

# InterSpace

## Basic Rules

These are the rules for playing the simplest form of InterSpace. Use the Basic rules if you are a new player just learning the game or if you are an experienced player looking for a lighter game. When you are ready for something meatier, try the Standard rules. And once you are comfortable with the Standard Rules, try adding any or all of the optional Advanced rules.

## Introduction

*InterSpace* is an original game of interstellar exploration and conquest for 2 to 4 players. Each player assumes the role of a civilization that has grown beyond its home world and is expanding into space.

The game is played on a map of interlocking hexagon-shaped tiles called hexes. Each hex represents either empty space or an area of space that contains something interesting such as a planet, nebula, or wormhole.

Each player starts in his or her own separate region of space, which consists of 7 hexes. Each region is surrounded by unexplored space. Players expand their regions by exploring and adding new hexes. Eventually, players discover each other, and their regions become connected in unexpected ways.

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## Definitions

**Industrial Output Units (IOUs):** These represent the energy and material cost to build new units. You will not need IOU counters in the Basic game.

**Industrial Level:** The industrial level of a home world or colony represents its population and economic base. A planet's industrial and tech levels determine how many and what type of units it may build.

**Tech Level:** The tech level of a home world or colony represents the technical expertise of its industry. A planet's industrial and tech levels determine how many and what type of units it may build.

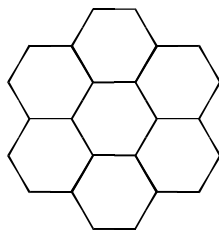
**Civilization Level:** This represents the technical knowledge of your civilization as a whole. Your civilization level is equal to the highest tech level ever achieved by any planet you control. Your civilization level can never decrease, even if you lose control of a planet with a high tech level.

**Home World:** This is the birthplace of your species.

**Colony:** This is a planet populated by immigrants from another planet.

**Uninhabited Planet:** Any planet drawn from the exploration box is initially uninhabited. You may use a colony ship to colonize an uninhabited planet.

**Region:** This is an area of space that is composed of contiguous hexes completely surrounded by unknown hexes. Each player begins the game in a separate region of space.



**Unknown Hex:** Any hexagon-shaped area just off the edge of a region is an unknown hex. See the illustration to the right.

**Exploration Box:** Use an opaque container to hold those hexes not used to set up the game. When you explore an unknown hex, draw a new hex from the exploration box.

**Unit:** There are 2 types of units: ships and stations.

**Ship:** There are 2 types of ships: warships and civilian ships. Civilian ships are scouts (Sct), transports (Trn), and colony ships (Col). Civilian ship and station counters have a colored silhouette and a black background.

**Warship:** There are 5 warships: patrol boats (PB), assault boats (AB), destroyers (DD), cruisers (CA), and battleships (BB). Only warships may use their combat rating to attack other units. Only assault boats may conquer another player's planet. Warship counters have a black silhouette on a colored background.

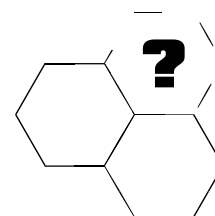
**Stations:** These are large, space-borne defense and support installations. There are 3 classes of stations: system stations (SS), region stations (RS), and galaxy stations (GS).

**Scout (Sct):** This is a spaceship equipped with the sensors and telescopes it needs to explore space. Scouts are the only units that can explore an unknown hex.



**Transport (Trn):** This is a large spaceship capable of mining asteroids and trading with your colonies and alien cultures.

**Colony Ship (Col):** This is a spaceship designed to carry resources and sentiments to an uninhabited planet in order to start a new colony. The ship itself is cannibalized when you establish a colony.



*Unknown Hex*

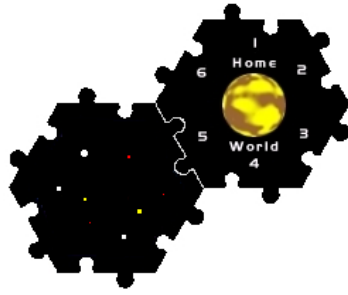
# Equipment

## Hexes

### Interlocking:

The map of *InterSpace* is created with hexes.

All hexes are completely interlocking, and any hex may be physically joined to another on any side.



**Hex Types:** There are 90 hexes in all: 4 another region, 6 asteroids, 3 black holes, 3 dust clouds, 40 empty space, 4 home worlds, 3 nebulas, 3 neutron stars, 3 null space, 12 planets, 3 pulsars, and 6 wormholes. Each hex type is described in the Terrain section, which begins on page 14.

## Exploration Box

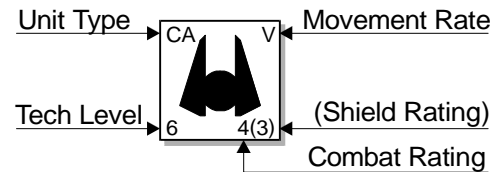
Use an opaque container for the exploration box. The box must be large enough to hold all the hexes.

## Unit Counters

Each unit counter represents an individual ship or station. There are 11 types of units in *InterSpace*. Each type is described in the Unit Table on your Tables Card.

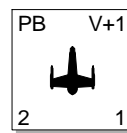
**Limit:** The number of units you may have in play at any given time is limited by the number of unit counters you have.

**Values:** Each unit counter has its silhouette in the center, its unit type in the upper left-hand corner, its movement rate in the upper right-hand corner, its tech level in the lower left-hand corner, and its combat rating is in the lower right-hand corner. If the unit has shields, its shield rating is shown in parentheses following its combat rating.

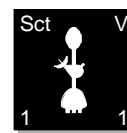


**V & V/2:** A V movement rate means the unit uses your variable movement rate. A V/2 movement rate means the unit's movement rate is 1/2, rounded up, of your variable movement rate. See the Variable Movement rules on page 8 for a description.

**Warships:** Warships have a black silhouette on a colored background, while all other units have a colored silhouette on a black background. Warships are the only units that may use their combat ratings for both attack and defense. All other units may use their combat ratings only for defense. For clarity, the combat rating of each unit is broken into an attack and a defense column in the Unit Table on your Tables Card.



Warship



Civilian Ship

*Unit Types*

### Other Counters

**Shield:** Use shield counters during a battle to keep track of the number of shields each unit has. See the Combat section on page 12 for a description of shields.



**Ind. Level & Tech Level:** Use these counters to track a planet’s industrial and tech levels by placing 1 of each type in the numbered track on the planet’s data card.

**Resource Counters:** You will not use the IOU, Ore, or Trade Good counters in the Basic game.

**Optional Counters:** You will not use the black & white, optional counters in the Basic game.

### Cards

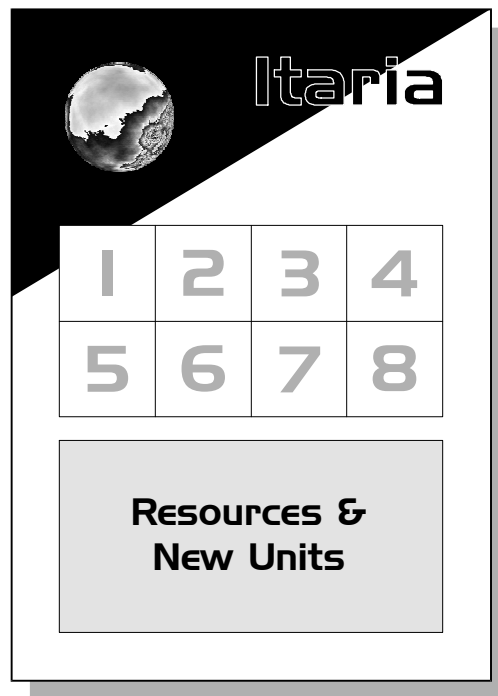
**Tables Cards:** Give each player a Tables Card. These cards have the Unit Table, Terrain Effects Table, Transport Bonus Table, and Variable Movement Rate Table printed on one side. These are the only tables you will need in the Basic game.

**Planet Data Cards:** There are 16 planet data cards, 1 for each planet. Place Ind. Level and Tech Level counters on a card’s number track to keep track of the planet’s industrial and tech levels. You will not use the box labeled “Resources & New Units” in the Basic game.

**Optional cards:** You will not use the Alien Objective, Breakthrough, Colonization Result, or Encounter cards in the Basic game.

### Dice

You will need several 6-sided dice to play *InterSpace*. The more the better.

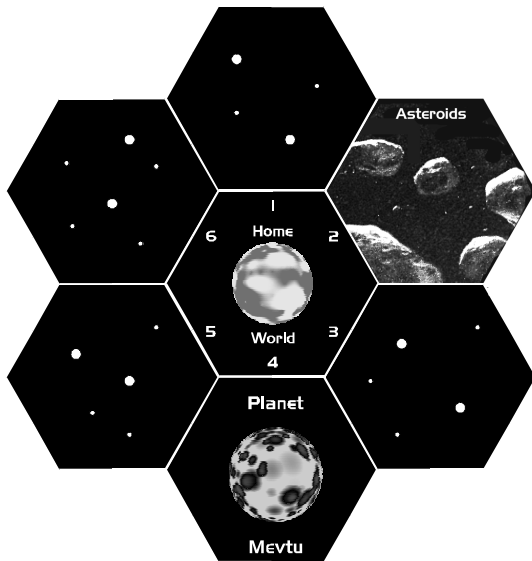


*Planet Data Card*

# Getting Started

## Player Setup

**Hexes:** Each player begins with 7 hexes: 1 home world, 1 planet, 1 asteroids, and 4 empty space. Set your home world hex in front of you and attach each of the other hexes to it as shown below. It does not matter how you arrange the hexes as long as you end up with your home world in the center surrounded by the other 6 hexes.



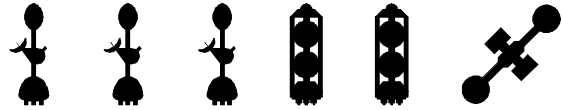
*Initial Region*

**Planet Data Cards:** Take the planet data cards for your home world and the planet. Also take 2 Ind. Level and 2 Tech Level counters.

**Home World:** Your home world begins with an industrial level of 8 and a tech level of 3. Place an Ind. Level counter in the box labeled “8” on your home world’s data card and place a Tech Level counter in the box labeled “3”.

**Initial Colony:** The planet is your first colony. It begins with industrial and tech levels equal to 2. Place an Ind. and Tech level counter in the “2” box on the planet’s data card.

**Units:** You start with 3 scouts, 2 transports, and 1 system station. You may place these units anywhere in your 7 hex region.



*Initial Units*

## Exploration Box Setup

Set aside the wormhole hexes Aleph-Null, Bet-Null and Vet-Null. Place *all* remaining hexes in the exploration box. If there are fewer than 4 players, place the extra home world hexes in the box as well. Treat a home world drawn from the exploration box like an Another Region hex. See the Another Region rules on page 14.

# Game Play

## Game Turn

*InterSpace* is played in a series of game turns. During a game turn, players take turns building and moving their units, exploring space, and engaging in combat. Each player turn is divided into 5 steps:

1. Economic Step
2. Movement Step
3. Exploration Step
4. Colonization Step
5. Combat Step

**Step Order:** During your player turn, you may execute all, some, or none of these steps, but you must execute them in order. For example, you cannot move a scout into an unknown hex, explore the hex, and then move more units into that hex. You must complete the Movement Step before you start the Exploration Step.

**Player Order:** When a new game turn begins, each player must place 1 of his or her unit counters into a cup. Then draw 1 counter from the cup to see who moves first. When the first player is done moving, draw another counter to see who moves second, and so on until everyone has had a player turn. Then start a new game turn.

## Winning the Game

**Victory Points:** To win the game, you must earn 50 victory points (VPs). You earn 2 VPs for each industrial level you control. For example, at the beginning of the game you control planets with industrial levels totaling 10 (8 for your home world and 2 for your initial colony), so you already start with 20 VPs.

**End Game:** When you have 50 or more VPs at the *end* of a game turn, the game is over, and you are victorious! If 2 or more players have 50 or more VPs, the game ends in a tie.

## Economic Step

During your Economic Step, each of your planets may do *one* (1) of the following:

1. Increase its Industrial Level
2. Increase its Tech Level
3. Build New Units

### *Increase Industrial Level*

You can increase a planet's industrial level only if its industrial level is equal to or lower than its tech level. In other words, a planet cannot increase its industrial level if its industrial level is already higher than its tech level. To increase your planet's industrial level, move the Ind. Level marker up 1 step on the planet's data card. A planet's industrial level cannot exceed 8.

### *Increase Tech Level*

You can increase a planet's tech level only if its tech level is equal to or lower than its industrial level. In other words, a planet cannot increase its tech level if its tech level is already higher than its industrial level. To increase your planet's tech level, move the Tech Level marker up 1 step on the planet's data card. A planet's tech level cannot exceed 8.

**Civilization Level:** Your civilization level automatically increases to your highest planetary tech level. Your civilization level can never decrease, even if you lose control of a planet with a high tech level.

**Civilization Growth Penalty:** If increasing a planet's tech level increases your civilization level, that planet incurs a penalty. The planet may not increase its industrial or tech level or build any new units on your next turn.

### *Build New Units*

Each planet you control may build new units. Place new units on the map in the building planet's hex.

**Counter Limit:** The number of units you may have in play is limited by the number of counters that come with the game. For example, you should have 2 galaxy station counters in your color. You cannot have more than 2 galaxy stations on the map at any given time.

**Tech Level:** A planet may build only those units that are rated at, or below, the planet's tech level. For example, a planet with a tech level of 3 cannot build a destroyer because destroyers are tech level 4 units.

**IOU Cost:** Each unit has an IOU cost. The total IOU cost of the units you build on a planet must be less than or equal to the planet's industrial level. (However, see the Transport Bonus rules below.) For example, a planet with an industrial level of 5 cannot build an assault boat because an assault boat costs 6 IOUs. If you spend less than your planet's industrial level, unused IOUs are lost.

**Unit Tech Levels and Cost Table:**

Unit	Tech Level	IOU Cost
Scout (Sct)	1	6
Transport (Trn)	1	4
Colony Ship (Col)	2	8
Patrol Boat (PB)	2	2
System Station (SS)	3	6
Assault Boat (AB)	4	6
Destroyer (DD)	5	10
Region Station (RS)	5	12
Cruiser (CA)	6	14
Battleship (BB)	7	18
Galaxy Station (GS)	8	24

**Transport Bonus**

You can augment your *home world's* ability to build units by keeping transports in asteroids, colony, and alien home world hexes. When building new units, your home world may exceed its industrial level by a number of IOUs equal to your transport bonus.

**Your Home World:** You must have at least 1 transport in your home world's hex to receive a bonus.

**Alien Home World:** You receive an 8 IOU bonus for each unconquered alien home world where you have at least 1 transport.

**Asteroids:** You receive a 4 IOU bonus for each asteroids hex where you have at least 1 transport.

**Inhabited Planets:** You receive a 2 IOU bonus for each colony or conquered planet (including alien home world) where you have at least 1 transport.

**Cumulative:** Transport bonuses are cumulative.

**Extra Transports:** It does not matter if you have more than 1 transport in one of these hexes. You do not receive any additional bonus for additional transports.

**Transport Bonus Table:**

Transport Location	IOU Bonus
Your Home World	No bonus, but required
Alien Home World	8 IOUs
Asteroids	4 IOUs
Inhabited Planet	2 IOUs

**Example:** You have transports in your home world's hex, your first colony's hex, and an asteroids hex. Your home receives a 6 IOU transport bonus and may build up to 14 IOUs worth of new units each turn.

**Refusal:** You may refuse to trade with another player (and vice versa.) If you refuse to trade with someone, he or she cannot count a transport in your home world hex in his or her transport bonus.

**Lost Home World:** If you lose your home world, you may designate one of your colonies or conquered planets to be your "home world" for the purpose of giving and receiving a transport bonus.

## Movement Step

During your Movement Step, you may move all, some or none of your units. A unit expends 0, 1, or 2 movement points for each hex it enters. The number of movement points a unit expends during your turn may not exceed the unit's movement rate.

### Movement Points

**Hex Costs:** A unit must expend a number of movement points for each hex it enters. The movement point cost of each hex is given here and on your Tables Card.

#### Movement Point Cost Table:

Hex Type	Movement Point Cost
Asteroids	1 (stop)
Black Hole	0 (stop on entry, roll to exit)
Dust Cloud	2
Empty Space	1
Nebula	1 (stop on entry & exit)
Neutron Star	0
Null Space	1 (stop)
Planet	1
Pulsar	1
Unknown	1 (stop)
Worm-Hole	1

**Stop:** A unit must stop after it enters an asteroids, black hole, nebula, null space, or unknown hex. A unit must stop in the first hex it enters when it leaves a black hole or nebula hex.

### Movement Rate

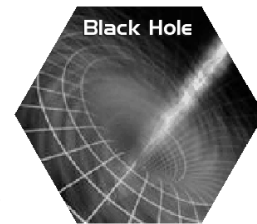
The movement rate of each unit is given on the Unit Table on your Tables Card and in the upper, right-hand corner of the unit counter. A unit's movement rate is the number of movement points it may expend during each Movement Step. A unit may expend all, some or none of its movement points each Movement Step. Unused movement points are lost.

**Variable Movement Rate:** Most of your units have a variable movement rate, V, based on your civilization level. The movement rate of your patrol boats, V+1, is 1 higher than your variable movement rate. The movement rate of your stations and colony ships, V/2, is ½, rounded up, of your variable movement rate.

#### Variable Movement Rate Table:

Civ Level	V	V+1	V/2
1, 2	1	2	1
3, 4	2	3	1
5, 6	3	4	2
7, 8	4	5	2

### Black Hole



A black hole hex costs no movement points to enter, but you must stop when you enter the hex. Roll a die for each unit that attempts to leave a black hole. If the result is less than, or equal to, the unit's movement rate, you may move the unit into an adjacent hex where it then must stop. If the result is greater than the unit's movement rate, the unit remains trapped in the black hole hex. The unit may roll once during each Movement Step until it rolls a number low enough to escape the black hole.

### Dust Cloud

A unit must expend 2 movement points to enter a dust cloud hex. However, it is okay for a scout to enter an unknown hex that turns out to be a dust cloud even if the scout had only 1 movement point left. A unit with a movement rate of 1 may expend its entire movement to enter a dust cloud hex.



**Wormhole**

**Movement Cost:** A unit must expend 1 movement point to enter a wormhole hex from an adjacent hex.



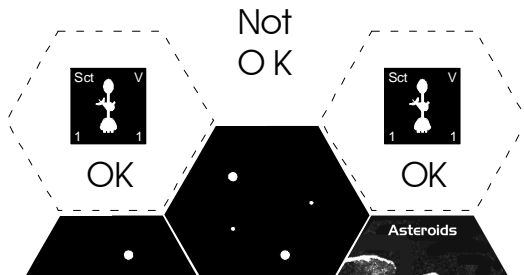
A unit may expend 1 movement point to move from a wormhole hex to its partner. Moving to the partner wormhole is optional; a unit may move normally out of a wormhole hex and into an adjacent hex.

**Partners Only:** A unit may move from a wormhole to the wormhole’s partner and vice versa. Non-partner wormholes are *not* connected. For example, a unit can move from Aleph-Prime to Aleph-Null or from Bet-Null to Bet-Prime, but it can’t move from Aleph-Prime to Bet-Null.

**Unknown Hex**

Only scouts, and any units stacked with them, may enter an unknown hex.

**Shared Hex-Sides:** If possible, the unknown hex must share at least 2 hex-sides with “known” hexes (see illustration below.) Note that an unknown hex does not become “known” until the Exploration Step. However, this restriction does not apply if the unknown hex is within 2 hexes of your home world.



**Civilization Level:** The number of unknown hexes your units may enter each Movement Step may not exceed your civilization level.

**No Hexes:** If there are no hexes left in the exploration box, no unit may enter an unknown hex.

**Examine Box:** Before moving into an unknown hex, you may examine the contents of the exploration box to see if there is anything left worth discovering.

**Patrol Boat Movement**



A patrol boat must return to a friendly home world, colony, or station every other turn.

**Removed from Play:** A patrol boat that begins the Movement Step in a hex that contains your home world, colony, or station may move freely. However, a patrol boat that did not begin the Movement Step in a hex with one of your planets or stations must end the Movement Step in a hex that contains one of your planets or stations. Any patrol boat that cannot do so is removed from play.

**Blocked Movement**

**Blocking Units:** Opposing warships block the movement of your units. In addition, an opposing station in a wormhole hex blocks your move if you enter the hex from its wormhole partner or if you intend to leave the hex and move to its partner. All other units are non-blocking and you may ignore them for movement purposes.

**Moving In:** You may freely move your units into a hex that contains another player’s units.

**Moving Out:** You may move your units out of a hex that contains another player’s blocking units only if you leave at least 1 warship in the occupied hex for each blocking unit the other player has there. For example, if the other player has a cruiser in the hex, you may leave a patrol boat and move all your remaining units out of the hex.

### *Additional Movement Rules*

**Stacking:** There is no limit to the number of units you may stack in a single hex. Your units may stack and unstack freely during your Movement Step.

**Landing:** No unit may ever land on a planet.

### *Movement Example*

In this example, your civilization level is 5, so your variable movement rate is 3. Refer to the illustration on page 11.

**1:** Patrol boats that do not begin the turn at your home world, colony, or station must now move to one of your planets or station. You must move the patrol boat from the empty space hex to either your home world or to your colony on Mevtu.

**2:** Last turn your scout discovered a black hole; this turn you would like to use the scout to explore an adjacent unknown hex. You must roll a die to determine if the scout can leave the black hole. If you roll a “1”, “2”, or “3” the scout may move into the unknown hex. However, if you roll a “4” or higher, the scout must remain in the black hole hex for the rest of the turn. The scout may make only 1 attempt to leave the black hole each turn.

**3:** To liberate an enemy-held planet near Aleph-Null, you want to move a large stack of ships through the wormhole Aleph-Prime. However, your opponent, Kevin, has blocked Aleph-Prime with a system station and 2 patrol boats. You decide to leave 2 patrol boats and an assault boat in the hex to counter the blocking units. You then move the remainder of the stack through the wormhole to Aleph-Null.

## Exploration Step

**Draw a Hex:** A scout that entered an unknown hex during the Movement Step may now explore that hex. For each unknown hex you explore, randomly draw 1 hex from the exploration box.

**Another Region:** If the hex you draw is a home world or an Another Region hex, return it to the exploration box and place an empty space hex under your scout. Then follow the Another Region instructions on page 14.

**Other Hexes:** If the hex is not a home world or an Another Region hex, place it under your scout. If the hex is a wormhole, follow the Wormhole instructions on page 17. You can find a detailed description of each hex type in the Terrain section beginning on page 14.

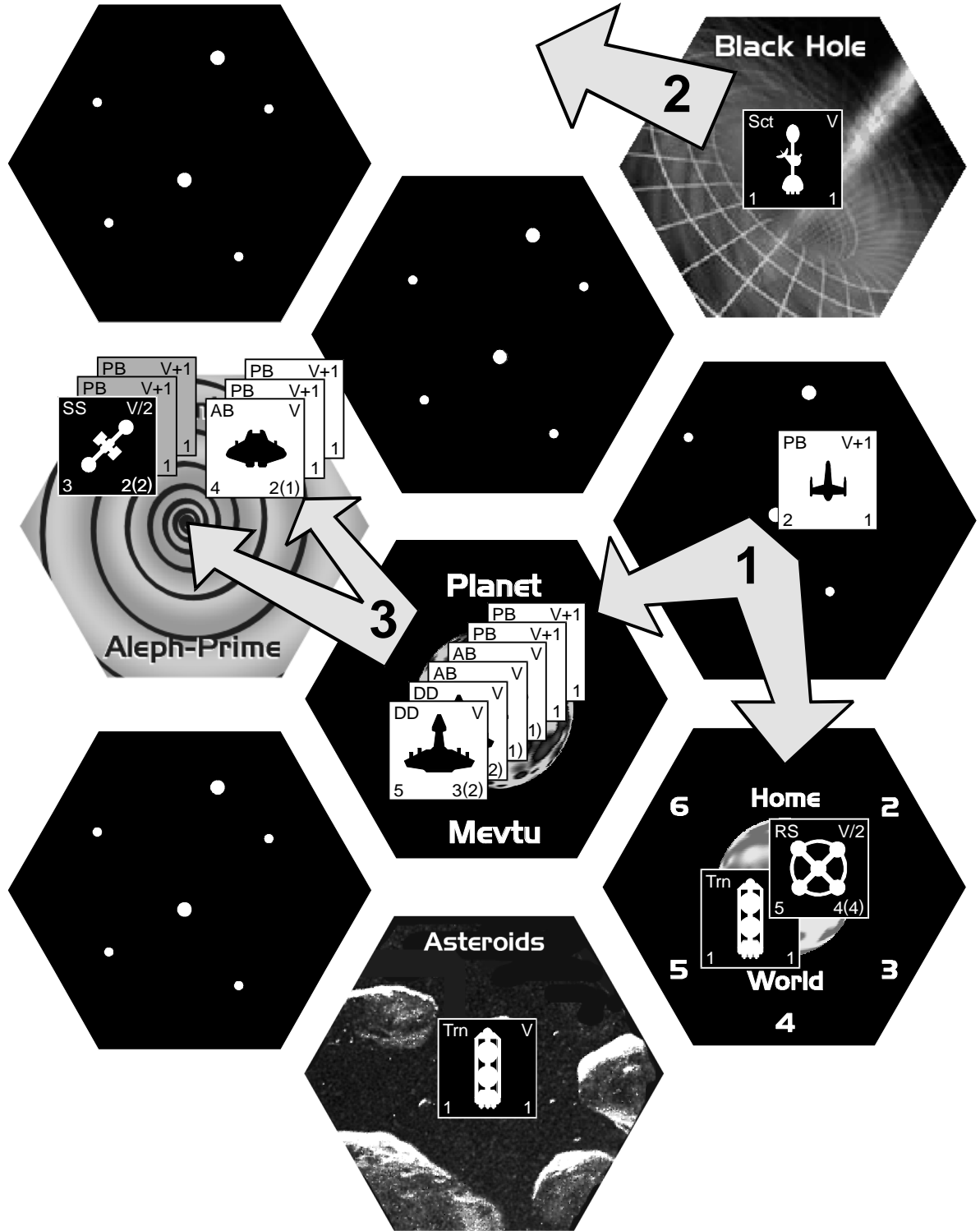
**Civilization level:** During the Movement Phase, the number of unknown hexes your units may enter may not exceed your civilization level.

