













Unit Table							
Unit	Tech	Atk	Def	Shld	Move	Cost	
 Trade Good	1	n/a	n/a	n/a	n/a	1	
 Scout (Sct) Explore unknown hexes	1	0	1	0	V	6	
 Transport (Trn) Carry up to 6 resources (IOUs, ore, trade goods)	1	0	1	0	V	4	
 Colony Ship (Col) Colonize an uninhabited planet	2	0	0	0	V/2	8	
 Patrol Boat (PB) Must return to a friendly planet or station every other turn	2	1	1	0	V+1	2	
 System Stations (SS) Provide support for ships up to 4 hexes away	3	0	2	2	V/2	6	
 Assault Boat (AB) Conquer opposing home worlds and colonies	4	2	2	1	V	6	
 Destroyer (DD) Make double or specific attack by sacrificing a shield	5	3	3	2	V	10	
 Region Station (RS) Provide support for ships up to 6 hexes away	5	0	4	4	V/2	12	
 Cruiser (CA) Explore unknown hexes - does not need support	6	4	4	3	V	14	
 Battleship (BB) Bombard planets	7	5	5	4	V	18	
 Galaxy Station (GS) Provide support for ships up to 8 hexes away	8	0	6	6	V/2	24	

Variable (V) Movement Rate*								
Civ. Level (Highest Tech)								
	1	2	3	4	5	6	7	8
V	1	1	2	2	3	3	4	4
V/2	1	1	1	1	2	2	2	2

* Do not use this table if you are using the optional Breakthrough cards. Follow the instructions on the Drive Improvement cards.

Transport Bonus Table*	
Transport Location	IOU Bonus
Your Home World	No bonus, but required
Your Colony	2 IOUs
Asteroids	4 IOUs
Alien Home World	8 IOUs

* Do not use this table if you are following the Standard rules.

Terrain Effects Table		
Terrain	Move Cost	Additional Affects
Another Region	n/a	Replace with an empty space hex and follow the Another Region procedure.
Asteroids	1-Stop	Transports receive a 4 IOU bonus in Basic game, or may mine for ore in Standard game.
Black Hole	0-Stop	Roll a die when attempting to leave. If the result is less than, or equal to, the unit's movement rate, it may move into the next hex and stop.
Dust Cloud	2	None
Empty Space	1	None
Nebula	1-Stop	Combat is not permitted. A unit may move only 1 hex when leaving. A station in a nebula cannot provide support (Standard rules.)
Neutron Star	0	None
Null Space	1-Stop	All units are destroyed.
Planet	1	A newly discovered planet is uninhabited and may be colonized.
Pulsar	1	Roll 1 die for each unshielded unit. An even result indicates the unit is destroyed.
Unknown	1-Stop	May be entered only by a scout (or cruiser in Standard game) and units stacked with them.
Wormhole	1	It costs 1 movement point to move from a wormhole to its partner. The unit may continue moving normally after reaching the partner.

Game Play Summary

Economic Phase

All players simultaneously conduct the business of their civilization during the Economic Phase.

Placement Step

- Each planet may deploy units from its data card to its hex on the map.

Production Step

- Each planet produces IOUs equal to its ind. level.
- Each eligible colony may produce a number of ore equal to $\frac{1}{2}$ its industrial level, rounded up. Check if the colony can continue to produce ore.
- Transports in asteroids hex may mine for ore.

Purchase Step

- Purchase trade goods and units. A planet may purchase only units whose tech level is less than, or equal to, the planet's tech level.

Investment Step

- Each planet may increase or decrease its industrial and tech levels by 1 step each.

Conversion Step

- Refine ore into IOUs at a cost of 2 IOUs per ore.
- Convert trade goods to IOUs at no cost.
- Roll a die for each ore and alien trade good converted to find how many IOUs are produced.
- Decommission units and receive IOUs equal to $\frac{1}{2}$ of the units' cost.

Action Phase

Players take turns moving their units, exploring space, colonizing planets, and making contact.

Movement Step

- Move units through explored hexes within their support range. Cruisers may ignore support.
- Only scouts and cruisers, and units stacked with them, may enter unknown hexes.
- Transports may load and/or unload resources. A transport must stop when it unloads.
- Patrol boats must return to a friendly planet or station every other turn.

Exploration Step

- A scout or cruiser in an unknown hex may draw a new hex from the exploration box.

Colonization Step

- A colony ship in an uninhabited planet hex may establish a new colony.

Contact Step

- Units may either attack or join forces with opposing units in the same hex.
- Battleships may bombard and assault boats may conquer an opposing planet in the same hex.

Tech Level Investment Table

Tech Level Change	Civ. Level	IOU Cost
1 to 2	1	4
	2	2
	3+	1
2 to 3	2	9
	3	4
	4	2
	5+	1
3 to 4	3	16
	4	8
	5	4
	6	2
	7+	1
4 to 5	4	25
	5	12
	6	6
	7	3
5 to 6	8	1
	5	36
	6	18
	7	9
6 to 7	8	4
	6	49
	7	24
	8	12
7 to 8	7	64
	8	32

Ind. Level Investment Table

Ind. Level Change	Planet Tech Level	IOU Cost
1 to 2	1	4
	2	2
	3+	1
2 to 3	1	9
	2	4
	3	2
	4+	1
3 to 4	1	16
	2	8
	3	4
	4	2
	5+	1
4 to 5	1	25
	2	12
	3	6
	4	3
	5+	1
	5 to 6	1
2		18
3		9
4		4
5		2
6+		1
6 to 7	1	49
	2	24
	3	12
	4	6
	5	3
	6+	1
7 to 8	1	64
	2	32
	3	16
	4	8
	5	4
	6	2
7+	1	

Asteroid Mining Table

- Roll 1 die
- Add the number of your transports
- Subt. 1 for each other player mining the hex

Total	Result
2 or less	1 Transport destroyed
3	No ore
4, 5, or 6	2 ore
7 or more	4 ore

Basic Rules

Do not use any of the tables on this side of the card if you are following the Basic rules.