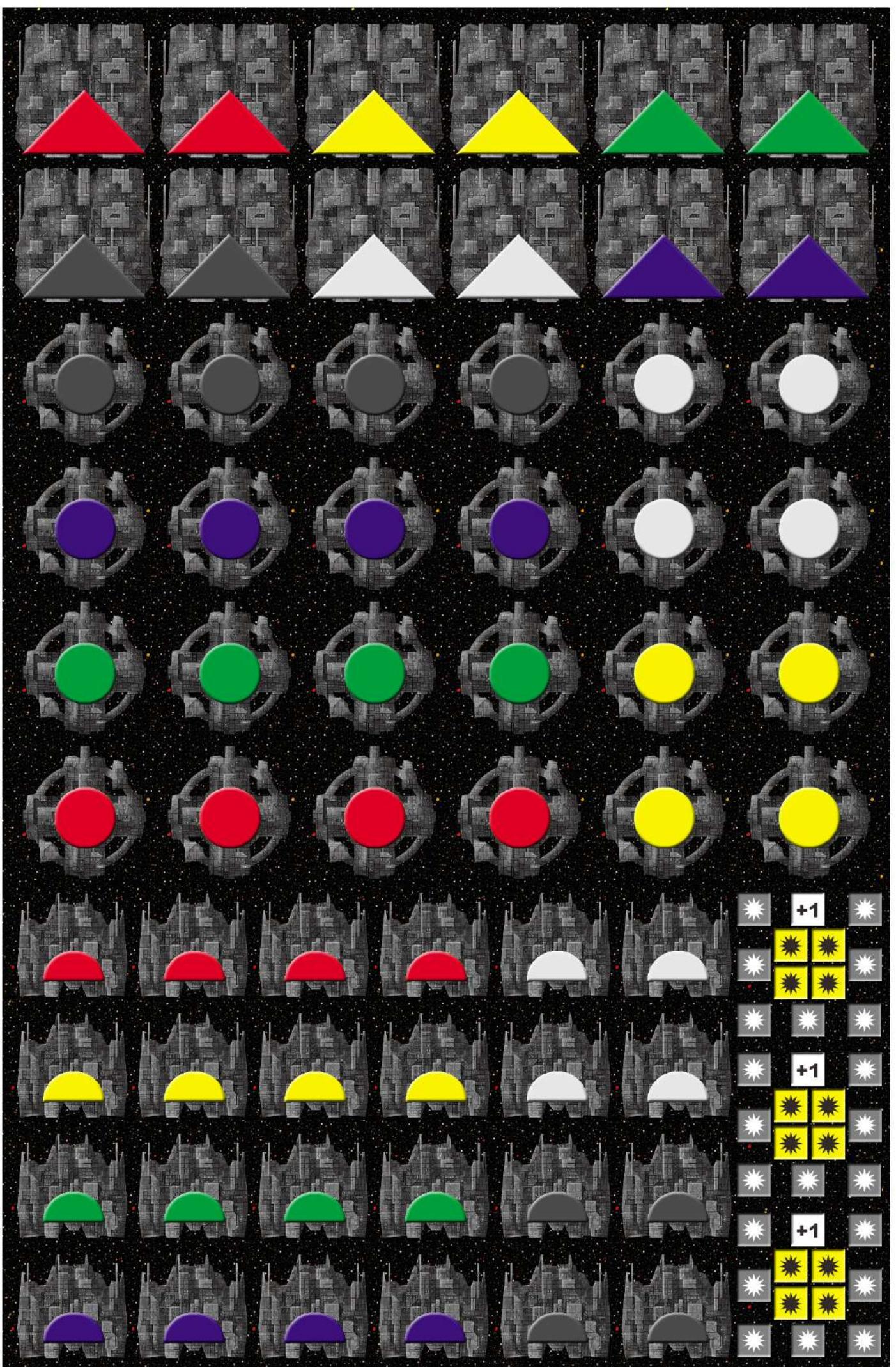
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