**No Hexes:** If there are no hexes left in the exploration box no further exploration is permitted and no unit may enter an unknown hex.

## Colonization Step

**Establish Colony:** If you have a colony ship in an uninhabited planet hex you may establish a new colony. To do this, remove the colony ship and take the planet’s data card. Your colony begins with an industrial level of 1 and a tech level of 1.

**One Per Planet:** Only a single colony may be established per planet. Moving additional colony ships to a colony or home world has no effect.



*Movement Illustraion*

## Combat Step

When your warships occupy a hex that contains opposing warships or stations, you must attack *all* units in that hex, even if they belong to 2 different players.. If the hex contains only opposing colony ships, scouts, or transports, you have the option of attacking or ignoring those units.

### Overview

The player whose turn it is is the attacker and the other player is the defender.

Combat is resolved in a series of rounds. Each round, the attacker rolls a die for each attacking *warship* and the defender rolls a die for each defending *unit*. If the attacker's die result is less than, or equal to, his or her warship's combat rating, the defender must take a number of hits equal to the die result. Likewise, if the defender's die result is less than, or equal to, his or her unit's combat rating, the attacker must take a number of hits equal to the die result.

Rounds continue until all units from one side or the other are eliminated or have retreated. Combat also ends if neither side rolls a hit during 3 consecutive rounds.

After the battle is over, if attacking assault boats remain in an opposing player's home world or colony hex, the attacker may conquer the planet.

### Shields Up!



All attacking and defending units begin the battle with all of their shields. Place a number of shield counters equal to each unit's shield rating behind that unit's counter. Shields are *not* regenerated between combat rounds. You can find the shield rating, if any, of each unit in parentheses in the lower right-hand corner of its counter and in the Unit Table on your Tables Card.

## Combat Round

Each combat round is divided into 3 segments:

1. Fire
2. Resolve Hits
3. Retreat

### Fire

**Attacker:** The attacker rolls 1 die for each attacking warship. If the result is less than, or equal to, the warship's combat rating, the defender receives a number of hits equal to the die result. For example, an attacking cruiser rolls a "3", so the defender must take 3 hits. If the cruiser had rolled "5" or "6", the cruiser would have missed.

**Defender:** The defender rolls 1 die for each defending unit. If the result is less than, or equal to, the unit's combat rating, the attacker receives a number of hits equal to the die result. For example, a defending system station fires and rolls a "2", so the attacker must take 2 hits.

### Resolve Hits

**Remove Shields & Units:** First the attacker removes shields and units from the *defender's* fleet. Then the defender removes shields and units from the *attacker's* fleet. Remove 1 shield or 1 unit for each hit you caused to your opponent's fleet. You may remove an opposing unit only after all its shields are gone.

### Retreat

First the attacker, and then the defender, may move some of his or her units out of the shared hex and into any single adjacent hex.

**Screening Units:** If you choose to retreat, you must leave at least 1 warship behind for each opposing warship in the hex. If you cannot leave the required number of warships behind, you cannot retreat.

*End of Battle*

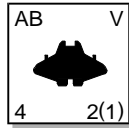
**One Side Gone:** Combat rounds continue until all units from one side or the other are eliminated or have retreated.

**Stalemate:** Combat also ends if neither side rolls a hit during 3 consecutive combat rounds. At this point, the attacking player *must* retreat *all* his or her units. In this case, the attacker is not required to leave any units behind.

**No Warships:** If the attacker runs out of warships, he or she *must* retreat all his or her units. In this case, the attacker is not required to leave any units behind.

*Planetary Conquest*

**Assault Boats:** During your Combat Step, if your units are in a hex that contains an opposing home world or colony, and no opposing units remain in the hex, your assault boats may conquer the planet. Assault boats are the only units that may conquer a planet.



**Number:** To conquer a planet, you must have a number of assault boats equal to, or greater than, 1/2 of the planet's industrial level. For example, if the planet's industrial level is 5, you must have 3 assault boats to conquer it.

**Spoils:** Take the conquered planet's data card from your opponent. The planet retains its industrial and tech levels.

**Combat Example**

You moved 2 patrol boats and an assault boat to attack Kevin's system station and 2 patrol boats. (See the Movement Example and Illustration on pages 10 and 11.)

**Round 1**

**Fire:** You roll a "2" for your assault boat and a "2" and a "5" for your patrol boats. This causes 2 hits to Kevin's units. Kevin rolls a "1" for his system station, and a "1" and a "5" for his patrol boats, causing 2 hits to you.

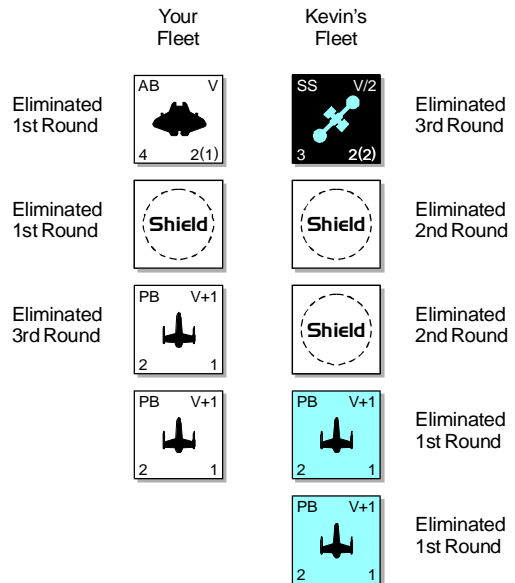
**Resolve Hits:** You resolve 2 hits against Kevin by removing both his patrol boats. Kevin resolves his 2 hits against you by removing your assault boat and its shield.

**Round 2**

Your patrol boats both roll "1"s causing 2 hits, while Kevin's system station rolls "4" and misses. You eliminate both of the system station's shields.

**Round 3**

Your patrol boats roll "1" and "5" causing 1 hit and Kevin's station rolls "1" causing 1 hit. You eliminate Kevin's station and Kevin eliminates 1 of your patrol boats. You have vanquished your foe and have 1 patrol boat remaining in the hex.



*Combat Example*

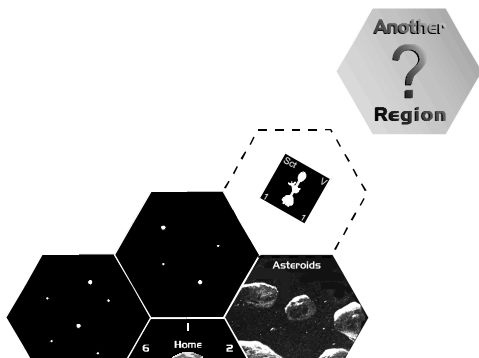
# Terrain

## Another Region

All players start the game in their own separate regions of the galaxy. The physical relationship of one region to another becomes known when you draw an Another Region hex from the exploration box. To find out which other region you discovered, and how it will be joined with yours, follow this procedure:

### 1. Return the Another Region Hex

Do not connect the Another Region hex to your region. Return it to the exploration box instead.



### 2. Take an Empty Space Hex

Take an empty space hex from the box and place it under your scout.

### 3. Determine Region

**Left or Right:** The region you discover will contain the home world of the player to your left or right. Roll a die to determine which one: “1”, “2” or “3” for left; “4”, “5”, or “6” for right.

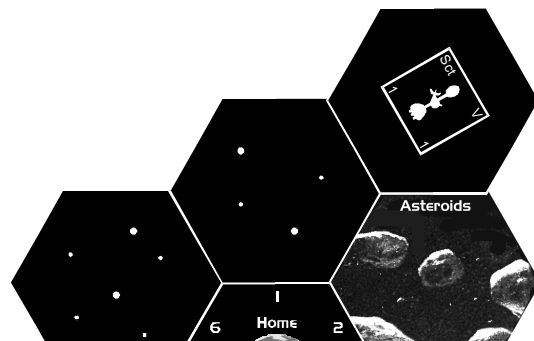
**Example:** You move a scout into an unknown hex and draw an Another Region hex. Your region is not yet connected to either the player on your left or on your right, so you roll a die to determine which player’s region to connect to. The result is “2”, so your region will connect to the player on your left.

**Already Connected:** If your region is already connected to the player on your left, your region will automatically connect to the player on your right, and vice versa. If your region is already connected to both of these players’ regions, you cannot complete this procedure. Continue with the game as if you had discovered only an empty space hex.

### 4. Determine Scout Facing

**Away from your Home World:** Position your scout in the empty space hex so that it is facing away from your home world. If facing your scout away from your home world causes it to point directly between 2 hex sides, roll a die to determine which hex side it will face: “1”, “2” or “3” for left; and “4”, “5”, or “6” for right.

**Example:** You return the Another Region hex to the exploration box and get out an empty space hex. You place your scout in the empty space hex so that it is facing away from your home world. Since this causes it to face between 2 hex sides, you roll a die to determine which hex side it should face. You roll a “4”, so your scout will face the hex side to its right.



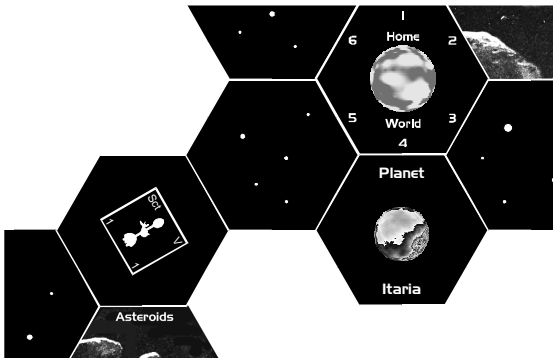
**No Explored Hexes:** Your scout must not be facing toward any other hex that is part of your region. If your scout faces an explored hex in your region, at any distance, you cannot complete this procedure. Continue with the game as if you had discovered only an empty space hex.

## InterSpace

### 5. Determine Other Home World Hex Side

**Roll a Die:** Determine which hex side of the other player's home world your scout should be facing. Roll a die to determine which hex side: "1" for the hex side labeled "1", "2" for the hex side labeled "2", and so on. Then, move the 2 regions together and join them in such a way that your scout is facing the selected hex side of the other player's home world.

**Example:** You roll a die and the result is "5". You move your region and the other player's region together so that your scout is facing the other player's home world's hex side number "5".



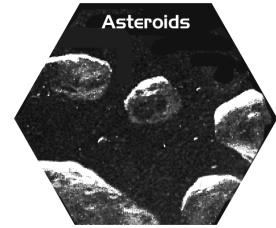
**Overlap:** If the two regions cannot be joined because hexes will overlap, you cannot complete this procedure. Continue with the game as if you had discovered only empty space.

### Single Region

The end result of these 5 steps is the 2 regions become a single region shared by both players. All hexes in the joint region are now part of your region.

## Basic Rules

### Asteroids

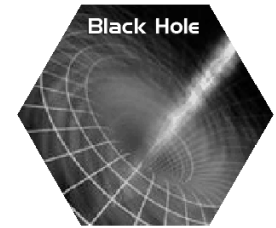


Asteroids are the stony remnants of a shattered planet. They contain easily accessible mineral resources.

**Movement:** A unit must expend 1 movement point to enter an asteroids hex where it then must stop.

**Mining:** If you have a transport in an asteroids hex and a transport in your home world hex, your home world receives a 4 IOU transport bonus. See the Transport Bonus rules on page 7.

### Black Hole



Black holes are collapsed giant stars that exert a powerful gravitational field that is difficult to escape.

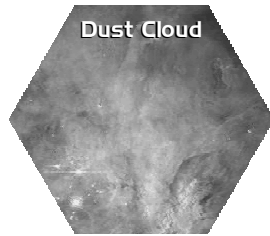
**Movement:** A black hole hex costs no movement points to enter, but you must stop after you enter the hex. Roll a die for each unit that attempts to leave a black hole. If the result is less than, or equal to, the unit's movement rate, you may move the unit into an adjacent hex where it then must stop. If the result is greater than the unit's movement rate, the unit remains trapped in the black hole hex. The unit may roll once during each Movement Step until it rolls a number low enough to escape the black hole.

## InterSpace

### Dust Cloud

Dust Clouds are regions of space with abnormally high densities of dust and gases.

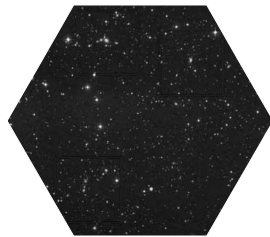
**Movement:** A unit must expend 2 movement points to enter a dust cloud hex. However, it is okay for a scout to enter an unknown hex that turns out to be a dust cloud, even if the scout had only 1 movement point left. A unit with a movement rate of 1 may expend its entire movement to enter a dust cloud hex.



### Empty Space

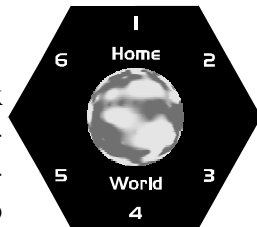
Empty Space does not contain anything useful or interesting.

**Movement:** A unit must expend 1 movement point to enter an empty space hex.



### Home World

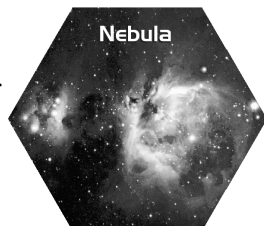
Treat a home world hex drawn from the exploration box as an Another Region hex; do *not* treat it as an uninhabited planet. Follow the Another Region hex rules on page 14.



### Nebula

Nebulae are clouds of ionized gas that make navigation difficult and combat impossible.

**Movement:** A unit must expend 1 movement point to enter a nebula hex, where it then must stop. A unit may move only 1 hex when it leaves a nebula hex.



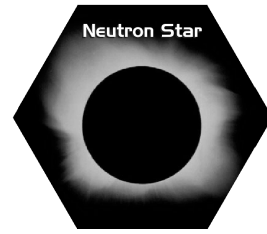
## Basic Rules

**Combat:** A warship in a nebula hex may not attack any other unit.

### Neutron Star

Neutron Stars are collapsed medium-size stars. You may use the strong (but not overpowering) gravitational pull of a neutron star to produce a slingshot effect.

**Movement:** There is no movement point cost to enter a neutron star hex and no penalty for leaving.



### Null Space

Null Space is an inversion of the space-time continuum that precludes the existence of normal matter.

**Movement:** A unit must expend 1 movement point to enter a null space hex.

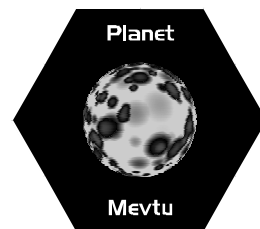
**Destruction:** Any unit that finds itself in a null space hex is immediately eliminated.

### Planet

Any planet, other than a home world, that you draw from the exploration box is an uninhabited planet.

**Movement:** A unit must expend 1 movement point to enter a planet hex.

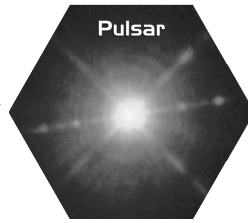
**Colonization:** You can colonize an uninhabited planet by moving one of your colony ships to the planet's hex. Follow the Colonization Step rules on page 10.





## Pulsar

Pulsars emit powerful and unpredictable bursts of energy that may destroy unshielded units.



**Movement:** A unit must expend 1 movement point to enter a pulsar hex.

**Destruction:** Roll 1 die for each unshielded unit that enters a pulsar hex or begins the Movement Step in a pulsar hex. An even number result indicates that the unit is destroyed. Unshielded units are scouts, transports, colony ships, and patrol boats.

## Wormhole

Wormholes are trans-dimensional portals to distant regions of the galaxy. Wormholes always come in pairs: the “Prime” wormhole and its “Null” partner.

### *Place Null Wormhole*

When you discover a wormhole, place the “Prime” wormhole hex from the exploration box under the discovering scout. Then determine the location of its “Null” partner as follows:

#### 1. Select Another Player’s Home World

Roll a die to pick another player’s home world: “1” or “2” for the player on your left; “3” or “4” for the player across from you; and “5” or “6” for the player on your right. If there are only three players: “1”, “2” or “3” for the player on your left; “4”, “5” or “6” for the player on your right. If there are only two players, the other player’s home world is selected automatically.

#### 2. Select a Home World Hex Side

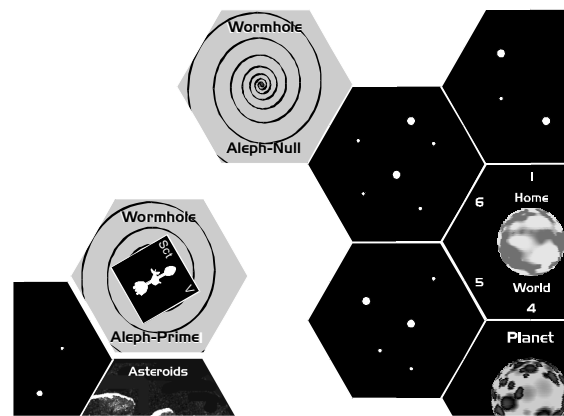
Roll a die to pick a hex side from the selected home world.

#### 3. Place the “Null” Wormhole

Moving directly away from the selected hex side, place the “Null” wormhole in the first unknown hex you come to.

#### Example

You move a scout into an unknown hex and draw the wormhole labeled “Aleph-Prime”. You roll a die to select another player’s home world and the result is “6”: the player to your right. You roll another die to select one of this home world’s hex sides and again the result is “6”. Moving directly away from this hex side, you place “Aleph-Null” in the first unknown hex you come to.



### *Movement*

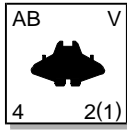
**One Movement Point:** A unit must expend 1 movement point to enter a wormhole hex from an adjacent hex. A unit may expend 1 movement point to move from a wormhole hex to its partner. Moving to the partner wormhole is optional; a unit may move normally out of a wormhole hex and into an adjacent hex.

**Partners Only:** A unit may move only between a specific wormhole and the wormhole’s partner. Other wormholes are not connected. For example, a unit can move from Aleph-Prime to Aleph-Null or from Bet-Null to Bet-Prime, but not from Aleph-Prime to Bet-Null.

# Units

## Assault Boat (AB)

**Tech Level:** 4    **IOU Cost:** 6  
**Attack:** 2    **Defend:** 2  
**Shields:** 1    **Movement:** V



An assault boat is a warship capable of atmospheric flight. It is the only unit that can conquer another player's home world or colonies.

### Planetary Conquest

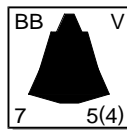
During your Combat Step, if your units are in a hex that contains an opposing home world or colony, and no opposing units remain in the hex, your assault boats may conquer the planet.

**Number:** To conquer a planet, you must have a number of assault boats equal to, or greater than, 1/2 of the planet's industrial level. For example, if the planet's industrial level is 5, you must have 4 assault boats to conquer it.

**Spoils:** Take the conquered planet's data card from your opponent. The planet retains its industrial and tech levels.

## Battleship (BB)

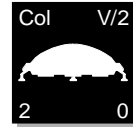
**Tech Level:** 7    **IOU Cost:** 18  
**Attack:** 5    **Defend:** 5  
**Shields:** 4    **Movement:** V



A battleship is the largest class of warship.

## Colony Ship (Col)

**Tech Level:** 2    **IOU Cost:** 8  
**Attack:** 0    **Defend:** 0  
**Shields:** 0    **Movement:** V/2



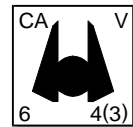
A colony ship is a spaceship designed to carry resources and sentients to an uninhabited planet in order to start a new colony. The ship itself is cannibalized when you establish a colony.

### Colonization

If you have a colony ship in an uninhabited planet hex you may establish a new colony. To do this, remove the colony ship and take the planet's data card. Your colony begins with an industrial level of 1 and a tech level of 1.

## Cruiser (CA)

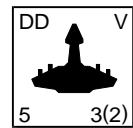
**Tech Level:** 6    **IOU Cost:** 14  
**Attack:** 4    **Defend:** 4  
**Shields:** 3    **Movement:** V



A cruiser is the second largest class of warship.

## Destroyer (DD)

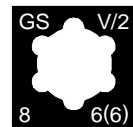
**Tech Level:** 5    **IOU Cost:** 10  
**Attack:** 3    **Defend:** 3  
**Shields:** 2    **Movement:** V



A destroyer is the third largest class of warship.

## Galaxy Station (GS)

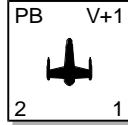
**Tech Level:** 8    **IOU Cost:** 24  
**Attack:** 0    **Defend:** 6  
**Shields:** 6    **Movement:** V/2



A galaxy station is the largest class of station.

**Patrol Boat (PB)**

**Tech Level:** 2    **IOU Cost:** 2  
**Attack:** 1    **Defend:** 1  
**Shields:** 0    **Movement:** V+1



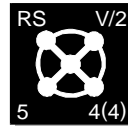
A patrol boat is a small, fast warship. It can carry only a limited amount of life support, so it must return to one of your planets or stations every other turn.

**Movement**

**Removed from Play:** A patrol boat that begins the Movement Step in a hex that contains your home world, colony, or station may move freely. However, a patrol boat that did not begin the Movement Step in a hex with one of your planets or stations must end the Movement Step in a hex that contains one of your planets or stations. Any patrol boat that cannot do so is removed from play.

**Region Station (RS)**

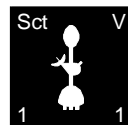
**Tech Level:** 5    **IOU Cost:** 12  
**Attack:** 0    **Defend:** 4  
**Shields:** 4    **Movement:** V/2



A region station is the middle sized class of station.

**Scout (Sct)**

**Tech Level:** 1    **IOU Cost:** 6  
**Attack:** 0    **Defend:** 1  
**Shields:** 0    **Movement:** V



A scout is equipped with the sensors and telescopes it needs to explore space. Scouts are the only units that can explore an unknown hex. You start the game with 3 scouts.

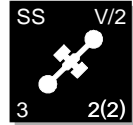
**Unknown Hex**

Only scouts, and any units stacked with them, may enter an unknown hex. If possible, the unknown hex must share at least 2 hex-sides with “known” hexes. The number of unknown hexes your units may enter each

Movement Step may not exceed your civilization level. If there are no hexes left in the exploration box, no unit may enter an unknown hex.

**System Station (SS)**

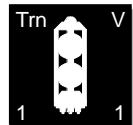
**Tech Level:** 3    **IOU Cost:** 6  
**Attack:** 0    **Defend:** 2  
**Shields:** 2    **Movement:** V/2



A system station is the smallest class of station. You start the game with 1 system station.

**Transport (Trn)**

**Tech Level:** 1    **IOU Cost:** 4  
**Attack:** 0    **Defend:** 1  
**Shields:** 0    **Movement:** V



This is a large spaceship capable of mining asteroids and trading with alien cultures. You start the game with 2 transports.

**Transport Bonus**

You can augment your home world’s ability to build units by keeping transports in asteroids, your colony, and alien home world hexes. When building new units, your home world may exceed its industrial level by a number of IOUs equal to your transport bonus. See the Transport Bonus rules on page 7.

**Transport Bonus Table:**

Transport Location	IOU Bonus
Your Home World	No bonus, but required
Alien Home World	8 IOUs
Asteroids	4 IOUs
Inhabited Planet	2 IOUs

**Credits:** See Standard Rules

**Revision:** 2009-DEC-11

# InterSpace

## Standard Rules

These are the standard rules for playing InterSpace. Use these rules once you have mastered the Basic rules or if you are an experienced player wanting to jump into a meatier game. Once you are comfortable with the Standard Rules, try adding any or all of the optional Advanced rules.

Here are the differences between the Basic and Standard rules.

**Economic Phase:** Each turn begins with a joint economic phase in which all players simultaneously conduct the “business” of their civilizations. Planets have more options during this phase than in the Economic Step of the Basic game. Now a planet can save IOUs from one turn to the next. In addition to IOUs, your colonies may produce ore which you can convert into IOUs. A planet may build units *and* invest in both industrial and tech levels on the same turn. However, you cannot place new units on the map until the turn *after* you build them. See the Economic Phase rules beginning on page 9.

**Transport Bonus:** There is no Transport Bonus in the Standard rules. Now transports mine asteroids for ore and must move the ore to a planet to be refined into IOUs. You may also use your transports to move ore and IOUs between planets. And you may build trade goods to transport to alien trading partners. See page 34 for a description of transports.

**Civilization Growth Penalty:** There is no civilization growth penalty in the Standard rules. If a planet’s change in tech level increases your civilization level, the planet is not penalized on the next turn.

**Support:** Your ships may not move beyond the support range of your planets and stations. In a Standard game you face the challenge of building and defending an infrastructure of colonies and stations in order for your civilization to expand into space. See page 26 for support rules.

**Contact:** Your warships are no longer required to attack alien warships in the same hex. You may choose to coexist peacefully with another player and even defend a shared hex against a third player. See the Contract Step rules on page 18.

**Combat:** The combat rules are somewhat different in the Standard rules. Attacker and defender divide their fleets into 3 different battle intensity zones. And higher tech units receive a first fire advantage every combat round. See the Combat section beginning on page 19.

**Planetary Conquest:** Now planets have an opportunity to defend themselves against invading assault boats. See the Conquest rules on page 24.

**Warships:** Destroyers now have the option of attacking protected units, but at the cost of a shield. Cruisers may explore unknown hexes like scouts and they ignore support. And battleships may bombard planets. See the Unit descriptions beginning on page 32.

**Resource Counters:** You will use the IOU, Ore, and Trade Goods counters.

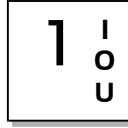
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## Definitions

### Industrial Output Units (IOUs):

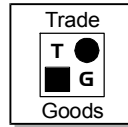
These represent the energy and material you need to build units, refine ore, and grow your economy.



**Ore:** Ore is rich in high-grade metals and may be mined from asteroids and colonies. Ore has no value of its own, but you may refine it into IOUs.



**Trade Goods:** Trade goods represent miscellaneous consumer or industrial products. Trade goods are inexpensive for you to build but may be quite valuable to another player.



**Resource:** IOUs, ore, and trade goods are resources and may be carried by transports.

**Industrial Level:** The industrial level of a home world or colony represents its population and economic base. A planet's industrial level determines how many IOUs (and ore, in the case of a colony) it produces each turn.

**Tech Level:** The tech level of a home world or colony represents the technical expertise of its industry. A planet's tech level determines the kind of units it can build.

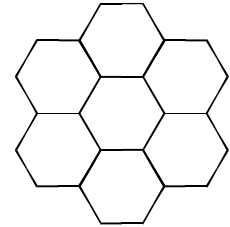
**Civilization Level:** This represents the technical knowledge of your civilization as a whole. Your civilization level is equal to the highest tech level ever achieved by any planet you control. Your civilization level can never decrease, even if you lose control of a planet with a high tech level.

**Home World:** This is the birthplace of your species. Your home world produces IOUs, but not ore.

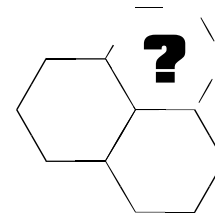
**Colony:** This is a planet populated by immigrants from another planet. A colony has easily accessible mineral resources and produces both IOUs and ore.

**Uninhabited Planet:** Any planet drawn from the exploration box is initially uninhabited. You may use a colony ship to colonize an uninhabited planet.

**Region:** This is an area of space that is composed of contiguous hexes completely surrounded by unknown hexes. Each player begins the game in a separate region of space.



**Unknown Hex:** Any hexagon-shaped area just off the edge of a region is an unknown hex.



*Unknown Hex*

**Exploration Box:** Use an opaque container to hold those hexes not used to set up the game. When you explore an unknown hex, draw a new hex from the exploration box.

**Unit:** There are 2 types of units: ships and stations.

**Ship:** There are 2 types of ships: warships and civilian ships. Civilian ships are scouts (Sct), transports (Trn), and colony ships (Col). Civilian ship and station counters have a colored silhouette and a black background.

**Warship:** There are 5 warships: patrol boats (PB), assault boats (AB), destroyers (DD), cruisers (CA), and battleships (BB). Only warships may use their combat rating to attack other units. Warship counters have a black silhouette on a colored background.

## InterSpace

**Stations:** These are huge, space-borne defense and support installations. A station can provide support to all friendly ships within its support range. There are 3 classes of stations: system stations (SS), region stations (RS), and galaxy stations (GS).

**Support Range:** The ability of a home world, colony, or station to provide logistical support to your far-flung ships is represented by the planet's or station's support range.

**Scout (Sct):** This is a spaceship equipped with the sensors and telescopes it needs to explore space. Scouts and cruisers are the only units that can explore an unknown hex.



**Transport (Trn):** This is a large spaceship capable of moving resources. A transport can hold up to 6 resources in any combination. A transport may also mine asteroids for ore.



**Colony Ship (Col):** This is a spaceship designed to carry resources and sentients to an uninhabited planet in order to start a new colony. The ship itself is cannibalized when you establish a colony.



## Standard Rules

**Patrol Boat (PB):** This is a small, fast warship that is cheap to build but quick to die. A patrol boat can carry only a limited amount of life support, so it must return to a friendly home world, colony, or station every other turn.



**Assault Boat (AB):** Capable of atmospheric flight, this warship is the only unit that can conquer another player's home world or colonies.



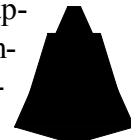
**Destroyer (DD):** Built for aggressive fighting, this warship may charge into combat and engage protected targets. However, it must give up 1 shield each time it does so.



**Cruiser (CA):** This warship is designed for long range combat and exploration missions. It is the only ship that can ignore support range and the only ship other than a scout that can explore unknown hexes.



**Battleship (BB):** The heavy weapons on this warship allow it to bombard a planet. A successful bombardment reduces a planet's industrial level by 1 step and eliminates all units from the planet's Resources & New Units box.



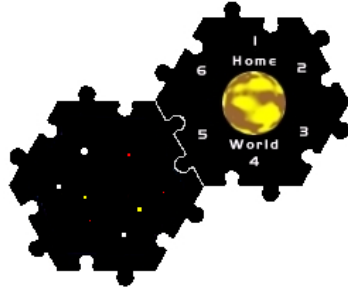
# Equipment

## Hexes

### Interlocking:

The map of *InterSpace* is created with hexes.

All hexes are completely interlocking, and any hex may be physically joined to another on any side.



**Hex Types:** There are 90 hexes in all: 4 another region, 6 asteroids, 3 black holes, 3 dust clouds, 40 empty space, 4 home worlds, 3 nebulas, 3 neutron stars, 3 null space, 12 planets, 3 pulsars, and 6 wormholes. Each hex type is described in the Terrain section, which begins on page 28.

## Exploration Box

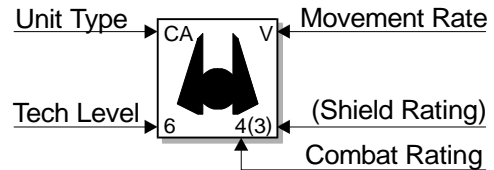
Use an opaque container for the exploration box. The box must be large enough to hold all the hexes.

## Unit Counters

Each unit counter represents an individual ship or station. There are 11 types of units in *InterSpace*. Each type is described in the Unit Table on your Tables Card.

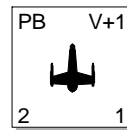
**Limit:** The number of units you may have in play at any given time is limited by the number of unit counters you have.

**Values:** Each unit counter has its silhouette in the center, its unit type in the upper left-hand corner, its movement rate in the upper right-hand corner, its tech level in the lower left-hand corner, and its combat rating is in the lower right-hand corner. If the unit has shields, its shield rating is shown in parentheses following the combat rating.

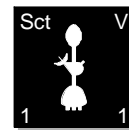


**V & V/2:** A V movement rate means the unit uses your variable movement rate. A V/2 movement rate means the unit's movement rate is 1/2, rounded up, of your variable movement rate. See the Movement Rate rules on page 14.

**Warships:** Warships have a black silhouette on a colored background, while all other units have a colored silhouette on a black background. Warships are the only units that may use their combat ratings for both attack and defense. Other units may use their combat ratings only for defense. For clarity, the combat rating of each unit is broken into an attack and a defense column in the Unit Table on your Tables card.



Warship



Civilian Ship

*Unit Types*



### Other Counters

**IOU:** These counters come in 3 denominations: 1, 5, and 10 IOUs.

**Trade Goods:** Each of these counters represents either 1 or 5 trade goods. The number of trade goods you may have in play at any given time is limited by the number of trade good counters you have. See the Counter Limit rule on page 10.



**Ore:** Each of these counters represents 1, 5, or 10 ore.

**Shield:** Use shield counters during a battle to keep track of the number of shields each unit has. See the Combat section beginning on page 19.

**Ind. Level & Tech Level:** Use these counters to track a planet’s industrial and tech levels by placing 1 of each type in the numbered track on the planet’s data card.

**Optional Counters:** You will not use the black & white, optional counters in the Standard game.

### Cards

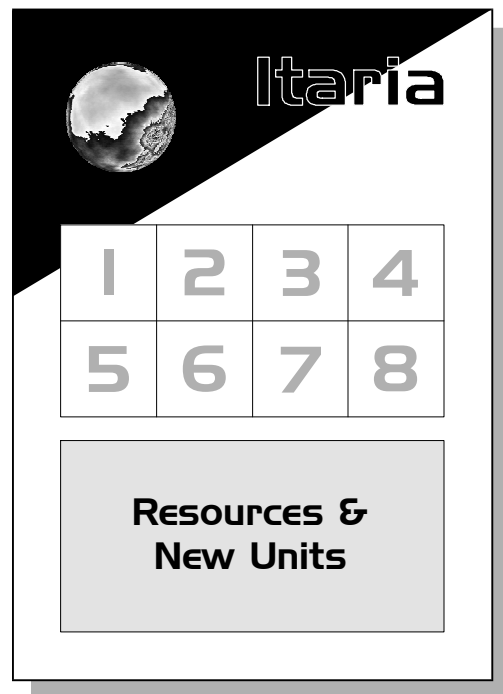
**Tables Cards:** Give each player a Tables card. These cards have the Unit Table, Terrain Effects Table, Transport Bonus Table, and Variable Movement Rate Table printed on one side, and the Game Play Summary, Tech Level Investment Table, Industrial Level Investment Table, and Asteroid Mining Table on the other. You will not use the Transport Bonus Table in the Standard game.

**Planet Data Cards:** There are 16 planet data cards, 1 for each planet. Place Ind. Level and Tech Level counters on a card’s number track to keep track of the planet’s industrial and tech levels. Place resources and newly built units on the card in the box labeled “Resources & New Units”.

**Optional cards:** You will not use the Alien Objective, Breakthrough, Colonization Result, or Encounter cards in the Standard game.

### Dice

You will need several 6-sided dice to play *InterSpace*. The more the better.

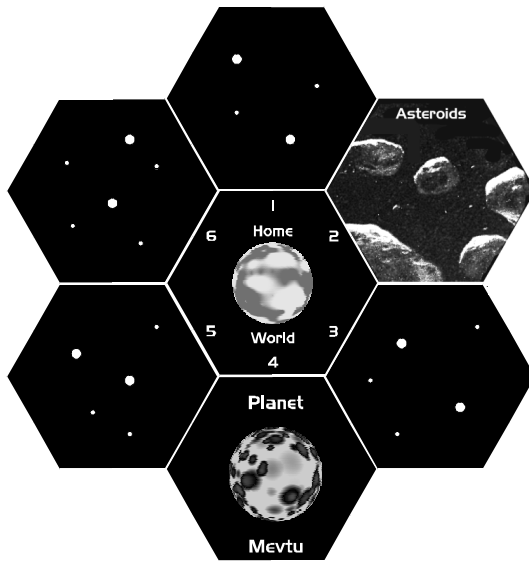


*Planet Data Card*

# Getting Started

## Player Setup

**Hexes:** Each player begins with 7 hexes: 1 home world, 1 planet, 1 asteroids, and 4 empty space. Set your home world hex in front of you and attach each of the other hexes to it as shown below. It does not matter how you arrange the hexes as long as you end up with your home world in the center surrounded by the other 6 hexes.



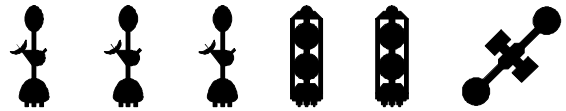
*Initial Region*

**Planet Data Cards:** Take the planet data cards for your home world and the planet. Also take 2 Ind. Level and 2 Tech Level counters.

**Home World:** Your home world begins with an industrial level of 8 and a tech level of 3. Place an Ind. Level counter in the box labeled “8” on your home world’s data card and place a Tech Level counter in the box labeled “3”.

**Initial Colony:** The planet is your first colony. It begins with industrial and tech levels equal to 2. Place an Ind. and Tech Level counter in the “2” box on the planet’s data card.

**Units:** You start with 3 scouts, 2 transports, and 1 system station. You may place these units anywhere in your 7 hex region.



*Initial Units*

## Exploration Box Setup

Set aside the wormhole hexes Aleph-Null, Bet-Null and Vet-Null. Place *all* remaining hexes in the exploration box. If there are fewer than 4 players, place the extra home world hexes in the box as well. Treat a home world drawn from the exploration box like an Another Region hex. See the Another Region rules on page 28.

# Game Play

## Game Turn

*InterSpace* is played in a series of game turns. Each game turn is divided into 2 phases:

1. Economic Phase
2. Action Phase

## Economic Phase

All players simultaneously conduct the business of their civilization during the Economic Phase. This phase is divided into 5 steps:

1. Placement Step
2. Production Step
3. Purchase Step
4. Investment Step
5. Conversion Step

**Independent Economies:** Each of your planets has an entirely independent economy, so you may execute all of these steps on a single planet before moving on to the next planet.

**Step Order:** You may execute all, some, or none of the economic steps for each planet, but you must execute them in order. For example, you cannot do the Conversion Step on a planet and later do the Purchase Step on the same planet; you must do the Purchase Step before the Conversion Step.

**Rules:** See the detailed Economic Phase rules beginning on page 9.

## Action Phase

Players take turns moving their units, exploring space, and coming into contact during the Action Phase. This phase is broken into 5 steps:

1. Determine Active Player Step
2. Movement Step
3. Exploration Step
4. Colonization Step
5. Contact Step

**Player Order:** When the Action Phase begins, each player must place one of his or her unit counters into a cup. Then draw 1 counter from the cup to see who moves first. When the first player is done moving, draw another counter to see who moves second, and so on.

**Step Order:** You may execute all, some, or none of the action steps during your turn, but you must execute them in order. For example, you cannot move a scout into an unknown hex, explore the hex, and then move more units into that hex. You must complete the Movement Step before you start the Exploration Step.

**Rules:** See the detailed Action Phase rules beginning on page 13.

## Winning the Game

**Victory Points:** To win the game, you must earn 50 victory points (VPs). You earn 2 VPs for each industrial level you control. For example, at the beginning of the game you control planets with industrial levels totaling 10 (8 for your home world and 2 for your initial colony), so you already start with 20 VPs.

**End Game:** When you have 50 or more VPs at the *end* of a game turn, the game is over and you are victorious! If 2 or more players have 50 or more VPs, the game ends in a tie.

# Economic Phase

All players simultaneously conduct the business of their civilization during the Economic Phase. This phase is divided into 5 steps:

1. Placement Step
2. Production Step
3. Purchase Step
4. Investment Step
5. Conversion Step

## Placement Step

During this step, your home world and colonies may place units they built on previous turns onto the map. In other words, you may move units from a planet's data card to that planet's hex on the map. This is strictly optional; you may leave units on a planet's card for as long as you wish. Opposing units in the planet's hex have no affect on placement.

## Production Step

During this step, your home world and colonies produce IOUs. In addition, your colonies and any asteroids you are mining produce ore.

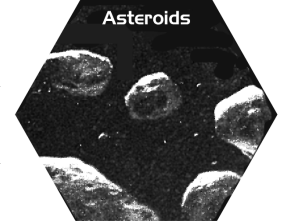
### Planets

**Home World:** Your home world produces the number of IOUs equal to its industrial level. Place these IOU counters in the box labeled "Resources & New Units" on your home world's data card.

**Colony:** Each of your colonies also produces the number of IOUs equal to its industrial level. In addition, an eligible colony has the option of producing the number of ore equal to 1/2 its industrial level, rounded up. Place these IOU and ore counters in the box labeled "Resources & New Units" on the colony's data card.

**No More Ore:** *After* a colony produces ore, roll 3 dice. If the result is less than, or equal to, the colony's industrial level, the colony may no longer produce ore.

### Asteroids



**Mining:** Once each Economic Phase, you may mine ore from an asteroids hex. To mine ore, you must have 1 or more transports in the hex. Any ore produced must be loaded onto a transport immediately or it is lost.

**Mining Table:** To mine an asteroids hex, roll 1 die and add the result to the number of transports you have in the hex. Use this total to find the amount of ore produced by first finding the total in the left-hand column of the Asteroids Mining Table on your Tables card. Then, look up the amount of ore in the right-hand column.



For example, if you have 2 transports mining an asteroids hex and you roll a "3", the total is 5 so 2 ore are produced.

**Alien Transports:** Subtract 1 from the die roll for each alien *player* who has 1 or more transports in the asteroids hex. For example, if you have 3 transports in the hex and Roger has 4, you would add only 2 to your mining die roll (+3 for your transports, -1 for Roger's.)

**Accidents:** If the modified mining die result is 2 or less, *one* (1) of your transports is destroyed. You choose which transport to remove. Any resources onboard are lost.

### Asteroids Mining Table:

Modified Die Roll	Result
2 or less	Lose 1 transport
3	No ore produced
4, 5, or 6	2 ore produced
7 or more	4 ore produced

## Purchase Step

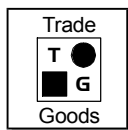
During this step, your home world and colonies may spend IOUs to purchase new units and trade goods.

**New Units:** Place new units in the Resources & New Units box on the data card of the planet that purchased the units. A planet may purchase only those units that are rated at, or below, the planet's tech level. For example, a tech level 3 planet cannot purchase a destroyer because destroyers are tech level 4 units. The tech level and IOU cost of each unit is given here and on your Tables card.

### Unit Tech Levels and Cost Table:

Unit	Tech Level	IOU Cost
Scout (Sct)	1	6
Transport (Trn)	1	4
Colony Ship (Col)	2	8
Patrol Boat (PB)	2	2
System Station (SS)	3	6
Assault Boat (AB)	4	6
Destroyer (DD)	5	10
Region Station (RS)	5	12
Cruiser (CA)	6	14
Battleship (BB)	7	18
Galaxy Station (GS)	8	24

**Trade Goods:** You may purchase trade goods for 1 IOU each on any of your planets. Unlike units, you have the option of placing trade goods on the map the same turn you purchase them; you do not have to wait until the Placement Step of a later turn. Trade goods are tech level 1.



**Build Limit:** The total number of units and trade goods a planet purchases in a single turn may not exceed its industrial level.

**Local Economy:** A planet may spend IOUs only from its *own* Resources & New Units box; it may *not* spend IOUs from another planet.

## Counter Limit

The number of units and trade goods you may have on the map and on your planet cards is limited by the number of counters that come with the game. For example, you should have 2 galaxy station counters in your color. You cannot have more than 2 galaxy stations on the map or on your planet cards at any given time.

**Rebuild:** If a unit is destroyed or a trade good refined, you may rebuild that unit or trade good *on the next turn*. For example, if you built 2 galaxy stations and 1 was destroyed last turn, you may build a third galaxy station.

**Recall Trade Goods:** If you want to build more trade goods than you have available, you may recall trade goods of your color that are held by another player. Simply take the trade goods you need from the other player and place them on the planet that is building them. The purpose of this rule is to prevent another player from holding your trade goods indefinitely. You may *not* recall your trade goods if you could build them from the counters you already hold.

## Investment Step

During this step, each planet you control may increase or decrease its industrial level, tech level, or both by *one* (1) step. You may increase or decrease levels in any order.

### Increase Levels

**Industrial Level:** The cost of increasing a planet's industrial level is given here and on your Tables card. The cost depends on the planet's current industrial and tech levels. To determine the cost, find the planet's current industrial level in the table and then find its tech level next to it. The cost of increasing the planet's industrial level will be to the right of its tech level in the IOU Cost column. For example, if you want to increase your planet's industrial level from 4 to 5, and its tech level is 3, you must pay 6 IOUs.

**Industrial Level Investment Cost Table:**

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

**Tech Level:** The cost of increasing a planet’s tech level is given here and on your Tables card. This cost depends on the planet’s current tech level and your civilization level. To determine the cost, find the planet’s current tech level in the table and then find your civilization level next to it. The cost of increasing the planet’s tech level will be to the right of your civilization level in the IOU Cost column. For example, if you want to increase your planet’s tech level from 2 to 3, and your civilization level is 4, you must pay 2 IOUs.

**Tech Level Investment Cost Table:**

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

**Civilization Level:** Your civilization level automatically increases to your highest planetary tech level. Your civilization level can never decrease, even if you lose control of a planet with a high tech level.

**Immediate Result:** Tech level changes go into effect immediately. You may increase a planet’s tech level and then use the new, higher level to determine the cost of an industrial level increase on the same planet on the same turn. Likewise, if you increase your civilization level by increasing a planet’s tech level, you may use the new, higher civilization level to determine the cost of a tech level increase on another planet.

**Limit:** The maximum industrial or tech level a planet can attain is 8.

**Local Economy:** A planet may spend IOUs only from its *own* Resources & New Units box; it may *not* spend IOUs from another planet.

**Decrease Levels**

**No Cost:** There is no cost to decrease a planet’s industrial or tech level, but you may decrease each level by only *one* (1) step per turn. You do not receive any IOUs for decreasing a level. You may not decrease a planet’s tech level to 0 except by reducing its industrial level to 0.

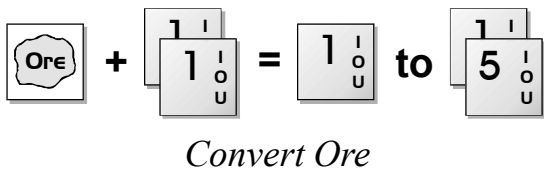
**Industrial Level Zero:** If you reduce a planet’s industrial level to 0, its tech level automatically falls to 0 and the planet becomes uninhabited. You or another player may recolonized the uninhabited planet.

**Conversion Step**

During this step, your planets may convert ore, trade goods, and units into IOUs.

**Ore**

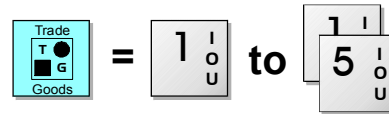
A home world or colony may refine ore into IOUs by *first* paying 2 IOUs for each ore. Then roll a die for each ore you paid to refine. The total of the die results is the number of IOUs you receive. Remove the spent IOUs and the refined ore counters from the planet’s Resources & New Units box and replace them with a number of IOUs equal to the die result total.



**Trade Goods**

A home world or colony may convert trade goods into IOUs at no cost. Remove the converted trade goods counters from the planet’s Resources & New Units box and replace them with the correct number of IOU counters. The number of IOUs you receive depends on whether the trade goods are alien or local.

**Alien Trade Goods:** Alien trade goods are those trade goods purchased by a planet *another* player controls. The trade good counters will be a color different than your own. Roll a die for each alien trade good you convert. The resulting total is the number of IOUs you receive



*Convert Alien Trade Good*

**Local Trade Goods:** Local trade goods are those trade goods purchased by a planet *you* control. The trade good counters will be your color. You receive *one* (1) IOU for each local trade good you convert.



*Convert Local Trade Good*

**Units**

A home world or colony may decommission your units that are located in the planet’s hex. Remove the unit from the map. In the planet’s Resources & New Units box, place IOUs equal to ½ of the unit’s original cost.

**Economic Phase Example**

The following is an example of what you might do during the Economic Phase of the first turn of a game of *InterSpace*. In this example, you will conduct economics on your home world first and then on your colony.

**Home World**

**Production Step:** Since there are no units in your home world’s Resources & New Units box, you skip the Placement Step. Your home world has an industrial level of 8, so it produces 8 IOUs during the Production Step. Place 1

“5 IOU” counter and 3 “1 IOU” counters in the Resources & New Units box on your home world’s data card.

**Purchase Step:** Next, you decide to buy a scout during the Purchase Step. According to the Unit Table, a scout is tech level 1 and costs 6 IOUs. So you remove 1 “5 IOU” and 1 “1 IOU” counter and place a scout counter in your home world’s Resources & New Units box. You may move the scout into your home world’s hex during a later turn’s Placement Step.

**Completion:** Finally, you decide to save the remaining 2 IOUs and skip the Investment and Conversion Steps, completing the economic steps for your home world.

### *Colony*

**Production Step:** Again there are no units in your colony’s Resources & New Units box, so you skip the Placement Step and go straight to the Production Step. Your colony has an industrial level of 2, so it produces 2 IOUs and 1 ore. If your colony’s industrial level was 3 or more, you would roll 3 dice to determine if the colony could continue to produce ore.

**Conversion Step:** You decide to skip the Purchase and Investment Steps and use your IOUs for the Conversion Step. You spend 2 IOUs to convert 1 ore. You roll a die and the result is a “5”, so your colony ends the Economic Phase with 5 IOUs and no ore in its Resources & New Units box.

### *Phase Completion*

While you are doing the economic steps on your planets, all other players will be doing the economic steps on their planets. When everyone has completed the economic steps for all their planets, the Economic Phase is over and it is time to begin the Action Phase.

## Action Phase

Players take turns moving their units, exploring space, and making contact during the Action Phase. This phase is broken into 5 steps:

1. Determine Active Player Step
2. Movement Step
3. Exploration Step
4. Colonization Step
5. Contact Step

### Determine Active Player Step

When the Action Phase begins, each player must place 1 of his or her unit counters into a cup. Then draw 1 counter from the cup to see who moves first. When the first player is done moving, draw another counter to see who moves second, and so on.

### Movement Step

During your Movement Step, you may move all, some or none of your units. A unit expends 0, 1, or 2 movement points for each hex it enters. The number of movement points a unit expends during your turn may not exceed the unit’s movement rate.

### *Movement Points*

**Hex Costs:** A unit must expend a number of movement points for each hex it enters. The movement point cost of each hex is given here and on your Tables card.



## Movement Point Cost Table:

Hex Type	Movement Point Cost
Asteroids	1 (stop)
Black Hole	0 (stop on entry, roll to exit)
Dust Cloud	2
Empty Space	1
Nebula	1 (stop on entry & exit)
Neutron Star	0
Null Space	1 (stop)
Planet	1
Pulsar	1
Unknown	1 (stop)
Worm-Hole	1

**Stop:** A unit must stop after it enters an asteroids, black hole, nebula, null space, or unknown hex. A unit must stop in the first hex it enters when it leaves a black hole or nebula hex.