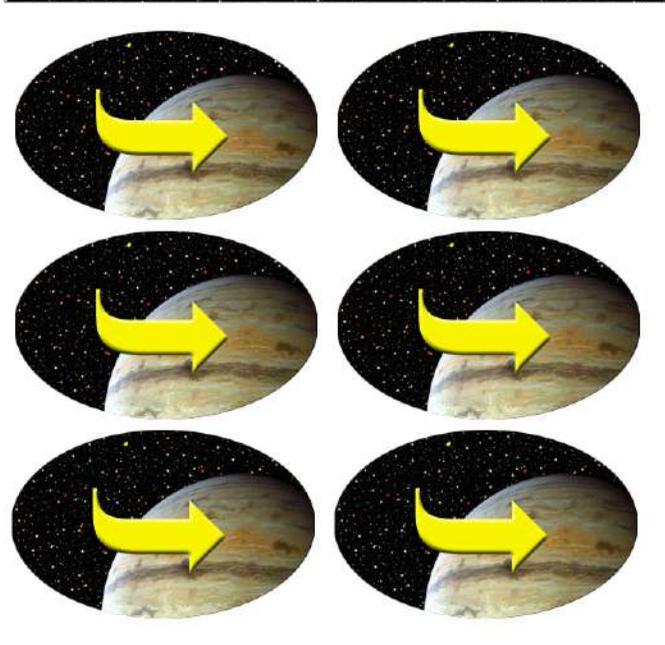
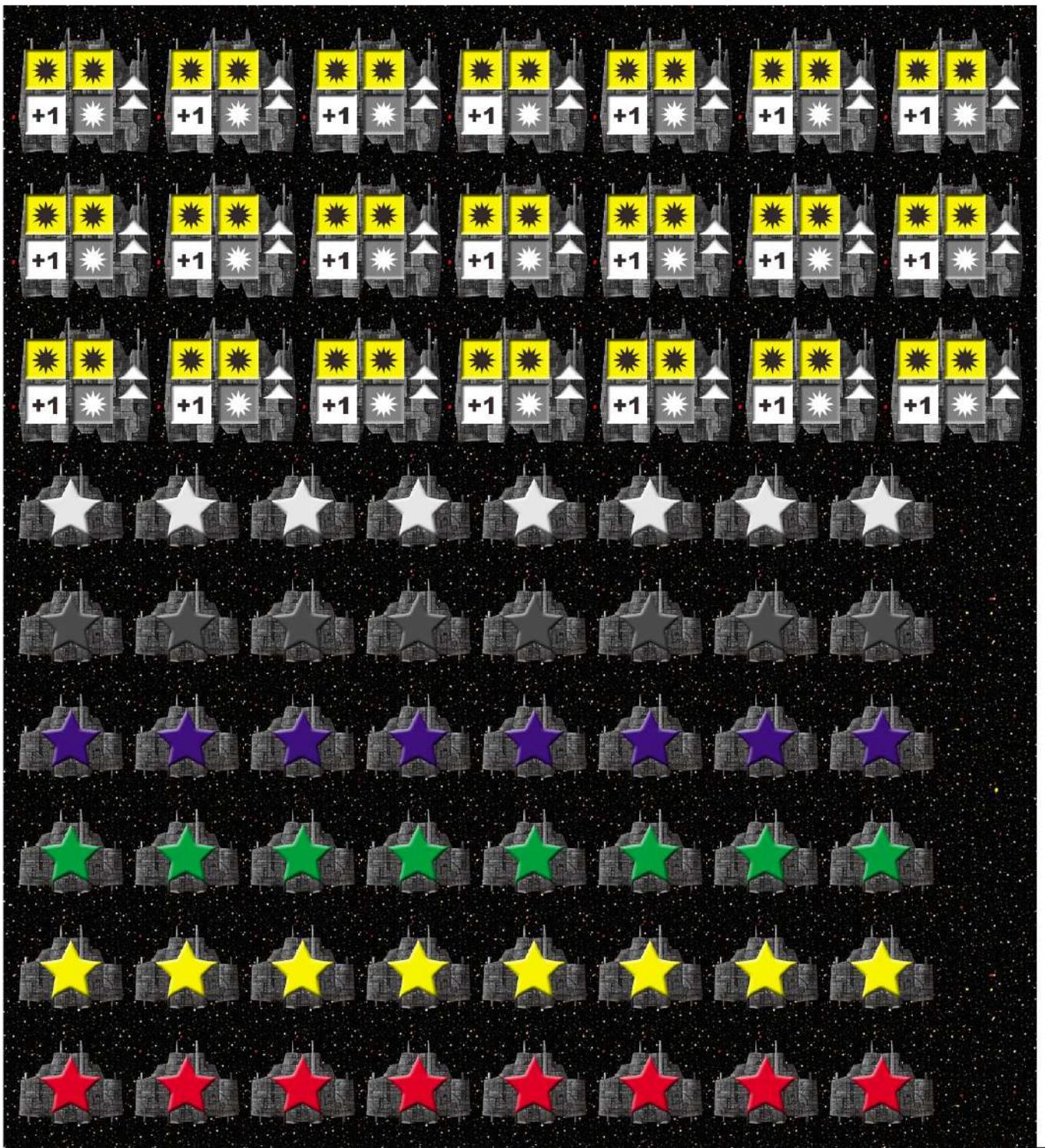