## Movement Rate

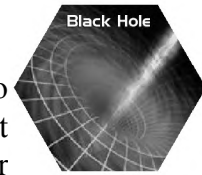
The movement rate of each unit is given on the Unit Table on your Tables card and in the upper, right-hand corner of the unit counter. A unit's movement rate is the number of movement points it may expend during each Movement Step. A unit may expend all, some or none of its movement points each Movement Step. Unused movement points are lost.

**Variable Movement Rate:** Most of your units have a variable movement rate, V, based on your civilization level. The movement rate of your patrol boats, V+1, is 1 higher than your variable movement rate. The movement rate of your stations and colony ships, V/2, is 1/2, rounded up, of your variable movement rate.

## Variable Movement Rate Table:

Civ Level	V	V+1	V/2
1, 2	1	2	1
3, 4	2	3	1
5, 6	3	4	2
7, 8	4	5	2

## Black Hole



A black hole hex costs no movement points to enter, but you must stop when you enter the hex. Roll a die for each unit that attempts to leave a black hole. If the result is less than, or equal to, the unit's movement rate, you may move the unit into an adjacent hex where it then must stop. If the result is greater than the unit's movement rate, the unit remains trapped in the black hole hex. The unit may roll once during each Movement Step until it rolls a number low enough to escape the black hole.

## Dust Cloud

A unit must expend 2 movement points to enter a dust cloud hex. However, it is okay for a scout or cruiser to enter an unknown hex that turns out to be a dust cloud even if the ship had only 1 movement point left. A unit with a movement rate of 1 may expend its entire movement to enter a dust cloud hex.

## Wormhole



**Movement Cost:** A unit must expend 1 movement point to enter a wormhole hex from an adjacent hex. A unit may expend 1 movement point to move from a wormhole hex to its partner. Moving to the partner wormhole is optional; a unit may move normally out of a wormhole hex and into an adjacent hex.

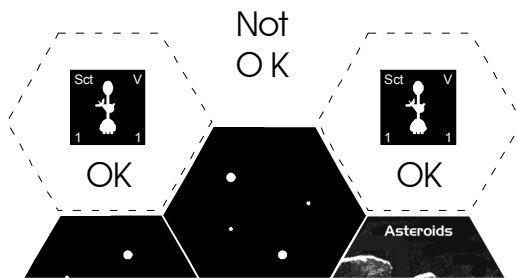
**Partners Only:** A unit may move from a wormhole to the wormhole's partner and vice versa. Non-partner wormholes are *not* connected. For example, a unit can move from Aleph-Prime to Aleph-Null or from Bet-Null to Bet-Prime, but it cannot move from Aleph-Prime to Bet-Null.

**Support Range:** You may count support range through wormhole partners as if the two hexes were physically adjacent.

## Unknown Hex

Only scouts and cruisers, and any units stacked with them, may enter an unknown hex.

**Shared Hex-Sides:** If possible, the unknown hex must share at least 2 hex-sides with “known” hexes (see illustration below.) However, this restriction does not apply if the unknown hex is within 2 hexes of your home world. Note that an unknown hex does not become “known” until the Exploration Step.



**Civilization Level:** The number of unknown hexes your units may enter each Movement Step may not exceed your civilization level.

**No Hexes:** If there are no hexes left in the exploration box, no unit may enter an unknown hex.

**Examine Box:** Before moving into an unknown hex, you may examine the contents of the exploration box to see if there is anything left worth discovering.

## Patrol Boat Movement



A patrol boat must return to a friendly home world, colony, or station every other turn.

**Removed from Play:** A patrol boat that begins the Movement Step in a hex that contains a friendly home world, colony, or station may move freely. However, a patrol boat that did not begin the Movement Step in a hex with a friendly planet or station must end the Movement Step in a hex that contains a friendly planet or station. Any patrol boat that can not do so is removed from play.

**Friendly Aliens:** Another player may designate 1 or more of his or her planets or stations as friendly to your patrol boats. This decision must be made by the other player at the beginning of your Movement Step every game turn.

## Transport Movement



**Stop on Unload:** A transport may load and/or unload resources at any point during its movement. However, once a transport unloads any resource, it must stop and may not move farther for the rest of the turn.

**Resources Stop:** Resources may be transferred between consenting transports and/or planets. Once you have transferred a resource it cannot be moved again during your Movement Step.

## Blocked Movement

**Blocking Units:** Opposing warships may block the movement of your units. In addition, an opposing station in a wormhole hex may block your move if you enter the hex from its wormhole partner or if you intend to leave the hex and move to its partner. All other units are non-blocking and you may ignore them for movement purposes.

**Moving In:** You may freely move your units into a hex that contains another player's units.

**Moving Out:** You may move your units out of a hex that contains another player's blocking units if at least 1 of the following conditions is met:

1. the unit you intend to move *started* the Movement Step in the hex  
*or*
2. the other player gives you permission to leave  
*or*
3. you leave at least 1 warship in the occupied hex for each blocking unit the other player has there. For example, if the other player has 2 cruisers in the hex, you may leave 2 patrol boats and move all your remaining units out of the hex.

**Permission:** If the other player gives you permission to move out of a hex, all of your units may move out of the hex for the remainder of your Movement Step. The other player cannot pick and choose which of your units can leave and which ones cannot.

### ***Additional Movement Rules***

**Stacking:** There is no limit to the number of units you may stack in a single hex. Your units may stack and unstack freely during your Movement Step.

**Support Range:** You may not move a ship into a hex if the hex is not inside the support range of at least 1 friendly planet or station. You may not move a station if the move would cause a ship to no longer be inside the support range of at least 1 friendly planet or station. See the Support Range rules on page 26.

**Landing:** No unit may ever land on a planet. Only newly built units may be held on a planet's data card.

### ***Movement Example***

In this example, your civilization level is 5, so your variable movement rate is 3. Refer to the illustration on page 17.

**1:** The transport in the asteroids hex mined ore during the Economic Phase and now you want to move the ore to your home world. You move the transport, and the ore counters stacked under it, to your home world's hex and transfer the ore counters to the Resources & New Units box on your home world's data card. Although the transport used only 1 of its 3 movement points, it must stop moving when it unloads.

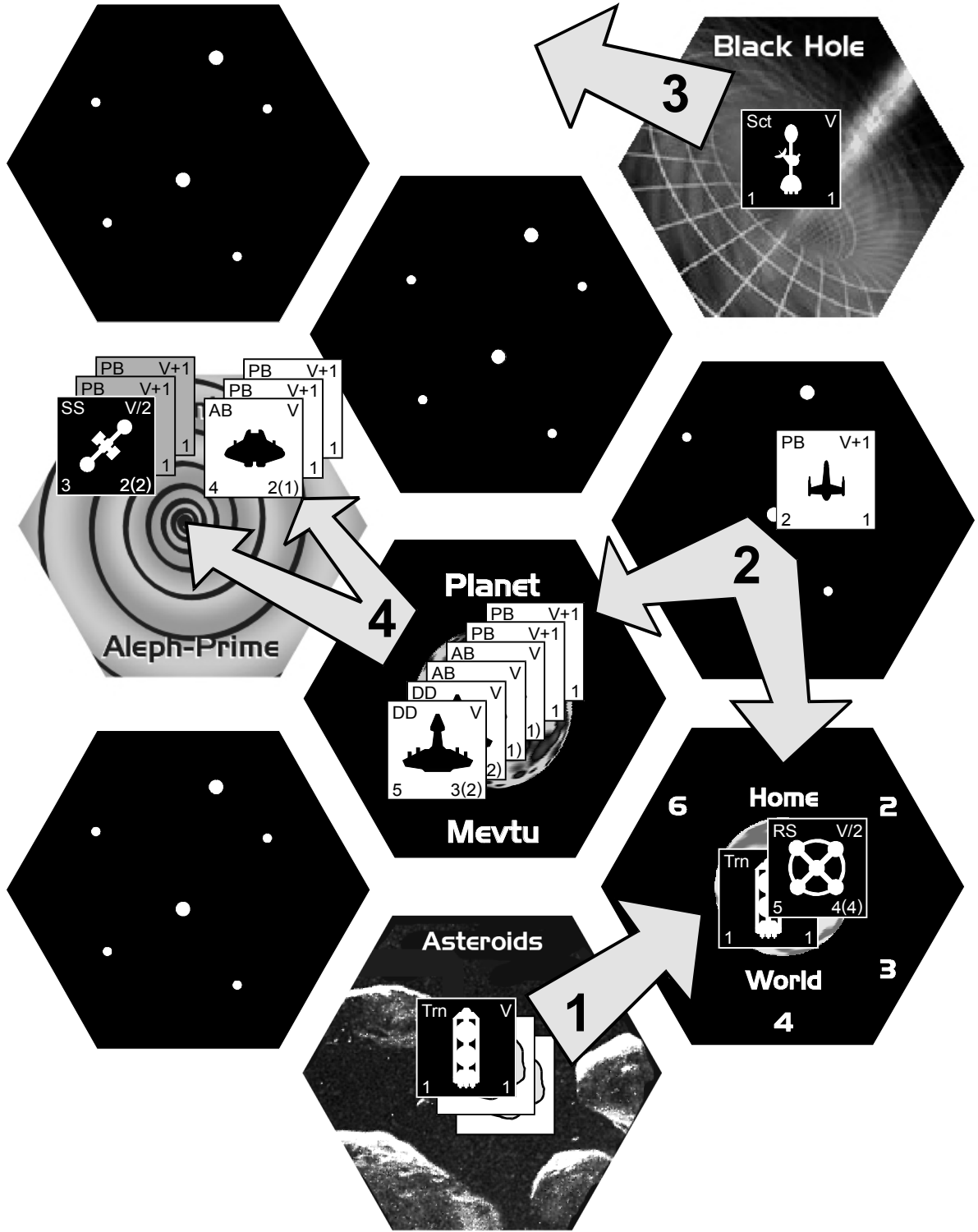
**2:** Patrol boats that do not begin the turn at a friendly home world, colony, or station must now move to a friendly home world, colony, or station. You must move the patrol boat from the empty space hex to either your home world or to your colony on Mevtu.

**3:** Last turn your scout discovered a black hole; this turn you would like to explore an adjacent unknown hex. You must roll a die to determine if the scout can leave the black hole. If you roll a "1", "2", or "3" the scout may move into the unknown hex. However, if you roll a "4" or higher, the scout must remain in the black hole hex. The scout may make only 1 attempt to leave the black hole each turn.

**4:** To liberate an enemy-held planet near Aleph-Null, you want to move a large stack of ships through the wormhole Aleph-Prime. However, your opponent, Kevin, has blocked Aleph-Prime with a system station and 2 patrol boats. You decide to leave 2 patrol boats and an assault boat in the hex to counter the blocking units. You then move the remainder of your stack through the wormhole to Aleph-Null.

InterSpace

Standard Rules



*Movement Illustration*

## Exploration Step

**Draw a Hex:** A scout or cruiser that entered an unknown hex during the Movement Step may now explore that hex. For each unknown hex you explore, randomly draw 1 hex from the exploration box.

**Another Region:** If the hex you draw is a home world or an Another Region hex, return it to the exploration box and place an empty space hex under your ship. Then follow the Another Region instructions on page 28.

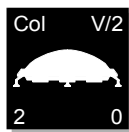
**Other Hexes:** If the hex is not a home world or an Another Region hex, place it under your ship. If the hex is a wormhole, follow the Wormhole instructions on page 31. You can find a detailed description of each hex type in the Terrain section beginning on page 28.

**Civilization Level:** During the Movement Phase, the number of unknown hexes your units may enter may not exceed your civilization level.

**No Hexes:** If there are no hexes left in the exploration box no further exploration is permitted and no unit may enter an unknown hex.

## Colonization Step

**Establish Colony:** If you have a colony ship in an uninhabited planet hex you may establish a new colony. To do this, remove the colony ship and take the planet's data card. Your colony begins with an industrial level of 1, a tech level of 1, and 6 IOUs in its Resources & New Units box.



**One Per Planet:** Only a single colony may be established per planet. Moving additional colony ships to a colony or home world has no effect.

## Contact Step

### *Shared Hexes*

Contact is made in every hex your units share with units that belong to one or more other players. During your Contact Step, you must either *join forces* with or *attack* the other units in every hex you share. You determine the order in which these shared hexes are resolved.

### *Join Forces*

#### Permission Granted

**Mutual Defense:** If all other players who have units in the shared hex give you permission to join forces with them, your units may remain in that hex without attacking. If the hex is attacked later by another player, *all* units in that hex must defend it.

**Not an Alliance:** Sharing a hex does not mean you have a permanent alliance. You may share one hex with someone while attacking his or her units in another. In addition, a player who allows you to share a hex may attack your units in that hex on his or her next or any subsequent Contact Step.

**Example:** You wish to help your neighbor, Lisa, defend her home world against an imminent attack by the mutually-feared Dean. During your Movement Step, you move several ships to Lisa's home world. During your Contact Step, Lisa gives your ships permission to join forces with her units in that hex. When Dean attacks Lisa's home world, both your units and Lisa's units defend the shared hex.

### Permission Denied

You can deny permission for another player to remain in a shared hex during *that* player's Contact Step, forcing that player to attack your units in the hex.

**Example Continued:** After defeating Dean, Lisa moves most of her units away from her home world hex, which she still shares with your units. During Lisa's Contact Step, you deny permission for her units to remain in the shared hex. Lisa is forced to attack your units and loses, leaving you in a position to easily conquer her home world on your next turn. It is not very nice, but perfectly legal.

### Attack

If you choose to attack, follow the rules in the Combat section to resolve the battle.

## Combat

### Overview

The active player is the attacker, and *all* other players in the hex are the defenders.

Combat is resolved in a series of rounds. Each round, both players separate their units into battle intensity zones. Then the attacker rolls a die for each attacking *warship* and the defender rolls a die for each defending *unit*. If the attacker's die result is less than, or equal to, his or her warship's combat rating, the defender must take a number of hits equal to the die result. Likewise, if the defender's die result is less than, or equal to, his or her unit's combat rating, the attacker must take a number of hits equal to the die result.

Each round has 2 fire segments; first fire and second fire. During first fire, only those units with a tech level advantage may fire. Units eliminated by first fire do not get to fire back.

During second fire, all remaining units may fire except those that fired during first fire. Damage from second fire is resolved simultaneously, so units eliminated by second fire get to fire back.

Rounds continue until all units from one side or the other are eliminated or have retreated. Combat also ends if neither side rolls a hit during 3 consecutive rounds.

After the battle is over, if attacking warships remain in an opposing player's home world or colony hex, the attacker's battleships may bombard the planet and the attacker's assault boats may attempt to conquer the planet.

### Shields Up!

All attacking and defending units begin the battle with all of their shields. Place a number of shield counters equal to each unit's shield rating behind that unit's counter. Shields are *not* regenerated between combat rounds. You can find the shield rating, if any, of each unit in parentheses in the lower right-hand corner of its counter and in the Unit Table on your Tables card.



### Combat Round

Each combat round is divided into 6 segments:

1. Organize Fleets
2. First Fire
3. Resolve Hits
4. Second Fire
5. Resolve Hits
6. Retreat

#### Organize Fleets

At the beginning of each combat round, separate units into battle intensity zones; 3 zones for the attacker and 3 zones for the defender.

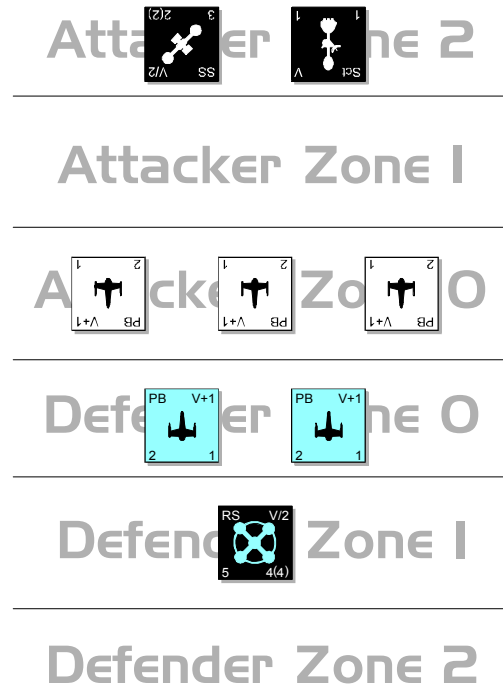
**Zones:** First the defender must allocate his or her units to 3 zones numbered 0, 1, and 2. Then the attacker must allocate his or her units into 3 zones also numbered 0, 1, and 2.

**Placement:** Take your units from the map place them a clear space on the table. Then arrange your units into a front row, a middle row, and back row. The front row is your zone 0, the middle row is your zone 1, and the back row is your zone 2.

**Empty:** You are not required to place units into each zone. For example, you may place all your units in your zone 0.

**Fewer Units:** There must be fewer units in your zone 2 than in your zone 1, and there must be fewer units in your zone 1 than in your zone 0.

**Civilian Attacker:** If you are the attacker, you must place your civilian units in your zone 2. This is an exception to the Fewer Units rule above.



*Battle Intensity Zones*

**First Fire**

Only technologically superior units, if any, may fire during this step. Immediately remove units destroyed by first fire. They do *not* get to return fire.

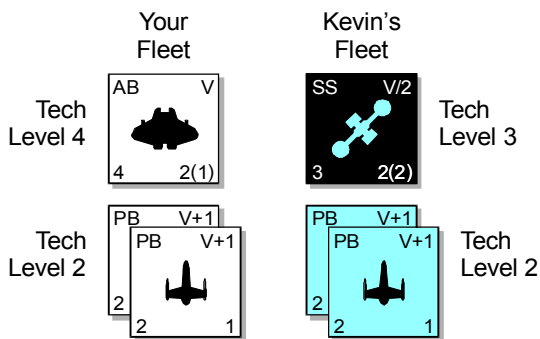
**Tech Advantage:** Determine if either player has a tech advantage. Compare the tech level of the attacker’s highest tech warship with the tech level of the defender’s highest tech unit. You can find the tech level of each unit in the lower left-hand corner of its counter and in the Unit Table on your Tables Card.

**Eligible Units:** If you have a tech advantage, your technically superior units may fire during first fire. *Only* those units whose tech level is *higher than* your opponent’s highest tech level get fire first.

**Example:** Your fleet is composed of an assault boat and 2 patrol boats and Kevin’s fleet is composed of a system station and 2 patrol boats. Your highest tech unit, the assault boat, is tech level 4. Kevin’s highest tech unit, the system station, is tech level 3. So only your assault boat gets first fire.

**Reevaluate:** A fleet’s tech advantage may change as units are lost on both sides. Each combat round you must redetermine what units, if any, get first fire.

**No Advantage:** If neither player has a tech advantage there is no first fire—proceed to the second fire step.



*Assault Boat Recieves First Fire*

**Second Fire**

**Simultaneous:** After you resolve first fire, if any, and remove casualties, the remaining units may fire during second fire. However, units that fired during first fire may *not* fire again. Units eliminated by second fire get to fire back.

**Fire Procedure**

Follow this procedure for both first and second fire. However, only one side gets first fire.

**Penetration Fire:** Destroyers may conduct penetration fire against units in zone 1. Before rolling any dice, first the defender, and then the attacker, must designate which destroyers are conducting penetration fire. See the Special Units rules on page 23 for a description of penetration fire.

**Attacker:** The attacker rolls 1 die for each attacking warship. If the result is less than, or equal to, the warship’s combat rating, the defender receives a number of hits equal to the die result. For example, an attacking cruiser fires and rolls a “3”, so the defender will take 3 hits. If the cruiser had rolled “5” or “6”, it would have missed.

**Defender:** The defender rolls 1 die for each defending unit. If the result is less than, or equal to, the unit’s combat rating, the attacker receives a number of hits equal to the die result.. For example, a defending galaxy station fires and rolls a “2”, so the attacker will take a 2 hits. Galaxy stations never miss, they just do varying amounts of damage.

**Zone Modifier:** The combat rating of units in zone 2 is reduced by 2. The combat rating of units in zone 1 is reduced by 1. Units in zone 0 are not affected. For example, a destroyer in zone 1 will cause 1 hit on a die result of “1” and 2 hits on a die result of “2”. Any other die result is a miss.



### *Resolve Hits*

**Remove Shields & Units:** First the defender removes shields and units from the *attacker's* fleet. Then the attacker removes shields and units from the *defender's* fleet. Remove 1 shield or 1 unit for each hit you caused to your opponent's fleet. You may remove an opposing unit only after all its shields are gone.

**Zones:** You may apply damage as you see fit to any of your opponents units in zone 0. You may not apply damage to units in a higher numbered zone until all units in all lower numbered zone are eliminated.

**Penetration Fire:** You may apply hits from penetration fire to units in either zone 0 or zone 1 or both.

### *Retreat*

First the defender, and then the attacker, may move some of his or her units out of the shared hex and into a single adjacent hex.

**Screening Units:** If you choose to retreat, you must leave at least 1 warship in the shared hex for each opposing warship. If you cannot leave the required number of warships behind, you cannot retreat.

**Negotiated Retreat:** The combatants may negotiate a retreat that does not require the retreating player to leave screening warships behind. Or, both players may simply agree to end combat and join forces in the shared hex, with no one retreating at all.

**Opposing Warships:** You may not retreat your units into a hex that contains opposing warships.

**Closer to Home:** If possible, you must retreat your units into a hex that is closer to your home world than the hex you are retreating from. When you determine which hex is closer, follow the shortest possible route to your home world. Count distance through wormhole pairs if doing so gives the shortest route.

**Support Range:** You may *not* retreat into a hex that is not within the support range of at least 1 friendly planet or station. However, cruisers and stations do not require support and may retreat out of support range. See the Support Range rules on page 26.

### *End of Battle*

**One Side Gone:** Combat rounds continue until all units from one side or the other are eliminated or have retreated.

**Stalemate:** Combat also ends if neither side rolls a hit during 3 consecutive combat rounds. At this point, the attacking player *must* retreat all his or her units and may not leave screening warships behind.

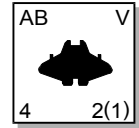
**Counter Attack:** If the attacker runs out of warships but the defender has 1 or more warships, the defender may either allow the attacker's civilian units to retreat or the defender may attack those units. If the defender chooses to attack, continue the battle, but now the defender becomes the attacker and the active player becomes the defender. Shields are *not* regenerated before a counter attack.

**No Warships:** If the attacker runs out of warships and the defender has no warships or chooses not to counter attack, the attacker *must* retreat. In this case, the attacker may not leave screening units behind.

## Special Units and Tactics

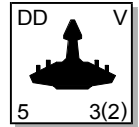
### *Assault Boats*

**Planetary Conquest:** Assault boats are the only units capable of conquering a planet. See the Planet Attack rules on page 24.



### *Destroyers*

**Special Tactics:** Your attacking or defending destroyers may fire in 1 of 2 ways: normal fire or penetration fire. If you choose penetration fire, your destroyer first must give up 1 of its shields.



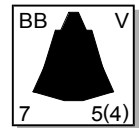
**Normal Fire:** Your destroyer fires normally, rolling 1 die against its combat rating of 3.

**Penetration Fire:** Your destroyer may choose to fire on units in your opponent's zone 1. Before rolling any dice, first the defender, and then the attacker, must announce which destroyers are conducting penetration fire. Then roll 1 die for each destroyer and apply the damage, if any, to units in your opponent's zone 1 or zone 0.

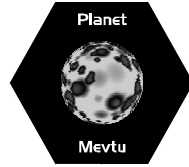
**Shields Down:** A destroyer cannot conduct penetration fire if it does not have at least 1 shield.

### *Battleships*

**Bombardment:** Your battleships may bombard a planet to reduce the planet's industrial level and eliminate units from the planet's Resources & New Units box. See the Planet Attack rules on the next page.

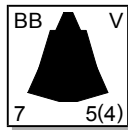


## Planet Attack



During your Contact Step, if your units are in a hex that contains an opposing home world or colony and no opposing units remain in the hex, your battleships may bombard the planet and your assault boats may attempt to conquer it. Planet attacks take place after any battle in the hex is resolved.

### Bombardment



You battleships may bombard a planet *once* during your Contact Step. If you successfully bombard a planet, you will reduce its industrial level by 1 or more steps and remove all units from its Resources & New Units box.

**Fire:** Roll 1 die for each bombarding battleships. Find the total damage inflicted in the left-hand column of the Bombardment Table below. Reduce the planet's industrial level by the number of steps shown in the right-hand column. You cannot reduce its industrial level below 0.

**Remove Units:** If you reduce the planet's industrial level by 1 or more steps, remove all units from the planet's Resources & New Units box.

**Industrial Level Zero:** If you reduce a planet's industrial level to 0, its tech level also drops to 0 and the planet becomes uninhabited. Any player may recolonize the planet during his or her Colonization Step.

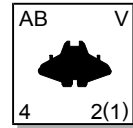
### Bombardment Table:

Total Damage	Reduce Ind. Level
0-2	0 steps
3-5	1 step
6-10	2 steps
11+	3 steps

## Conquest

After bombardment, if any, your assault boats may attempt to conquer the planet. You may only attempt to conquer a planet *once* during your Contact Step. You cannot conquer an uninhabited planet.

**Commit Assault Boats:** Announce how many assault boats you are committing to the attempt. No uncommitted assault boats, or any other unit, can be harmed during a conquest attempt.



**Planet Combat Rating:** A planet's combat rating is equal to 1/2 of its tech level, rounded up.

**Planet Fire:** The planet fires at the committed assault boats. Roll a number of dice equal to the planet's industrial level. For each result less than, or equal to, the planet's combat rating, eliminate 1 assault boat. *Ignore shields.* Planets never score multi-point hits.

**Example:** Your defending home world has an industrial level of 8 and a tech level of 5. You roll 8 dice and destroy 1 assault boat on each result of "1", "2", or "3".

**Surviving Assault Boats:** Assault boats do not fire during planetary conquest. However, if 1 or more of your assault boats survive, you conquer the planet.

**Spoils:** Take the conquered planet's data card from your opponent. The planet retains its industrial and tech levels. All IOUs, ore, and trade goods in the planet's Resources & New Builds box remain on the planet and become yours. However, any units in the Resources & New Builds box are automatically destroyed.

### Combat Example

You moved 2 patrol boats and an assault boat to attack Kevin’s system station and 2 patrol boats. (See the Movement Example and Illustration on pages 16 and 17.) You are not interested in joining forces with Kevin, so you proceed straight to the first combat round.

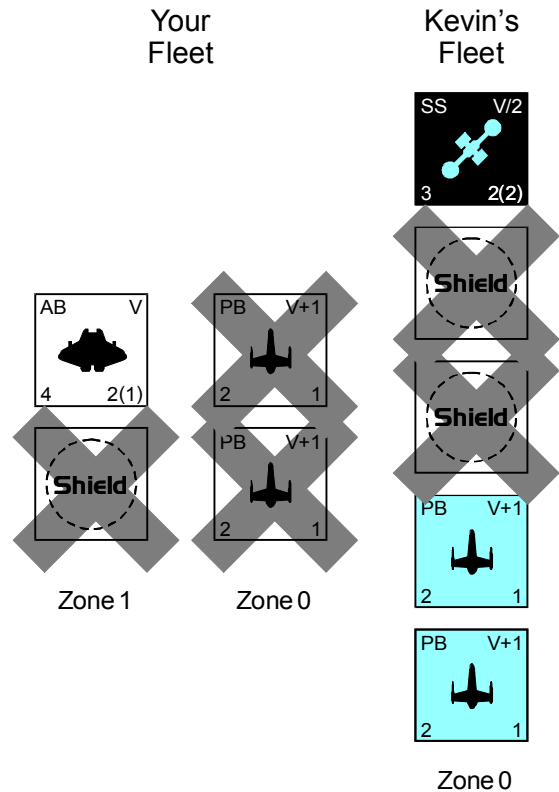
#### Round 1

**Organize Fleets:** Kevin places all of his units in his zone 0. You place your patrol boats in your zone 0. You would like to protect your assault boat so you can use it later to conquer a colony, so you place it in your zone 1.

**First Fire:** Your assault boat is tech level 4 while Kevin’s highest tech unit, his system station, is only tech level 3. So your assault boat gets first fire and rolls a “2”. Normally, this would cause 2 hits to Kevin’s units, but because your assault boat is in zone 1 its combat rating is reduced to 1, so a die result of “2” is a miss.

**Second Fire:** During second fire, you roll “1”’s for both your patrol boats and inflict 2 hits on Kevin’s units. Kevin rolls a “2” for his system station, and a “1” for his patrol boat, inflicting 3 hits on your units.

**Resolve Hits:** Kevin removes both your patrol boats from your zone 0. Since you have no more units left in zone 0, he applies the 3rd hit to your assault boat’s shield. You choose to remove both of Kevin’s system station’s shields. Kevin is left with 2 patrol boats and a shieldless system station and you are left with a shieldless assault boat.



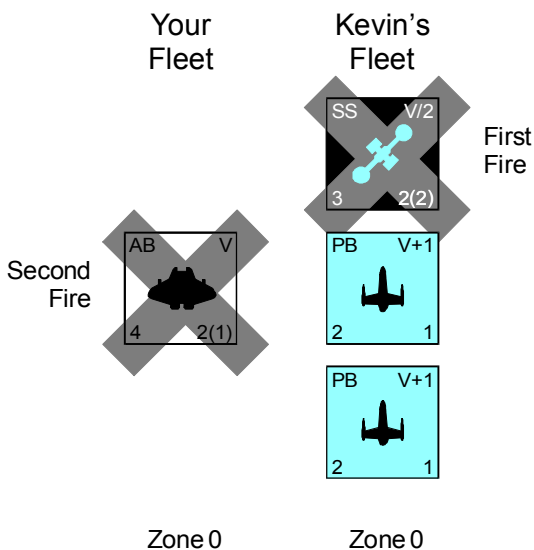
Combat Example Round 1

**Round 2**

**Organize Fleets:** Kevin leaves his units in his zone 0. Since you have only 1 unit left, you must place your it in your zone 0. Remember, you cannot place units in zone 1 unless you have more units in zone 0. This is impossible if you have only 1 or 2 units.

**First Fire:** Your assault boat is still the highest tech unit in the battle, so it fires and rolls a “1”, causing 1 hit. You choose to eliminate Kevin’s system station. It does not get to fire back.

**Second Fire:** Kevin’s patrol boats roll “1” and “3”, inflicting 1 hit and eliminating your shieldless assault boat. Your units have been completely wiped out while both of Kevin’s patrol boats remains in the hex. However, without a station in the hex, the patrol boats will be forced next turn to move to one of Kevin’s planets or stations.



*Combat Example Round 2*

# Additional Rules

## Support Range

The ability of a home world, colony, or station to provide logistical support to your far-flung ships is represented by the planet or station’s support range. A ship that is not inside the support range of at least 1 friendly planet or station may not attack, colonize, or explore. A ship may never voluntarily leave support range.

### Unit Exceptions

**Stations:** Stations are not required to remain inside the support range of a planet or another station.

**Cruisers:** Cruisers are an exception to the normal support range rules. Cruisers are the only ships that may leave support range and attack and explore normally outside of support range.

### Determine Support

**Ranges:** The support ranges of planets and stations are:

Planet or Station	Support Range
Home World	2
Colony	2
System Station	4
Region Station	6
Galaxy Station	8

**Counting Hexes:** To determine if a ship is inside a planet’s or station’s support range, count the number of hexes from the planet or station to the ship. Do not count the hex the planet or station is in, but do count the hex the ship is in. If the number of hexes is less than or equal to the planet’s or station’s support range, the ship is inside that planet’s or station’s support range.

**Counting Hexes Continued:** Count each hex as 1; do not worry about the movement point cost of the hex. You may count through *any* hex, even a hex that contains opposing units. You may count through a wormhole hex to its partner; each hex counting as 1. However, you may not count through an unknown hex.

**Ships Outside of Support Range:** If a ship finds itself outside the support range of any friendly planet or station, the ship's shields are reduced to 0, and its combat and movement ratings are reduced to 1. A scout can not explore an unknown hex that is outside of support range. A colony ship can not colonize an uninhabited planet that is outside of support range. And you can not conquer another player's planet that is outside of support range.

**Returning to Support Range:** The effects of being outside of support range are lifted the moment a ship enters a hex inside of support range. For example, if the first hex a ship enters is inside support range, the ship may continue to move its full movement rate.

**Friendly Planet or Station:** Any planet or station you control is friendly to your ships. In addition, another player may declare 1 or more of his or her planets or stations friendly to your ships in order to support your ships. This declaration must be made by the other player at the beginning of your Movement Step every game turn.

**Nebulae:** A station in a nebula hex cannot provide support.

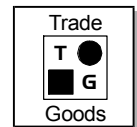
## Secrecy

**No Secrets:** In a Standard game of *InterSpace* there are no secrets; players are free to examine one another's counter stacks and Planet Data cards. However, if all players agree, players may keep some or all of this information secret.

**Example:** All players may agree to disallow players from examining any but the top unit in an opposing counter stack.

## Trade

**Resources:** You may give another player IOUs, ore, or trade goods. These resources may be moved by transports from one hex



to another. You may transfer resources from a planet you control to another player's transport in the same hex, you may transfer resources from one of your transports to another player's planet in the same hex, and you may transfer resources from one transport to another in the same hex.

**Enforcement:** There are no rules that cover the terms of these transactions. You may wish to give another player IOUs, ore, or trade goods as a bribe, in exchange for other resources, or on a whim. Enforcement of trade agreements is left solely to your warships.

**Restrictions:** You may not give another player any of your units. You may not give another player your home world or any of your colonies. Your planets must defend themselves normally during a conquest attempt.

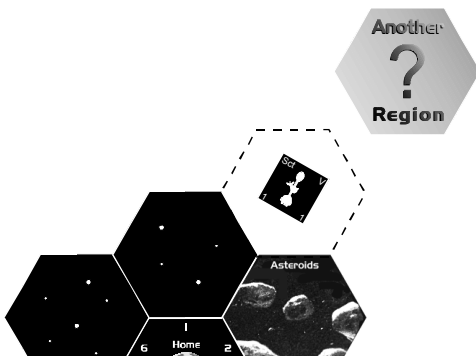
# Terrain

## Another Region Hex

All players start the game in their own separate regions of the galaxy. The physical relationship of one region to another becomes known when you draw an Another Region hex from the exploration box. To find out which other region you discovered, and how it will be joined with yours, follow this procedure:

### 1. Return the Another Region Hex

Do not connect the Another Region hex to your region. Return it to the exploration box instead.



### 2. Take an Empty Space Hex

Take an empty space hex from the box and place it under your scout or cruiser.

### 3. Determine Region

**Left or Right:** The region you discover will contain the home world of the player to your left or right. Roll a die to determine which one: “1”, “2” or “3” for left; “4”, “5”, or “6” for right.

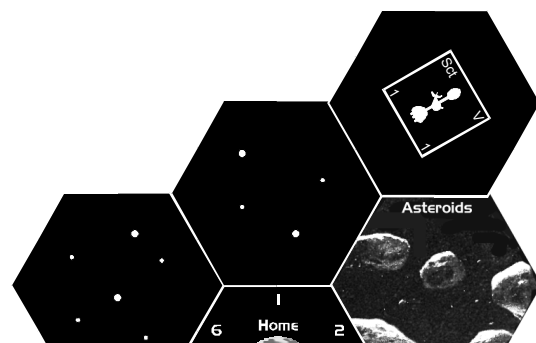
**Example:** You move a scout into an unknown hex and draw an Another Region hex. Your region is not yet connected to either the player on your left or on your right, so you roll a die to determine which player’s region to connect to. The result is “2”, so your region will connect to the player on your left.

**Already Connected:** If your region is already connected to the player on your left, your region will automatically connect to the player on your right, and vice versa. If your region is already connected to both of these players’ regions, you cannot complete this procedure. Continue with the game as if you had discovered only an empty space hex.

### 4. Determine Ship Facing

**Away from your Home World:** Position your scout or cruiser in the empty space hex so that it is facing away from your home world. If facing your ship away from your home world causes it to point directly between 2 hex sides, roll a die to determine which hex side it will face: “1”, “2” or “3” for left; and “4”, “5”, or “6” for right.

**Example:** You return the Another Region hex to the exploration box and get out an empty space hex. You place your scout in the empty space hex so that it is facing away from your home world. Since this causes it to face between 2 hex sides, you roll a die to determine which hex side it should face. You roll a “4”, so your scout will face the hex side to its right.

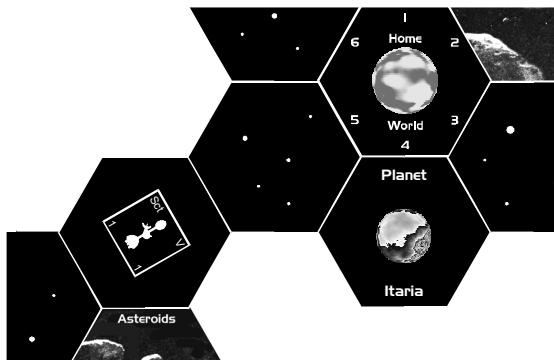


**No Explored Hexes:** Your scout must not be facing toward any other hex that is part of your region. If your scout faces an explored hex in your region, at any distance, you cannot complete this procedure. Continue with the game as if you had discovered only an empty space hex.

## 5. Determine Other Home World Hex Side

**Roll a Die:** Determine which hex side of the other player's home world your scout or cruiser should be facing. Roll a die to determine which hex side: "1" for the hex side labeled "1", "2" for the hex side labeled "2", and so on. Then, move the 2 regions together and join them in such a way that your ship is facing the selected hex side of the other player's home world.

**Example:** You roll a die and the result is "5". You move your region and the other player's region together so that your scout is facing the other player's home world's hex side number "5".



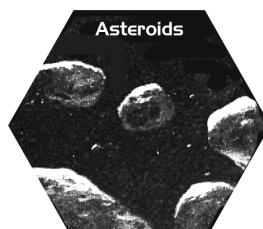
**Overlap:** If the two regions cannot be joined because hexes will overlap, you cannot complete this procedure. Continue with the game as if you had discovered only empty space.

### Single Region

The end result of these 5 steps is the 2 regions become a single region shared by both players. All hexes in the joint region are now part of your region.

### Asteroids

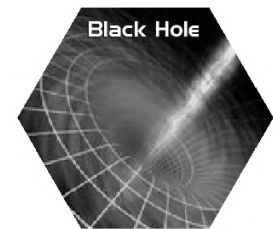
Asteroids are the stony remnants of a shattered planet. They contain easily accessible mineral resources.



**Movement:** A unit must expend 1 movement point to enter an asteroids hex where it then must stop.

**Mining:** You may mine ore from an asteroids hex when you have 1 or more transports in that hex. You may mine an asteroids hex only once each Economic Phase during the Production Step. See the Production Step rules on page 9.

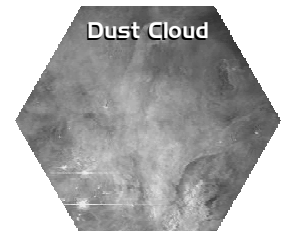
### Black Hole



Black holes are collapsed giant stars that exert a powerful gravitational field that is difficult to escape.

**Movement:** A black hole hex costs no movement points to enter, but a unit must stop after it enters the hex. Roll a die for each unit that attempts to leave a black hole. If the result is less than, or equal to, the unit's movement rate, you may move the unit into an adjacent hex where it then must stop. If the result is greater than the unit's movement rate, the unit remains trapped in the black hole hex. The unit may roll once during each Movement Step until it rolls a number low enough to escape the black hole.

### Dust Cloud



Dust Clouds are regions of space with abnormally high densities of dust and gases.

**Movement:** A unit must expend 2 movement points to enter a dust cloud hex. However, it is okay for a scout or cruiser to enter an unknown hex that turns out to be a dust cloud, even if the ship had only 1 movement point left. A unit with a movement rate of 1 may expend its entire movement to enter a dust cloud hex.

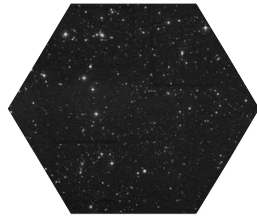


## InterSpace

### Empty Space

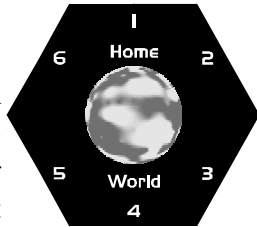
Empty space does not contain anything useful or interesting.

**Movement:** A unit must expend 1 movement point to enter an empty space hex.



### Home World

Treat a home world hex drawn from the exploration box as an Another Region hex; do *not* treat it as an uninhabited planet. Follow the Another Region Hex rules on page 28.



### Nebula

Nebulae are clouds of ionized gas that make navigation difficult and combat impossible.

**Movement:** A unit must expend 1 movement point to enter a nebula hex, where it then must stop. A unit may move only 1 hex when it leaves a nebula hex.

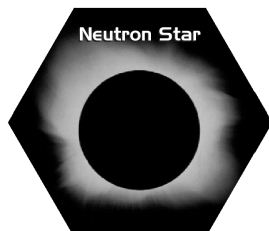
**Combat:** A warship in a nebula hex cannot attack any other unit.

**Support:** A station in a nebula hex cannot provide support.

### Neutron Star

Neutron stars are collapsed medium-size stars. You may use the strong (but not overpowering) gravitational pull of a neutron star to produce a slingshot effect.

**Movement:** There is no movement cost to enter a neutron star hex and no penalty to leave.



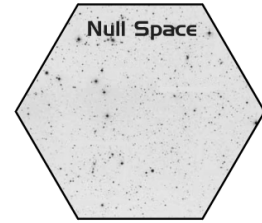
## Standard Rules

### Null Space

Null space is an inversion of the space-time continuum that precludes the existence of normal matter.

**Movement:** A unit must expend 1 movement point to enter a null space hex.

**Destruction:** Any unit that finds itself in a null space hex is immediately eliminated.

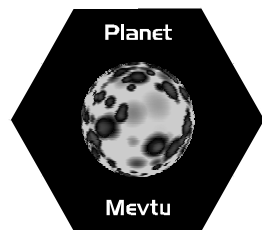


### Planet

Any planet, other than a home world, that you draw from the exploration box is an uninhabited planet.

**Movement:** A unit must expend 1 movement point to enter a planet hex.

**Colonization:** You can colonize an uninhabited planet by moving one of your colony ships to the planet's hex. Follow the Colonization Step rules on page 18.

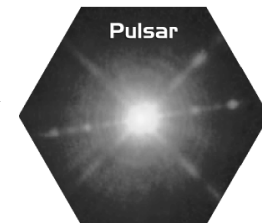


### Pulsar

Pulsars emit powerful and unpredictable bursts of energy that may destroy unshielded units.

**Movement:** A unit must expend 1 movement point to enter a pulsar hex.

**Destruction:** Roll 1 die for each unshielded unit that enters a pulsar hex or begins the Movement Step in a pulsar hex. An even number result indicates that the unit is destroyed. Unshielded units are scouts, transports, colony ships, and patrol boats.



## Wormhole

Wormholes are trans-dimensional portals to distant regions of the galaxy. Wormholes always come in pairs: the “Prime” wormhole and its “Null” partner.

### *Place Null Wormhole*

When you discover a wormhole, place the “Prime” wormhole hex from the exploration box under the discovering scout or cruiser. Then determine the location of its “Null” partner as follows:

#### 1. Select Another Player’s Home World

Roll a die to pick another player’s home world: “1” or “2” for the player on your left; “3” or “4” for the player across from you; and “5” or “6” for the player on your right. If there are only three players: “1”, “2” or “3” for the player on your left; and “4”, “5” or “6” for the player on your right. If there are only two players, the other player’s home world is selected automatically.

#### 2. Select a Home World Hex Side

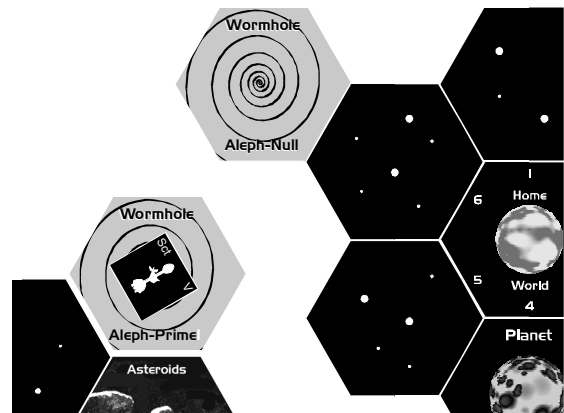
Roll a die to pick a hex side from the selected home world: “1” for the hex side labeled “1”, “2” for the hex side labeled “2”, and so on.

#### 3. Place the “Null” Wormhole

Moving directly away from the selected hex side, place the “Null” wormhole in the first unknown hex you come to.

### Example

You move a scout into an unknown hex and draw the wormhole labeled “Aleph-Prime”. You roll a die to select another player’s home world and the result is “6”: the player to your right. You roll another die to select one of this home world’s hex sides and again the result is “6”. Moving directly away from this hex side, you place “Aleph-Null” in the first unknown hex you come to.



### *Movement*

**One Movement Point:** A unit must expend 1 movement point to enter a wormhole hex from an adjacent hex. A unit may expend 1 movement point to move from a wormhole hex to its partner. Moving to the partner wormhole is optional; a unit may move normally out of a wormhole hex and into an adjacent hex.

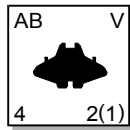
**Partners Only:** A unit may move only between a specific wormhole and its partner. Other wormholes are not connected. For example, a unit can move from Aleph-Prime to Aleph-Null or from Bet-Null to Bet-Prime, but a unit cannot move from Aleph-Prime to Bet-Null.

**Support Range:** You may count support range through wormhole partners as if the 2 hexes were physically adjacent.

# Units

## Assault Boat (AB)

**Tech Level:** 4    **IOU Cost:** 6  
**Attack:** 2    **Defend:** 2  
**Shields:** 1    **Movement:** V



An assault boat is a warship capable of atmospheric flight. It is the only unit that can conquer another player's home world or colonies.

### Conquest

Your assault boats may attempt to conquer a planet only if there are no defending units in the hex. You may only attempt to conquer a planet only *once* during your Contact Step. You cannot conquer an uninhabited planet.

**Commit Assault Boats:** Announce how many assault boats you are committing to the attempt. No uncommitted assault boats, or any other unit, can be harmed during a conquest attempt.

**Planet Combat Rating:** A planet's combat rating is equal to ½ its tech level, rounded up.

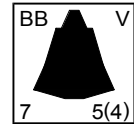
**Planet Fire:** The planet fires at the committed assault boats. Roll a number of dice equal to the planet's industrial level. For each result less than, or equal to, the planet's combat rating, eliminate 1 assault boat. Ignore shields. Planet's never score multi-point hits.

**Surviving Assault Boats:** Assault boats do not fire during planetary conquest. However, if 1 or more of your assault boats survive, you conquer the planet.

**Spoils:** Take the conquered planet's data card from your opponent. The planet retains its industrial and tech levels. All IOUs, ore, and trade goods in the planet's Resources & New Builds box remain on the planet and become yours. However, any units in the Resources & New Builds box are automatically destroyed.

## Battleship (BB)

**Tech Level:** 7    **IOU Cost:** 18  
**Attack:** 5    **Defend:** 5  
**Shields:** 4    **Movement:** V



The heavy weapons on this warship allow it to bombard planets. A successful bombardment reduces a planet's industrial level by 1 step and eliminates all units from the planet's Resources & New Units box.

### Bombardment

You battleships may bombard a planet *once* during your Contact Step. If you successfully bombard a planet, you will reduce its industrial level by 1 or more steps and remove all units from its Resources & New Units box.

**Fire:** Roll 1 die for each bombarding battleships. Find the total damage inflicted in the left-hand column of the Bombardment Table below. Reduce the planet's industrial level by the number of steps shown in the right-hand column. You cannot reduce its industrial level below 0.

**Remove Units:** If you reduce the planet's industrial level by 1 or more steps, remove all units from the planet's Resources & New Units box.

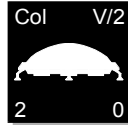
**Industrial Level Zero:** If you reduce a planet's industrial level to 0 or less, its tech level drops to 0 and the planet becomes uninhabited. Any player may recolonize the planet during his or her Colonization Step.

### Bombardment Table:

Total Damage	Reduce Ind. Level
0-2	0 steps
3-5	1 step
6-10	2 steps
11+	3 steps

## Colony Ship (Col)

**Tech Level:** 2    **IOU Cost:** 8  
**Attack:** 0    **Defend:** 0  
**Shields:** 0    **Movement:** V/2



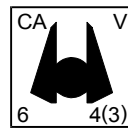
A colony ship is a spaceship designed to carry resources and sentients to an uninhabited planet in order to start a new colony. The ship itself is cannibalized when you establish a colony.

### Colonization

If you have a colony ship in an uninhabited planet hex during your Colonization Step you may establish a new colony. To do this, remove the colony ship and take the planet's data card. Your colony begins with an industrial level of 1 and a tech level of 1 and 6 IOUs

## Cruiser (CA)

**Tech Level:** 6    **IOU Cost:** 14  
**Attack:** 4    **Defend:** 4  
**Shields:** 3    **Movement:** V



A cruiser is a warship designed for long range combat and exploration missions. It is the only ship that can ignore support range and the only ship other than a scout that can explore unknown hexes.

### Exploration

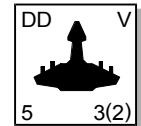
Only scouts and cruisers, and any units stacked with them, may enter an unknown hex. If possible, the unknown hex must share at least 2 hex-sides with "known" hexes. However, this restriction does not apply if the unknown hex is within 2 hexes of your home world. The number of unknown hexes your units may enter each Movement Step may not exceed your civilization level. If there are no hexes left in the exploration box, no unit may enter an unknown hex.

## Support

Cruisers are an exception to the normal support range rules. Cruisers are the only ships that may leave support range and attack and explore normally outside of support range.

## Destroyer (DD)

**Tech Level:** 5    **IOU Cost:** 10  
**Attack:** 3    **Defend:** 3  
**Shields:** 2    **Movement:** V



A destroyer is a warship built for aggressive fighting. It may charge into combat and make penetration fire against protected zone 1 units. However, it must give up 1 shield each time it does so.

### Special Tactics

Your attacking or defending destroyers may fire in 1 of 2 ways: normal fire or penetration fire. If you choose penetration fire, your destroyer first must give up 1 of its shields.

**Normal Fire:** Your destroyer fires normally, rolling 1 die against its combat rating of 3.

**Penetration Fire:** Your destroyer may choose to fire on units in your opponent's zone 1. Before rolling any dice, first the defender, and then the attacker, must announce which destroyers are conducting penetration fire. Then roll 1 die for each destroyer and apply the damage, if any, to units in your opponent's zone 1 or zone 0.