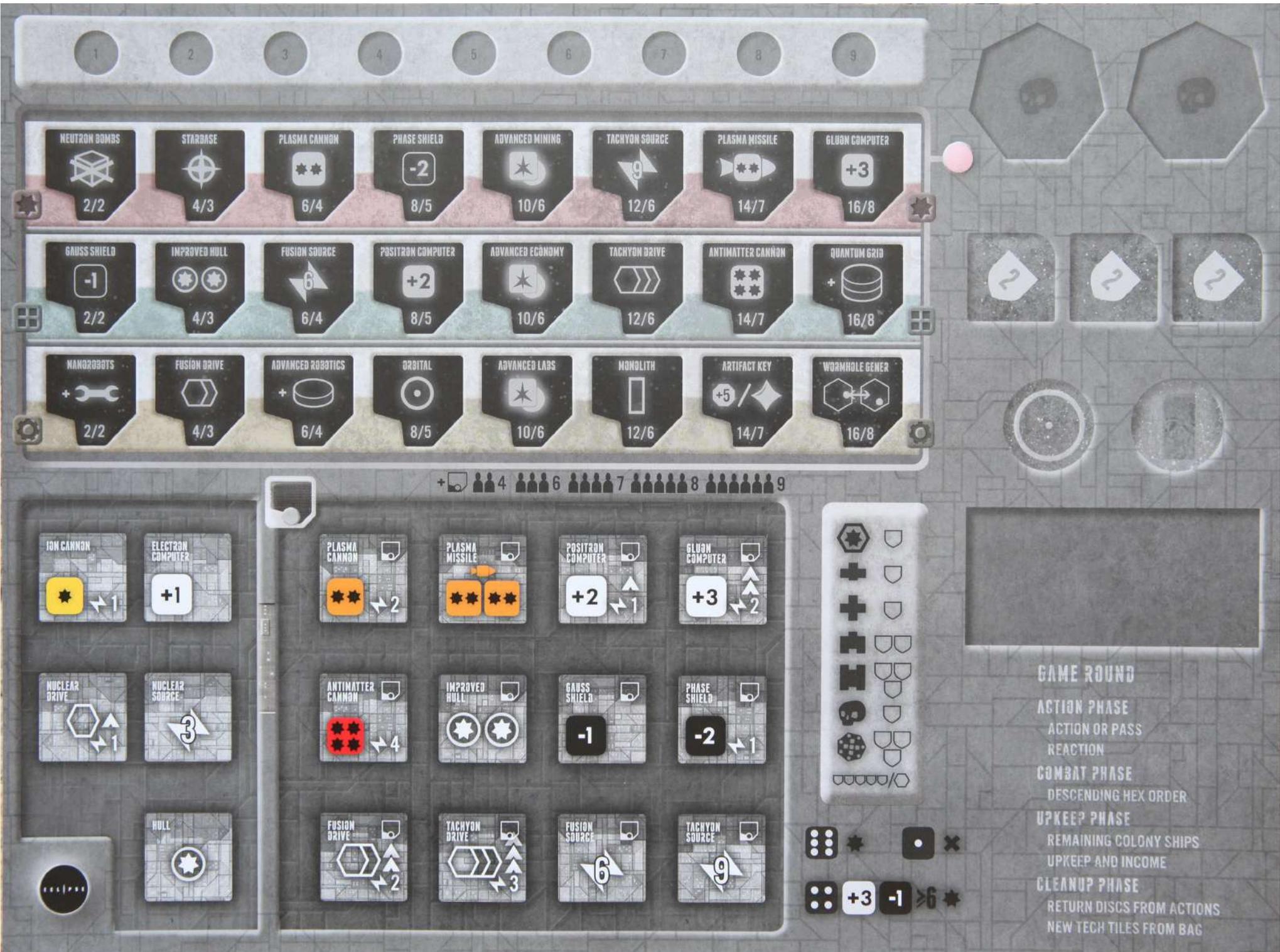












ROBOTIC 5

MOBILITY 10

0

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

INTERCEPTOR
EXPLORER CLASS

COST 3

CRUISER
CONQUEROR CLASS

COST 5

DREADNOUGHT
VANQUISHER CLASS

COST 8

STARBASE
DEFENDER CLASS

COST 3

	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				

TERRAN DIRECTORATE

221

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
-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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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

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

ROCKET 5
MOBILITY 10

INTERCEPTOR
LAIKA CLASS

COST 3

CRUISER
GAGARIN CLASS

COST 5

BREADNOUGHT
ARMSTRONG CLASS

COST 8

STARBASE
YANG CLASS

COST 3

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	

TERRAN FEDERATION



223

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	3U	MOV
-----	-----	-----	-----	----	-----

-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

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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COST 5
 MOBILITY 10

INTERCEPTOR
 ADVANCE CLASS
 COST 3

CRUISER
 DISCOVERY CLASS
 COST 5

DREADNOUGHT
 ACHIEVEMENT CLASS
 COST 8

STARBASE
 KNOWLEDGE CLASS
 COST 3

HYDRAN PROGRESS

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		

ADVANCED LABS

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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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

ROBOTIC 5 **MODULAR** 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

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



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
-----	-----	-----	-----	-----	-----

-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

3	1
1	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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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

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