**Shields Down:** A destroyer cannot conduct penetration fire if it does not have at least 1 shield.

**Shields Down:** A destroyer cannot make penetration fire if it does not have at least 1 shield.

## InterSpace

## Standard Rules

### Galaxy Station (GS)

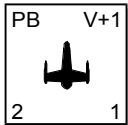
Tech Level: 8 IOU Cost: 24  
Attack: 0 Defend: 6  
Shields: 6 Movement: V/2



A galaxy station is the largest class of station. It can provide support for your ships up to 8 hexes away.

### Patrol Boat (PB)

Tech Level: 2 IOU Cost: 2  
Attack: 1 Defend: 1  
Shields: 0 Movement: V+1



A patrol boat is a small, fast warship. It can carry only a limited amount of life support, so it must return to a friendly home world, colony, or station every other turn.

### Movement

**Removed from Play:** A patrol boat that begins the Movement Step in a hex that contains a friendly home world, colony, or station may move freely. However, a patrol boat that did not begin the Movement Step in a hex with a friendly planet or station must end the Movement Step in a hex that contains a friendly planet or station. Any patrol boat that cannot do so is removed from play.

**Friendly Aliens:** Another player may designate 1 or more of his or her planets or stations as friendly to your patrol boats. This decision must be made by the other player at the end of your Movement Step every game turn.

### Region Station (RS)

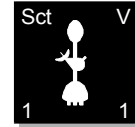
Tech Level: 5 IOU Cost: 12  
Attack: 0 Defend: 4  
Shields: 4 Movement: V/2



A region station can provide support for your ships up to 6 hexes away.

### Scout (Sct)

Tech Level: 1 IOU Cost: 6  
Attack: 0 Defend: 1  
Shields: 0 Movement: V



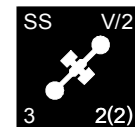
A scout is equipped with the sensors and telescopes it needs to explore space. Scouts and cruisers are the only units that can explore an unknown hex. You start the game with 3 scouts.

### Exploration

Only scouts and cruisers, and any units stacked with them, may enter an unknown hex. If possible, the unknown hex must share at least 2 hex-sides with “known” hexes. However, this restriction does not apply if the unknown hex is within 2 hexes of your home world. The number of unknown hexes your units may enter each Movement Step may not exceed your civilization level. If there are no hexes left in the exploration box, no unit may enter an unknown hex.

### System Station (SS)

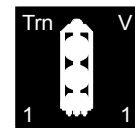
Tech Level: 3 IOU Cost: 6  
Attack: 0 Defend: 2  
Shields: 2 Movement: V/2



A system station is the smallest class of station. It can provide support for your ships up to 4 hexes away. You start the game with 1 system station.

### Transport (Trn)

Tech Level: 1 IOU Cost: 4  
Attack: 0 Defend: 1  
Shields: 0 Movement: V



A transport is a large spaceship capable of moving resources. Resources are IOUs, ore, and trade goods. A transport can hold up to 6 resources in any combination. A transport may also mine asteroids for ore. You start the game with 2 transports.

### *Mining Asteroids*

**Mining:** Once each Economic Phase, you may mine ore from an asteroids hex. To mine ore, you must have 1 or more transports in the hex. Any ore produced must be loaded onto a transport immediately or it is lost. See the Production Step rules on page 9.

**Mining Table:** To mine an asteroids hex, roll 1 die and add the result to the number of transports you have in the hex. Use this total to find the amount of ore produced by first finding the total in the left-hand column of the Asteroid Mining Table on your Tables card. Then, look up the amount of ore in the right-hand column.

**Alien Transports:** Subtract 1 from the die roll for each alien *player* who has transports in the asteroids hex.

#### **Asteroid Mining Table:**

Modified Die Roll	Result
2 or less	Lose 1 transport
3	No ore produced
4, 5, or 6	2 ore produced
7 or more	4 ore produced

### *Movement*

**Stop on Unload:** A transport may load and/or unload resources at any point during its movement. However, once a transport unloads any resource, it must stop and may not move farther for the rest of the turn.

**Resources Stop:** Resources may be transferred between consenting transports and/or planets. Once you have transferred a resource it cannot be moved again during your Movement Step.

## Credits

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**Special Thanks To:** Roger Allen, Dean Ashley, Marilyn Berry, Kevin A. George, Ed Martin, Claude McDaniel, Thad Vasicek

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**Awards:** An earlier version of *InterSpace* won the Sim D’Argent at the 1999 Concours de Créateurs de Jeux de Société competition in Boulogne-Billancourt, France.

**Revision:** 2009-DEC-11

# InterSpace

## Advanced Rules

The Advanced rules are a set of optional rules for playing InterSpace. Use these optional rules along with the Standard rules. You may use all, some, or none of the optional rules as you see fit. The optional rules are:

- Alien Objective Cards
- Breakthrough Cards
- Colonization Cards
- Encounter Cards
- Additional Options

**Alien Objective Cards:** These cards give each player his or her own unique victory condition.

**Breakthrough Cards:** Players use these cards to pursue different lines of technological development. You may take a Breakthrough card each time you increase your civilization level.

**Colonization Cards:** Your colonists may find a surprise or two when they establish a new colony.

**Encounter Cards:** Empty space is not as empty as you think. Now when you discover an empty space hex, you may find something or something may find you.

**Additional Options:** These are additional rules to allow 5 or more to play InterSpace, a rule for taking the randomness out of exploration, and a rule to allow players to exceed the counter mix limit.

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# Alien Objective Cards

Not all species think alike. During your explorations you will encounter alien civilizations whose goals are totally unlike your own.

## How They Work

**Draw a Card:** There are 8 Alien Objective cards. Each player must draw 1 card at random before the game begins. Keep the card you draw secret for now.

**Victory Points:** The card you draw will explain how you earn victory points (VPs) during the game. You can earn VPs only in the manners described on your objective card. To win the game, you must earn 50 victory points (VPs).

**End Game:** When you have 50 or more VPs at the end of a game turn, the game is over, and you are victorious! If 2 or more players have 50 or more VPs, the game ends in a tie.

**Secret:** In the early part of the game, you must keep your Alien Objective card hidden. However, you may be forced to reveal your card in some situations. For example, if you are the Conquerors and you build assault boats at a tech level 3 planet and someone points this out, you must reveal your Alien Objective card.

**One Region:** All players *must* reveal their Alien Objective cards when all of the home worlds have been joined into a single region.

## Examples

### Researchers

You drew the Researchers card when the game began. This card states:



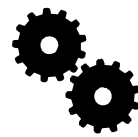
For each of the following hex *types* you study, you earn 7 VPs: black hole, dust cloud, neutron star, nebula, pulsar, and wormhole. To earn VPs for a hex type, you must *currently* have 1 or more stations in 1 or more hexes of that type. If you no longer have a station in a particular hex type, you no longer earn those VPs.

You also earn 1 VP for each industrial level you control.

Later in the game, you still control your home world with an industrial level of 8, and you have improved the industrial level of your original colony to 6. You do not have any other colonies and you have not conquered any planets. You have system stations in a black hole hex, a nebula hex, and in the Aleph-Prime and Aleph-Null wormhole hexes. So right now you have 35 VPs: 14 for the industrial levels of the planets your control plus 21 for having stations in 3 of the different types of hexes that interest you.

### Techies

You drew the Techies card before the game began. This card states:



Nothing excites your species more than owning the latest gadget.

You earn 4 VPs for each civilization level you attain. For example, if your civilization level is 6, you have earned 24 VPs.

You also earn 1 VP for each industrial level you control.

Later in the game, you control planets with industrial levels that total 21 and your civilization level is 5. You have 41 VPs and are only 9 VPs short of winning the game.



## Additional Rules

**Asterisk:** The asterisk on the Parasites card indicates that there are additional rules that would not fit on the card. These additional rules are given here.

### *Parasites*

Each member of the Parasite species inhabits the body and controls the mind of a host life form. The Parasites can multiply quickly and take over the population of an entire planet in a short period of time. When this occurs, the planet is infested.



**Victory Points:** The Parasites receive 5 VPs for each home world and colony they infest. The Parasite home world and original colony are already infested at the beginning of the game.

**Control Does Not Matter:** The Parasites receive 5 VPs for an infested planet even if another player controls that planet. It is possible for the parasites and the controlling player to earn VPs for the same planet. However, the parasites do *not* receive VPs for the industrial level of a planet they do not control.

**Colonization:** An uninhabited planet becomes infested if it is colonized by a colony ship that was built on an infested planet, even if *another* player controls the planet that built the colony ship.

**Infestation:** The Parasites have the special ability to infest another player's home world or colony by using a colony ship built at an infested planet. The Parasites must move the colony ship into the opposing planet's hex. Then, at the end of the Contact Step, the Parasites may remove the colony ship from play. This causes the opposing planet to become infested.

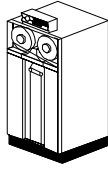
**Not Colonization:** By eliminating the colony ship, the Parasites are seeding the planet with pods and taking over the minds and bodies of the population. The planet remains under the control of its original owner and it retains its industrial and tech levels. The planet does *not* receive 6 additional IOUs when the colony ship is removed.

**Conquered Planets:** If the Parasites conquer another player's home world or colony, the planet does not become infested. To infest the planet, the Parasites must move a colony ship to the planet's hex and remove it as described above.

**Eradication:** The only way to remove an infestation is to reduce the planet's industrial level to 0. If you control the planet, you can reduce its industrial level by 1 each turn during the Investment Step. If you do not control the planet you may reduce its industrial level by 1 each turn by bombarding it with battleships during your Contact Step. You cannot bombard a planet you control.

**Rebels:** If an infested colony rebels the colony is no longer infested.

# Breakthrough Cards



Breakthrough cards allow players to pursue different lines of technological development. You may take a Breakthrough card each time you increase your civilization level.

## How They Work

**Civilization Level:** Each Breakthrough card has in its upper, right-hand corner, the civilization level required to take that card. An (A) indicates the card may be taken at *any* civilization level.

**Take a Card:** When you increase your civilization level, you may take 1 Breakthrough card whose level is equal to, or less than, your new civilization level. For example, if you increase your civilization level from 3 to 4, you may take a (2), (3), (4), or (A) card.

**Multiple Players:** In general, you may take a new Breakthrough card immediately when you increase your civilization level. However, if 2 or more players improve their civilization levels during the same Economic Phase, you must determine the order in which players choose cards. To do this, each player must place one of his or her unit counters in a cup. Then draw counters 1 at a time to determine who chooses first, second, third, and fourth.

**Only Two:** There are only 2 copies of each card (except Drive Improvement.) So if 2 other players already hold the card you want, you can never have that breakthrough.

**Drive Improvements:** *You no longer receive automatic increases in your variable movement rate when your civilization level increases.* Instead, your variable movement rate is equal to 1 plus the number of Drive Improvement cards you hold.

## Getting Started

**Two Cards:** Players should begin the game holding 2 Breakthrough cards. Players choose the cards they want in 2 rounds. During the first round, you may take a (2) or an (A) card. During the second round, you may take a (2), (3), or (A) card. However, you cannot take a second Drive Improvement card at this time.

**Round Order:** To determine the order players choose cards, each player must place 1 of his or her unit counters in a cup. Then draw counters 1 at a time to determine who chooses first, second, third, and fourth during the first round. Reverse this order for the second round.

## Additional Rules

**Asterisk:** An asterisk on a Breakthrough card indicates that there are additional rules that would not fit on the card. These additional rules are given here.

### Drive Improvement



**Variable Movement Rate:** Your variable movement rate is equal to 1 plus the number of Drive Improvement cards you hold.

**Draw Limit:** You may not take a Drive Improvement card if *more than half* the Breakthrough cards in your hand are already Drive Improvements.

**Example:** You are holding 1 Drive Improvement and 2 other Breakthrough cards, so your fourth draw may be a Drive Improvement. If you were holding 2 Drive Improvements and only 1 other Breakthrough card, your fourth draw could not be a Drive Improvement.

### *Grapple Beams and Repair Robots*



Following a battle, if you have the Grapple Beams and/or the Repair Robots card, and no opposing units remain in the hex, you may be able to bring some destroyed units back into play. If you have *both* the Grapple Beams and Repair Robots cards, you must use the Grapple Beams first.

**Victory Points:** For the purpose of counting victory points, units that are repaired or captured are still considered “destroyed”.

**Assault Boats & Battleships:** An assault boat or battleship may attack a planet on the turn it is repaired or captured. You may attempt to repair assault boats after *successfully* conquering a planet.

**Artifacts:** You cannot repair artifacts. See page 7.

### *Jamming*



If you have 1 or more scouts in your fleet, you may jam enemy fire control. Additional scouts have no effect.

**Reduce Hits:** After each combat round, roll a number of dice equal to your civilization level. However, you may not roll more dice than the number of hits you received. Eliminate 1 hit for each even numbered result.

**First and Second Fire:** You may spread your jamming die rolls across first and second fire. The number of dice you may roll after first fire must be equal to or less than the number of first fire hits you receive. Likewise, the number of dice you may roll after the second fire must be equal to or less than the number of second fire hits. The total number of dice you roll during the combat round must be equal to or less than your civilization level.

**Zone 0 or 1:** The attacker may place his or her scouts in zone 0 or 1. This is an exception to the Civilian Attacker rule on page 20 of the Standard Rules. A scout may jam *only* if it is in its zone 0 or 1.

**Destroyer Hits:** If your opponent uses destroyers to damage your zone 1 units, you may choose to reduce zone 1 hits before zone 0 hits.

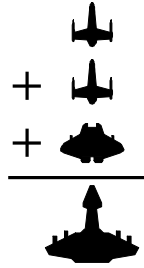
**Defending:** Your scouts defend normally.

**Missile Round:** Your scouts may jam during the missile round.

**Example:** Ed’s cruiser attacks one of your lone scouts. The cruiser rolls a “2” scoring 2 hits. Your civilization level is 6. You roll 2 dice and the results are “2” and “6”. The cruiser’s hits are completely negated. Your scout returns fire during second fire but rolls a “4” and misses. On the second round, Ed’s cruiser rolls a “4” during first fire. Your scout rolls 4 dice and the results are “1”, “2”, “2”, and “4”. You reduce the number of hits from 4 to 1, but this is enough to destroy your scout.

## Modular Units

**Economic Phase:** During the economic phase, in every hex that contains your units, you may replace those units with units of equal or lesser IOU value. For example, you may replace a patrol boat (2 IOUs) and a destroyer (10 IOUs) with a region station (12 IOUs) or vice versa.



**Combat:** During the retreat step of each combat round, you may *either* replace patrol boats with larger warships *or* replace larger warships with patrol boats. The warships must be in your zone 1 or 2. The IOU value of the new warships must be equal to or less than the IOU value of the original warships. You cannot assemble or disassemble stations during combat.

**Shields:** During combat, reduce the IOU value of a warship by 2 for each missing shield. For example, a destroyer with 1 shield is worth 8 IOUs and could be disassembled into 4 patrol boats. You may also assemble new warships with fewer than their standard number of shields. For example, you may replace 2 patrol boats with 1 shieldless assault boat. During the Economic Phase, all units are considered to have their full complement of shields.

**Tech Level:** The tech level of a newly created unit must be at or below your civilization level.

**Colony Ship:** You may *never* assemble or disassemble a colony ship.

# Colonization Cards

Your scouts and cruisers may locate an uninhabited planet suitable for colonization, but they cannot determine exactly what your colonists will find when they settle down there. Each time you establish a *new* colony, draw a Colonization card and follow the instructions written on the card. Do not draw a card for your original colony.

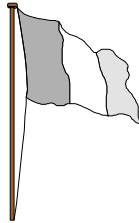
## Additional Rules

**Asterisk:** The asterisk on the Rebels card indicates that there are additional rules that would not fit on the card. These additional rules are given here.

### Rebels

This colony immediately declares its independence from your home world. All of your units currently in the planet's hex join the rebels.

**Defend Only:** Rebel units never leave the planet's hex. From now on, if any player moves units into the hex, the rebels will block movement and defend the hex. Any player may attempt to conquer the planet with assault boats.



**Production:** Each turn, the rebels will grow their economy or build a unit. Roll 1 die at the beginning of each Economic Phase and consult the list below:

1. Increase Level
2. Increase Level
3. Build a Station
4. Build a Station
5. Build a Warship
6. Build a Warship

**Increase Level:** If you roll a “1” or “2”, increase the lower of the rebel's tech or industrial levels by 1 step. If both levels are the same, increase their tech level by 1 step.

**Build a Station:** If you roll a “3” or “4”, the rebels build the largest station their tech level allows. However, if their tech level is only 1 or 2, increase their tech level by 1 step instead.

**Build a Warship:** If you roll a “5” or “6”, the rebels build the largest warship their tech level allows. However, if their tech level is only 1, increase their tech level to 2 instead.

**Place Units:** Place a new station or warship onto the map immediately.

**No Resources:** Do not keep track of IOUs or ore for the rebel planet. If you conquer the planet, it will have no IOUs or ore.

**Parasites:** If an infested colony rebels, the colony is no longer infested.

**Breakthroughs:** Rebels do not receive the benefit of any Breakthrough Cards.

## Encounter Cards

Empty space may not be as empty as you think. Each time you explore an unknown hex and draw an empty space hex, roll 2 dice. If both die results are even numbers, you must draw an Encounter card.

**Counters:** An Encounter card may require the placement of a counter on the map. All optional counters are printed in black and white.

**Scouts:** Many of the Encounter cards refer to your scout. If you are exploring an unknown hex with a cruiser, then the cruiser is your “scout”. If you are exploring with additional units stacked with a scout or cruiser, and a card states that it affects your scout, *all* of your units in the hex are affected the same way.

## Artifacts

Some encounters result in the discovery of ancient artifacts. Each artifact has its own counter. *Any* unit may carry any number of artifacts. You may transfer artifacts between units and between a unit and a planet the same way a transport transfers resources. An artifact does not take up any space on a transport. If the unit carrying an artifact is destroyed, so is the artifact. It cannot be repaired even if the unit is.



## Free Agents

Some encounters result in the discovery of free agents. During the Action Phase, agents move after all players have finished their turns. They move in the following order:

1. Berserker
2. Ion Storm
3. Madness
4. Pirates
5. Plague Units
6. Raiders
7. Rogue Miners
8. Space Amoeba
9. Trader

### *Interaction*

Free agents will interact with each other. The Berserker will attack the Pirates, the Pirates will attack the Trader, the Ion Storm may destroy the Rogue Miners, etc...

### *Random Movement*

The Berserker, Ion Storm, Plague units, and Space Amoeba may move randomly. To determine which direction an agent moves, choose a nearby home world and use its numbered hex sides to designate directions. Then roll a die and move the agent 1 hex in the corresponding direction. If a random move would take an agent off of the map, it stops at the edge of the map instead.

**Black Hole:** Black Holes have no affect on random agents.

**Dust Cloud:** Dust clouds have no affect on random agents.

**Null Space:** If a random move takes an agent into a Null Space hex, the agent is eliminated.

**Pulsar and Ion Storm:** Pulsars and the Ion Storm have no affect on the Berserker, Ion Storm, or Space Amoeba. A Pulsar or Ion Storm may destroy an unshielded plague unit normally.

**Worm Hole:** If a randomly moving agent starts its turn in a worm hole hex, roll a die. If the result is “1”, the agent will move to the worm hole partner. On any other result, ignore the worm hole and roll again to determine a direction of movement.

## Additional Rules

**Asterisk:** An asterisk on an Encounter card indicates that there are additional rules that would not fit on the card. These additional rules are given here.

**Combat:** When you allocate hits from an agent, you must attempt to eliminate the highest number of warships.

### *Madness*

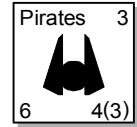
Contemplation of the Universe’s deepest secrets causes your scout’s crew to go insane.



**Movement:** Each turn your scout must move at its maximum speed toward the nearest unit, friendly or alien. If two or more units are equally distant, you choose which one. Ignore support range.

**Suicide Pact:** When your scout enters a hex that contains another unit, or another unit enters a hex that contains your scout, your scout convinces the other unit’s crew to self-destruct. If there is more than 1 unit in the hex, randomly determine which one is destroyed. Your scout is also destroyed.

### *Pirates*



Place the Pirate cruiser in the new, empty space hex. The pirates are a free agent. Your scout is unharmed.

**Movement:** Each turn the pirates expend up to 3 movement points to move toward the nearest transport. If two or more transports are equally distant, the player who drew the Pirates card decides which one.

**Blocking:** You may block the pirates movement normally. See the Blocked Movement rules on page 15 of the Standard rules. Pirates never block movement.

**Combat:** Pirates attack only if you refuse to share a hex with them. They defend normally if you attack them.

**Steal Resources:** Once the pirates reach a hex that contains a transport, they take *all* its cargo. Remove the resources from beneath the transport and place them with the other unused counters.

**No Resources:** If the transport has no cargo, roll a die. If the result is even, the transport is destroyed. If the result is odd, the transport is unharmed.

**Multiple Transports:** If there are 2 or more transports in the hex, randomly determine which one the pirates plunder. The pirates ignore the others transports until their next turn.

**Moving On:** The pirates do not dawdle. On their next turn, they leave the hex and move toward the next nearest transport, ignoring any transports in the hex they started the turn in. The pirates never plunder in the same hex 2 turns in a row.

**Finished:** If there are no more transports the pirates can reach (including those reachable via a wormhole), the pirates leave the game by moving into the nearest unknown hex.

### Plague



Your scout's crew becomes infected with a hideous, space borne disease. Place a plague marker on the scout. Plague units are free agents.

**Random Movement:** Plague units move randomly each turn. Roll a die for each unit to determine a direction and move it 1 hex in that direction. However, a plague unit stops when it reaches the edge of the map.

**Blocking:** You may block a plague unit's movement normally. See the Blocked Movement rules on page 15 of the Standard rules. Plague units never block movement. However, any unit entering a plague unit's hex may become contaminated, even if the unit is simply moving through the hex.

**Contamination:** When a plague unit enters a hex that contains other units, or other units enter a hex that contains a plague unit, the new units may become infected. Roll 2 dice for each uninfected unit. If both die results are even, that unit becomes a plague unit—place a plague marker on it.

**Combat:** Infection takes place *before* combat. Plague units attack only if you refuse to share a hex with them. They defend normally if you attack them.

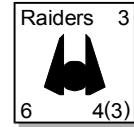
**Breakthroughs:** Plague units have all of the same breakthroughs as their original owners, include breakthroughs aquired after the unit caught the plague.

**Support:** Plague units do not need support.

**Patrol Boats:** Plagued PBs are *not* required to return to a planet or station each turn.

**Planet:** If a plague unit occupies a planet's hex during the Economic Phase, reduce the planet's industrial level by 1 step. If a planet's industrial level is reduced to 0, its tech level also drops to 0 and it becomes uninhabited. Any player may recolonize the planet.

### Raiders



Place the Raider's cruiser in the new empty space hex. The raiders are a free agent. Your scout is unharmed.

**Movement:** Each turn, the raiders expend up 3 movement points to move toward the nearest home world or colony. If two or more inhabited planets are equally distant, the player who drew the card decides which one.

**Blocking:** You may block the raiders movement normally. See the Blocked Movement rules on page 15 of the Standard rules. Raiders never block movement.

**Combat:** Raiders attack only if you refuse to share a hex with them. They defend normally if you attack them.

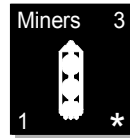
**Steal IOUs:** Once they reach a planet hex, they take *all* IOUs from the planet's Resources & New Builds box. Remove the IOUs from the planet's data card and place them with the other unused counters.

**No IOUs:** If the planet has no IOUs, roll a die. If the result is even, reduce the planet's industrial level by 1 step. If the level is already 1, there is no effect.

**Moving On:** The raiders do not dawdle. On the turn after raiding a planet, they again move toward the next nearest planet. However, they never visit the same planet twice. Keep a list of visited planets and exclude them when choosing which planet to move to next.

**Finished:** The raiders will continue to travel from planet to planet until they have visited all the inhabited worlds they can reach (including those reachable via wormhole.) Then they leave the game by moving into the nearest unknown hex.



**Rogue Miners**

Place the Miner's transport into the new, empty space hex. The miners are a free agent. Your scout is unharmed.

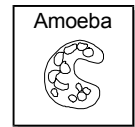
**Movement:** Each turn, the miners expend up to 3 movement points to move toward the nearest asteroids hex. If two or more asteroids are equally distant, the player who drew the card decides which one. However, the miners will not move toward an asteroids hex if the hex contains a warship.

**Blocking:** You may *not* block the miners movement. The miners never block movement.

**Combat:** The miners never attack and you cannot attack them.

**Mining:** While the miners are in an asteroids hex, players mining the hex must subtract *two* (2) from their mining die roll. This is in addition to any other die roll penalty.

**Moving On:** The miners cannot be destroyed, but they will leave if a warship enters the hex. On their next turn, the miners move toward the next nearest asteroids hex. However, they will not move toward an asteroids hex if it already contains a warship. If all asteroids hexes the miners can reach (including those reachable via a wormhole) contain warships, the miners leave the game by moving into the nearest unknown hex.

**Space Amoeba**

Place the Amoeba counter into the new, empty space hex. The amoeba is a free agent. Your scout is unharmed.

**Blocking:** The amoeba never blocks movement, even for a colony ship. You may build a colony ship on a planet even if the amoeba is in that planet's hex.

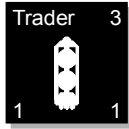
**Movement:** If there is no colony ship within 2 hexes, the amoeba moves 1 hex in random direction each turn. However, the amoeba stops when it reaches the edge of the map.

**Colony Ships:** If there are 1 or more colony ships in the amoeba's hex, the amoeba eats 1 of the ships and does not move. Otherwise, if there is a colony ship within 2 hexes, the amoeba moves 1 hex toward it. If there are 2 or more colony ships equally distant, choose 1 randomly. If the amoeba enters a hex that contains 1 or more colony ships, the amoeba eats 1 colony ship.

**Limit:** The amoeba will eat only 1 colony ship per turn and the amoeba eats only during its *own* turn. If your colony ship enters the amoeba's hex on your turn, the amoeba does not eat the ship until the amoeba's turn.

**Planet:** If the amoeba occupies a planet's hex during the Economic Phase, reduce the planet's industrial level by 1 step. If a planet's industrial level is reduced to 0, its tech level also drops to 0 and it becomes uninhabited. Any player may recolonize the planet.

### Trader



Place the Trader's transport into the new, empty space hex. Also place the 6 black and white trade good counters beneath the transport. The trader is a free agent. Your scout is unharmed.

**Movement:** Each turn the trader expends up to 3 movement points to move toward the nearest home world or colony. If two or more planets are equally distant, the player who drew the card decides which one.

**Blocking:** You may block the traders movement normally. See the Blocked Movement rules on page 15 of the Standard rules. The trader never blocks movement.

**Combat:** The trader never attacks, but she does defend normally if you attack her.

**Trade:** At any point during any players movement step, including the trader's, the trader will exchange up to 6 trade goods for the same number of trade goods of any *other* color. She never exchanges trade goods for trade goods of the same color. The trader exchanges trade goods only at a planet.

**Moving On:** The trader does not dawdle. On her next turn, whether a trade has been made or not, she again moves toward the nearest home world or colony. However, she never visits the same planet twice. Keep a list of visited planets and exclude them when choosing which planet to move to next.

**Finished:** The trader will continue to travel from planet to planet until she has visited all the home worlds and colonies she can reach (including those reachable via wormhole). Then she leaves the game by moving into the nearest unknown hex. The trader will also leave if she loses all of her trade goods to the Pirates.

## Additional Options

Here are some additional optional rules for:

- Five or More Players
- Plus Counters
- Variable Space
- Non-Random Exploration

### Five or More Players

If 5 or more are playing *InterSpace*, do not use the Getting Started rules to set up the game. Instead, each player begins the game with only 1 hex; his or her home world.

**Home World Hexes:** Since there are only 4 home world hexes in the game, some players must use planet hexes to represent their home worlds. Treat these planet hexes exactly as if they were home world hexes.

**Levels:** Each player's home world starts with an industrial level of 8, but a tech level of only 1. All players start the game with a civilization level of 1.

**Units:** No one has any units at the beginning of the game.

**Breakthrough Cards:** You do not receive Breakthrough cards at the beginning of the game. When you improve your civilization level, do not take and hold a Breakthrough card. Instead, set the card you want faceup in a common area on the table and place one of your unit counters on the card. If you want the same breakthrough another player has already chosen, place one of your unit counters on that card.

**Encounter Cards:** Do not roll for an encounter if the newly discovered empty space hex is adjacent to a home world.

### Non-Random Exploration

**Planets:** Each player is allowed to *discover* a fixed number of uninhabited planets. You can colonize and conquer as many planets as you can get away with. The only limit is on discovery.

**Discovery Limit:** The number of planets each player may *discover* is given in the table below. For example, in a 5 player game you may discover only 2 uninhabited planets. When you draw your 3<sup>rd</sup> or higher planet from the exploration box, you must put it back in and continue drawing until you get something other than a planet.

**Fulfillment:** After every player has discovered all of the planets they are entitled to, each player is allowed to discover *one* (1) additional planet. For example, once everyone in a 5 player game has discovered 2 uninhabited planets each, all players are eligible to discover the single remaining planet.

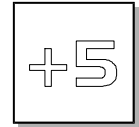
**Asteroids:** Follow the same system to regulate the discovery of asteroids using the table below.

**Forfeit:** If you do not explore for 3 turns in a row, you forfeit any planet or asteroids reserved for you. Proceed as if you have discovered your allotted number of planets and asteroids.

Number of Players	Planet Discovery Limit	Asteroids Discovery Limit
2	5	2
3	3	1
4	2	1
5	2	1
6	1	1
7	1	1
8	1	1

*Discovery Limits*

### Plus Counters















With plus counters, you are not limited by the number of counters that come with the game. You may use plus counters to add additional units and trade goods. For example, a +5 counter stacked under a patrol boat represents 5 additional patrol boats for a total of 6.

### Variable Space

If players wish to come into contact with one another sooner, remove some of the empty space hexes from the exploration box. For example, before starting play, remove 18 empty space hexes. Alternatively, if players wish to put off first contact, add additional empty space hexes to the exploration box.

**Credits:** See Standard Rules

**Revision:** 2008-04-03

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 ½ 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 ½ 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
5 to 6	2	18
	3	9
	4	4
	5	2
	6+	1
	6 to 7	1
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	

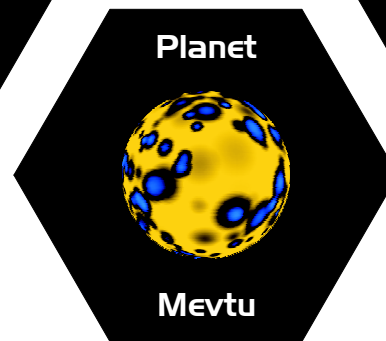
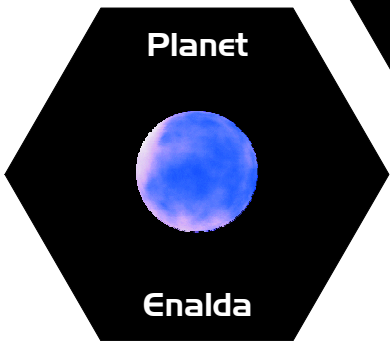
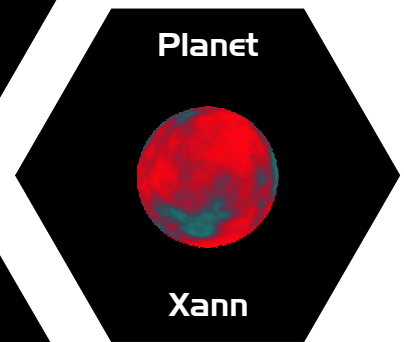
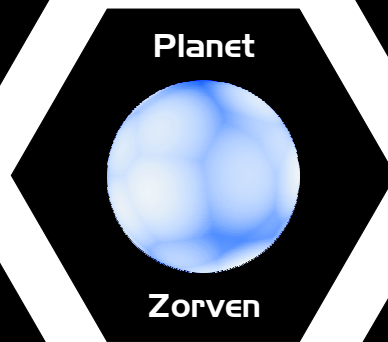
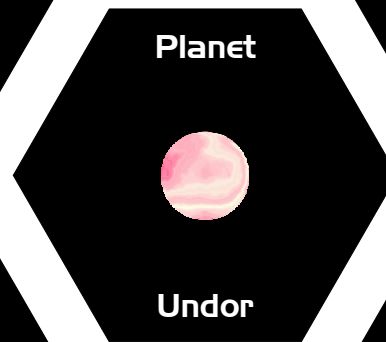
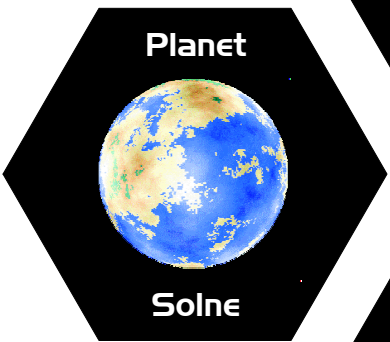
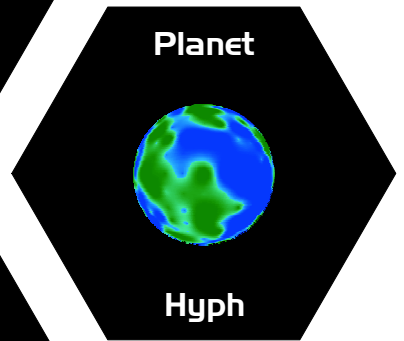
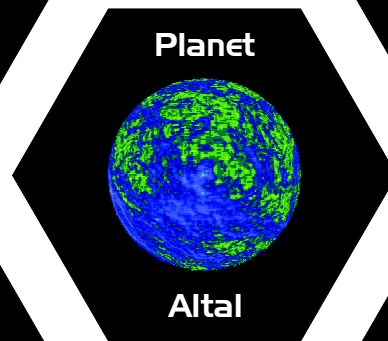
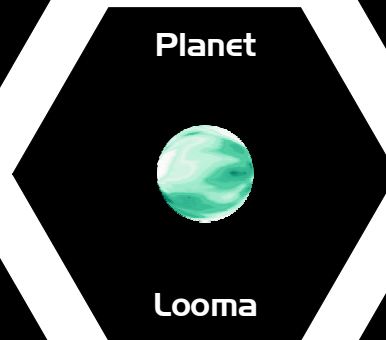
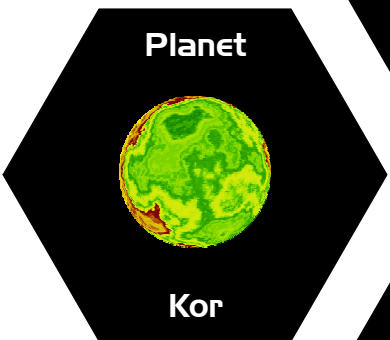
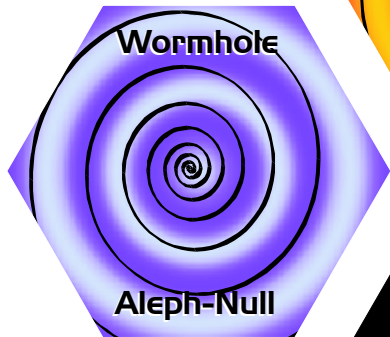
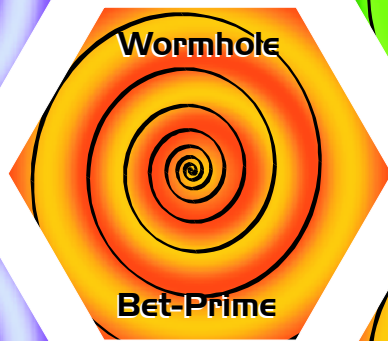
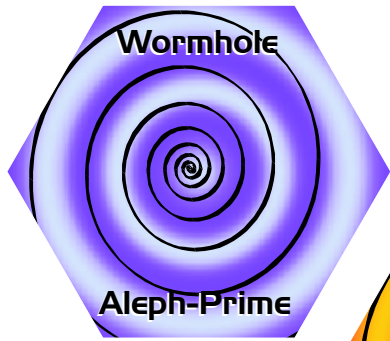
### Asteroid Mining Table

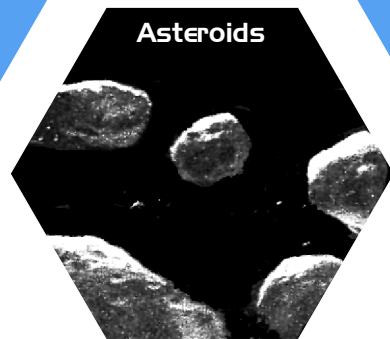
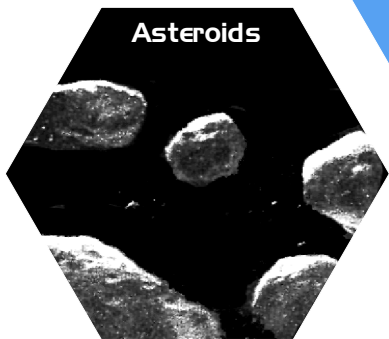
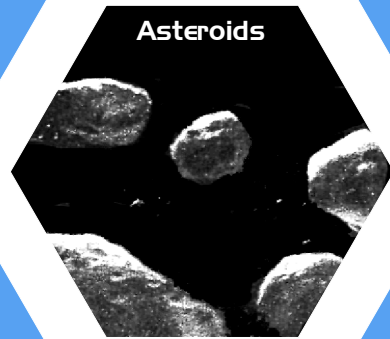
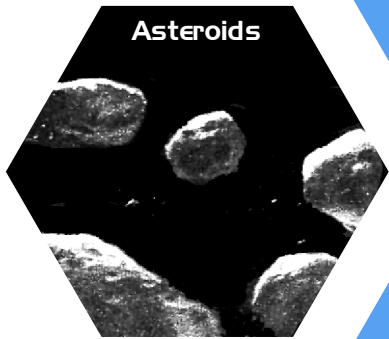
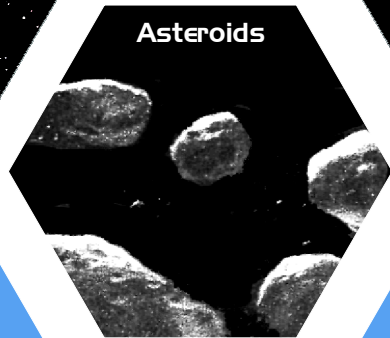
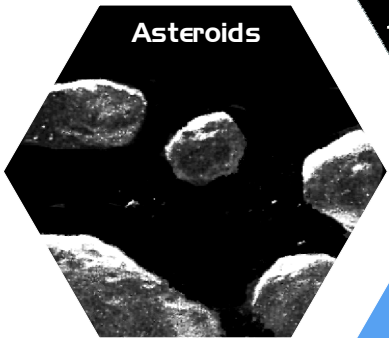
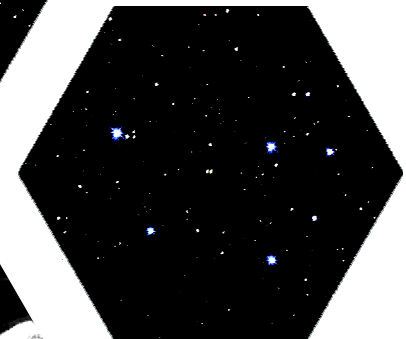
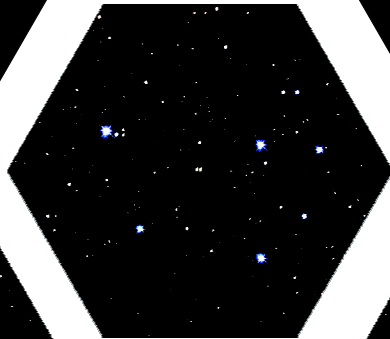
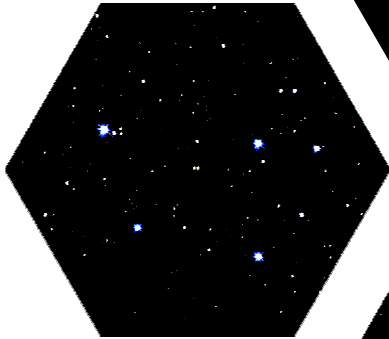
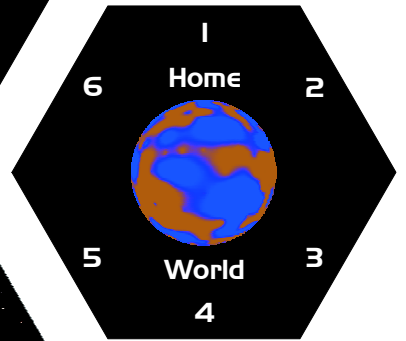
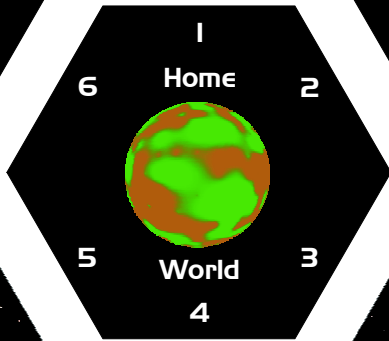
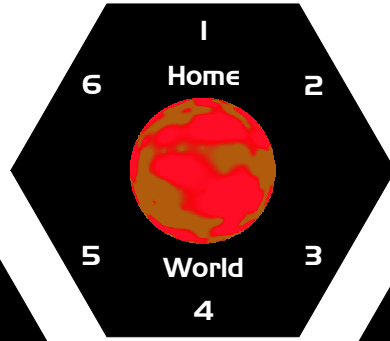
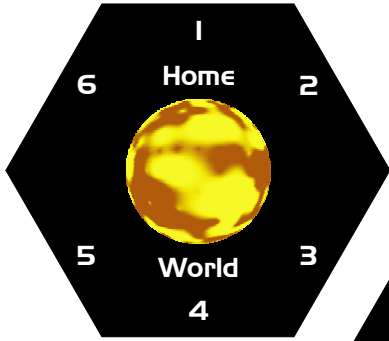
- Roll 1 die
- Add the number of your transports
- Subt. 1 for each other player mining the hex

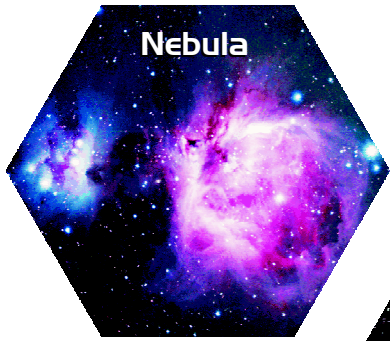
Total	Result
2 or less	1 Transport destroyed
3	No ore
4, 5, or 6	2 ore
7 or more	4 ore

### Basic Rules

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



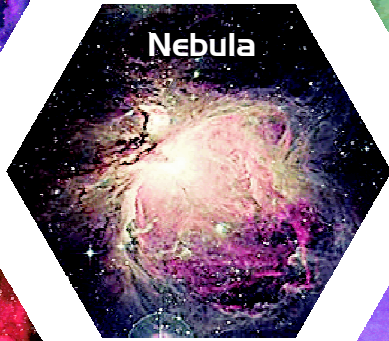




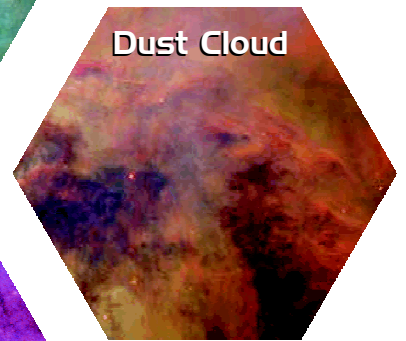
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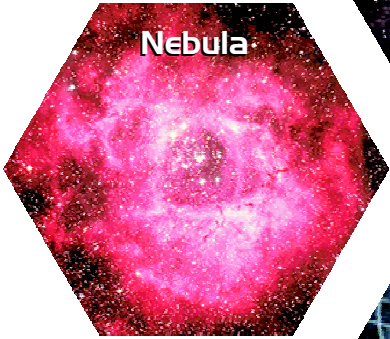
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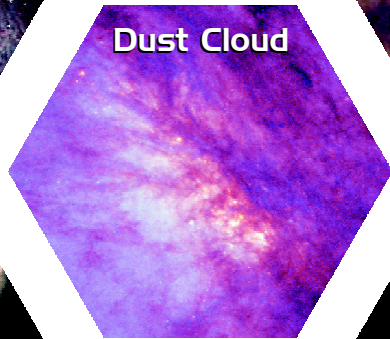
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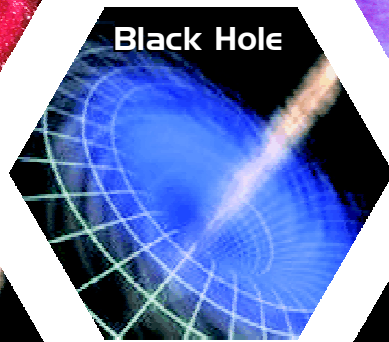
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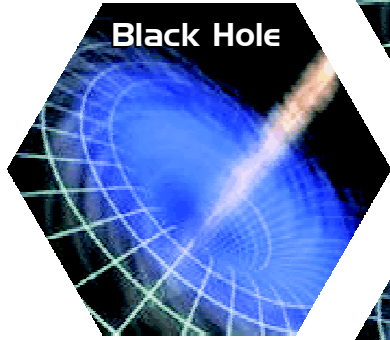
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Black Hole



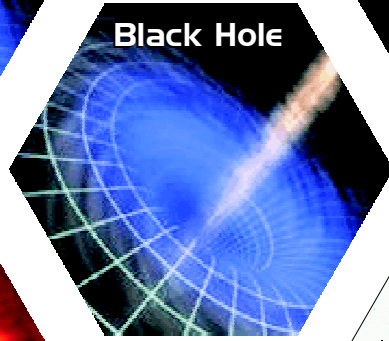
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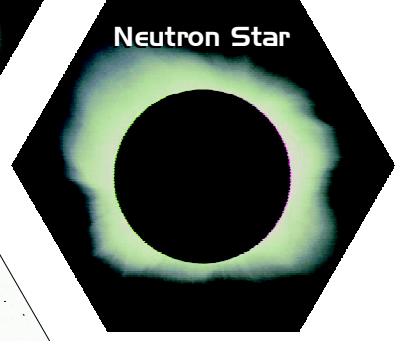
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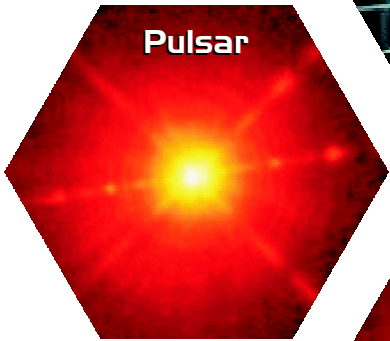
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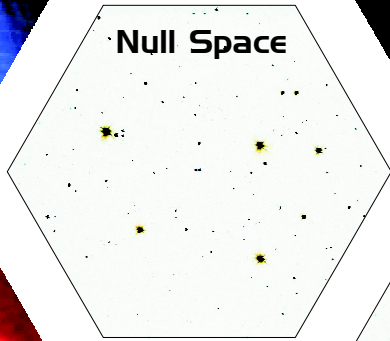
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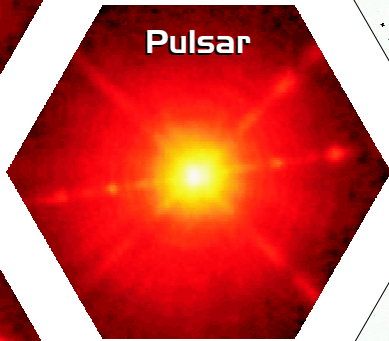
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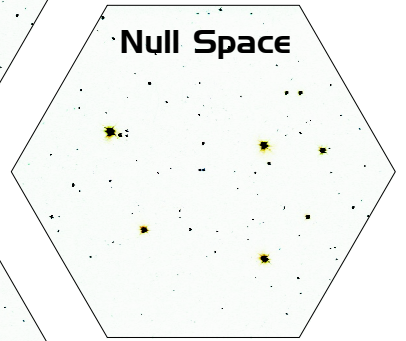
Pulsar



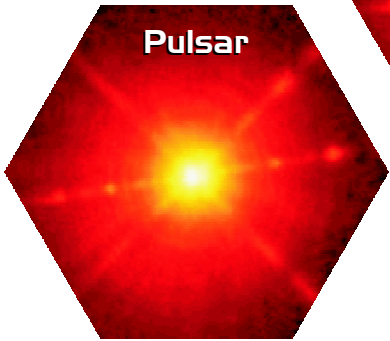
Null Space



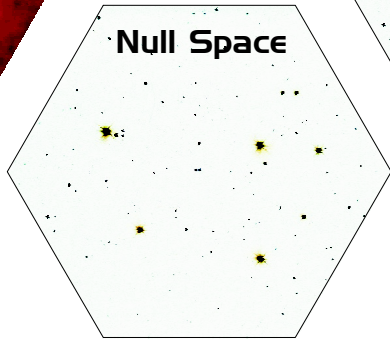
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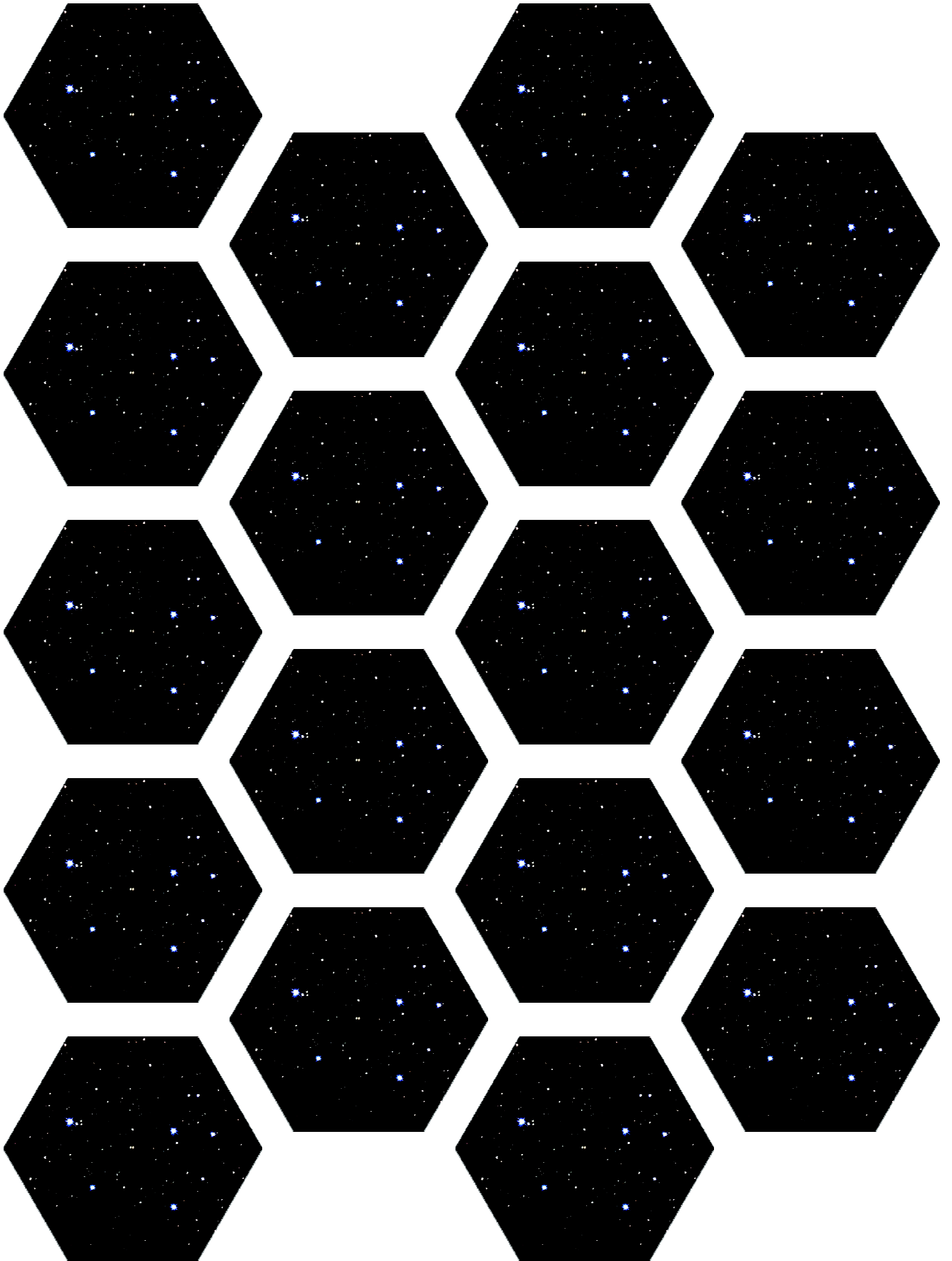


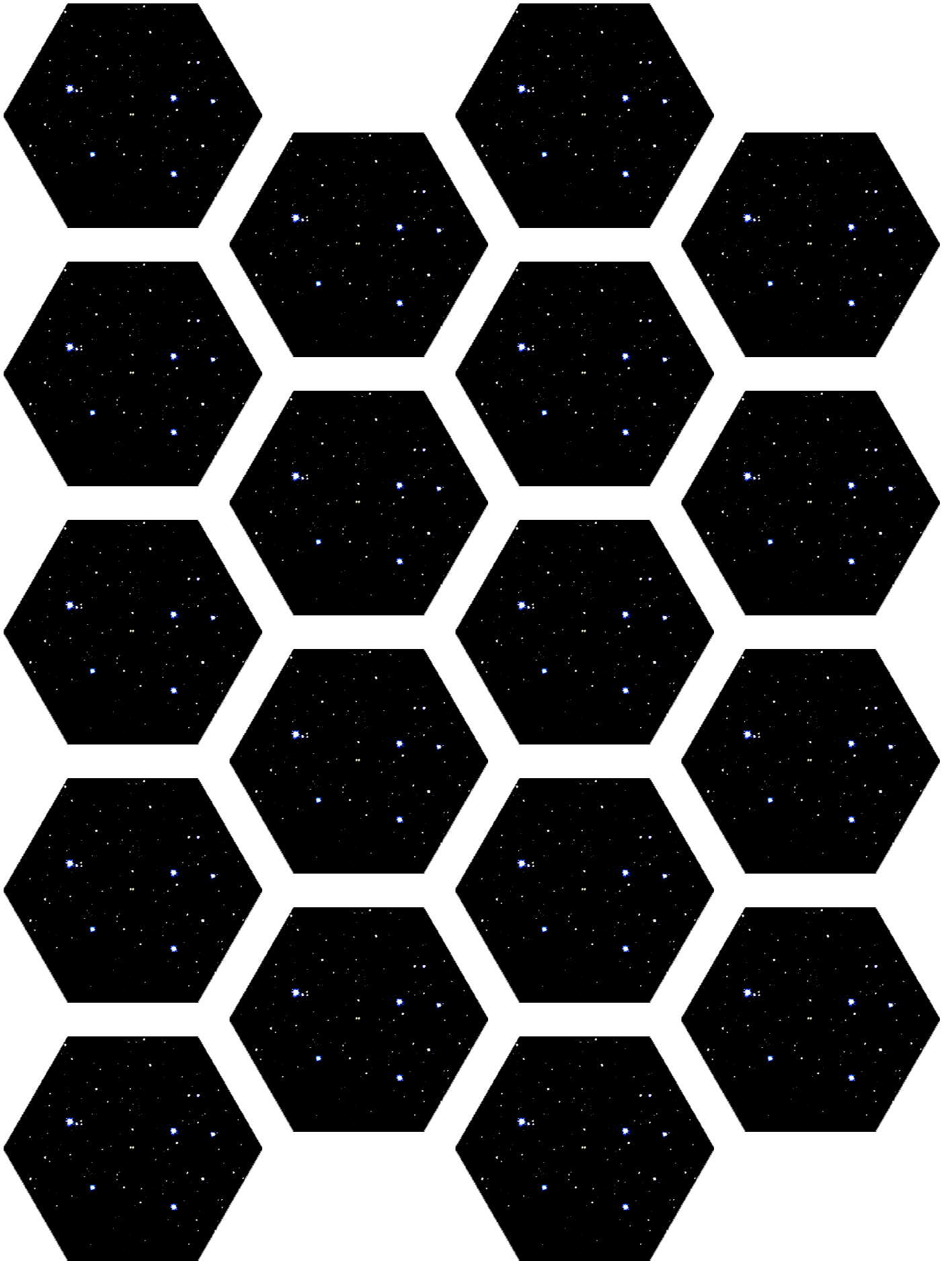
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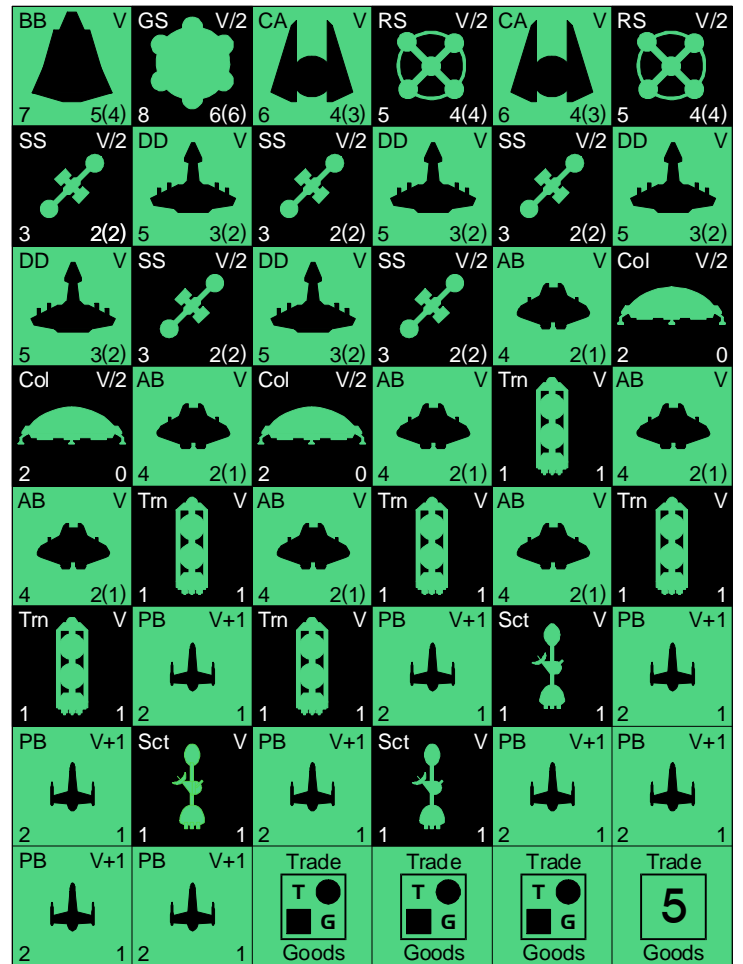
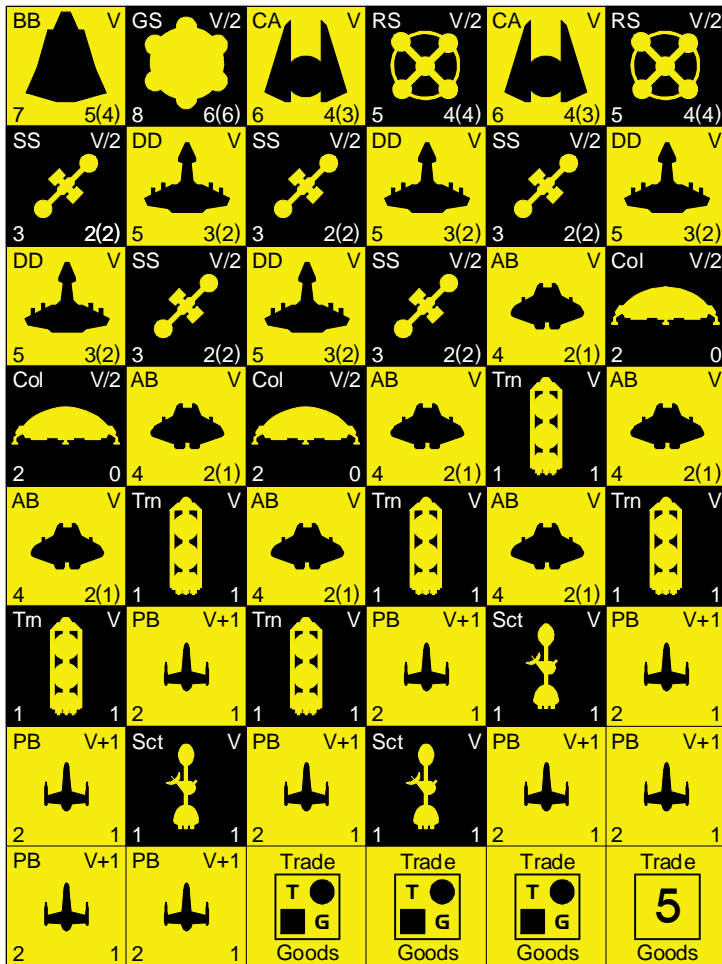
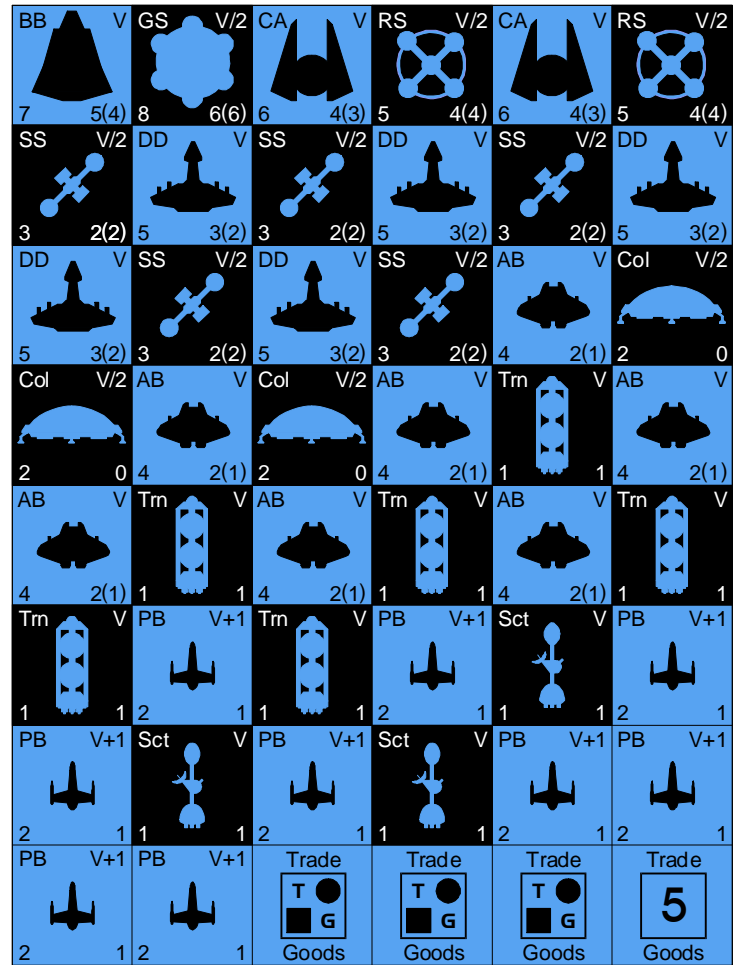
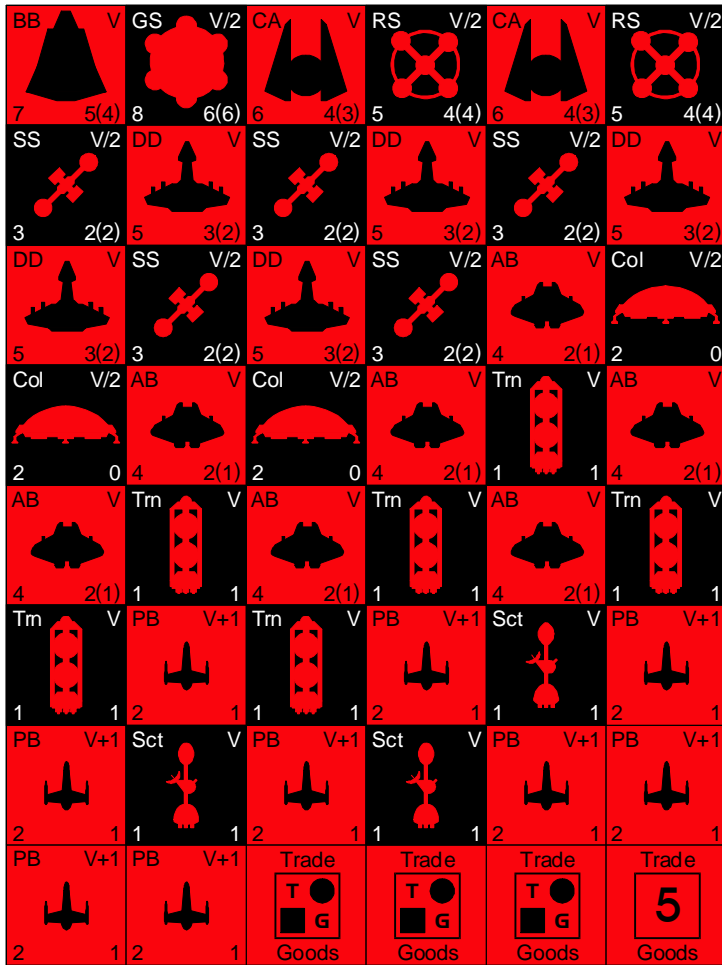


Null Space











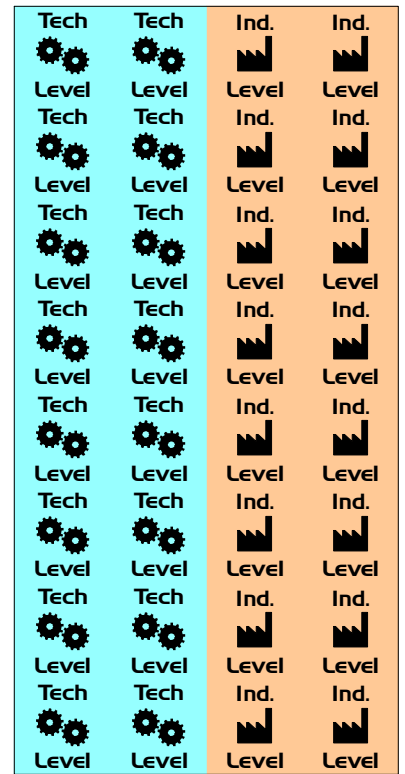
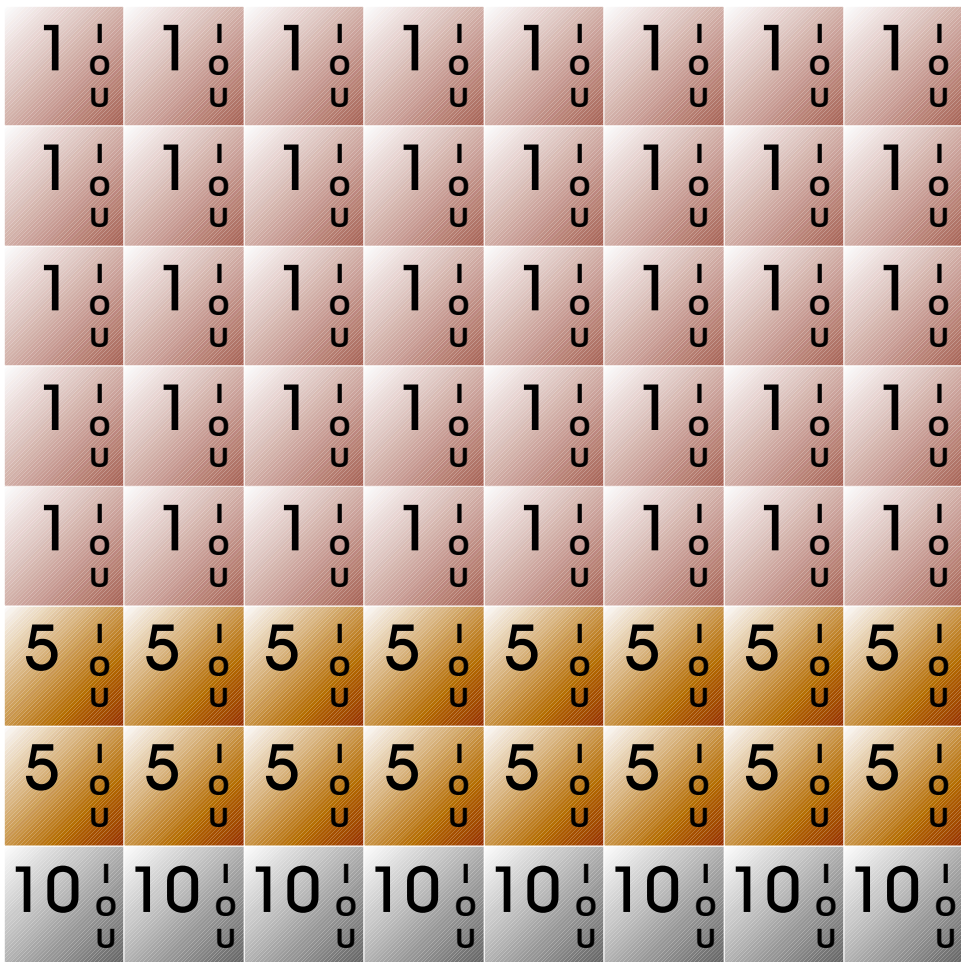
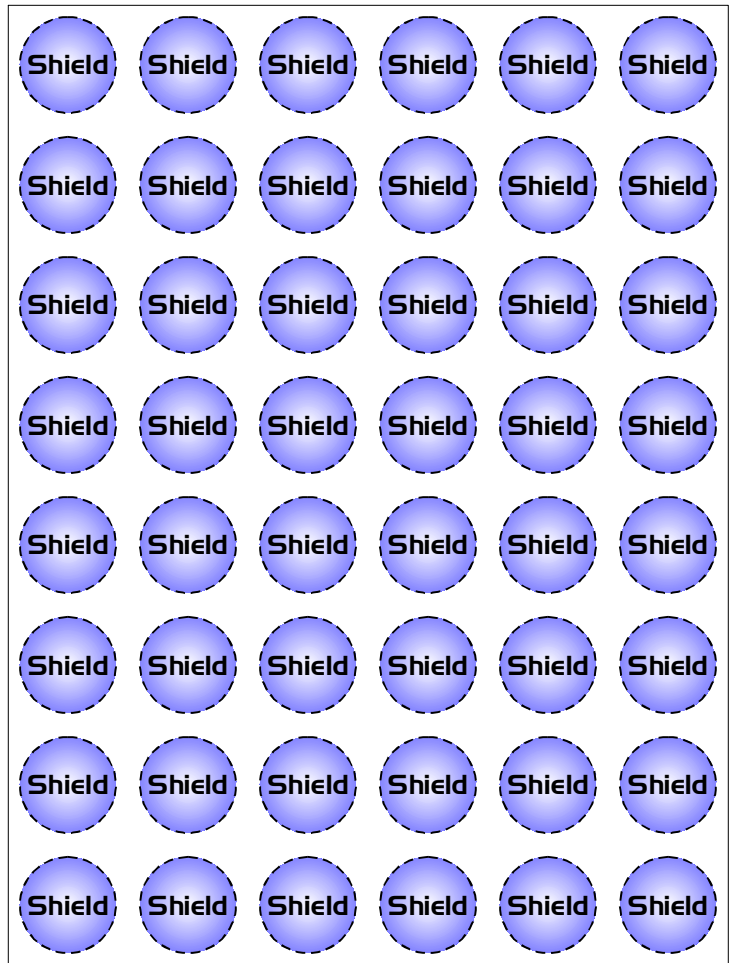
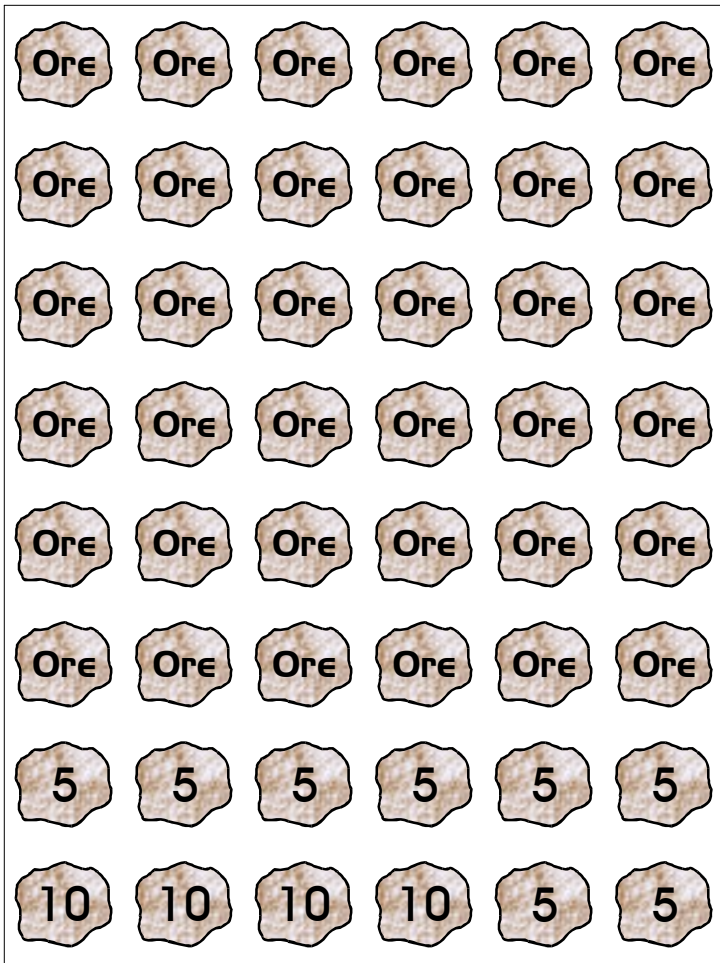
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Ore	Ore	Ore	Ore	Ore	Ore
Ore	Ore	Ore	Ore	Ore	Ore
5	5	5	5	5	5
5	5	10	10	10	10

Shield	Shield	Shield	Shield	Shield	Shield
Shield	Shield	Shield	Shield	Shield	Shield
Shield	Shield	Shield	Shield	Shield	Shield
Shield	Shield	Shield	Shield	Shield	Shield
Shield	Shield	Shield	Shield	Shield	Shield
Shield	Shield	Shield	Shield	Shield	Shield
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Shield	Shield	Shield	Shield	Shield	Shield







































1 U	1 U	1 U	1 U	1 U	1 U	1 U	1 U
1 U	1 U	1 U	1 U	1 U	1 U	1 U	1 U
1 U	1 U	1 U	1 U	1 U	1 U	1 U	1 U
1 U	1 U	1 U	1 U	1 U	1 U	1 U	1 U
1 U	1 U	1 U	1 U	1 U	1 U	1 U	1 U
1 U	1 U	1 U	1 U	1 U	1 U	1 U	1 U
5 U	5 U	5 U	5 U	5 U	5 U	5 U	5 U
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10 U	10 U	10 U	10 U	10 U	10 U	10 U	10 U







































Ind. Level	Ind. Level	Tech Level	Tech Level
Ind. Level	Ind. Level	Tech Level	Tech Level
Ind. Level	Ind. Level	Tech Level	Tech Level
Ind. Level	Ind. Level	Tech Level	Tech Level
Ind. Level	Ind. Level	Tech Level	Tech Level
Ind. Level	Ind. Level	Tech Level	Tech Level
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Front



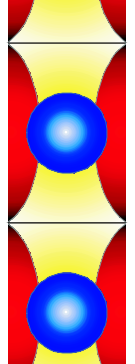
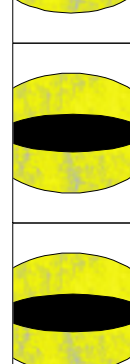
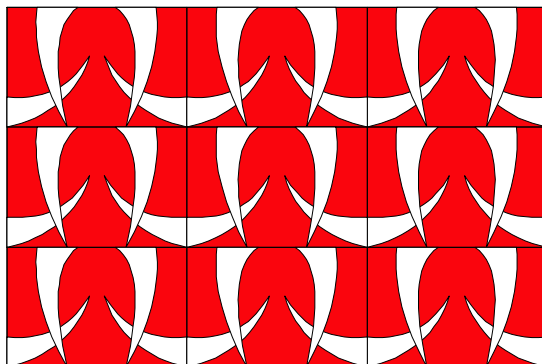
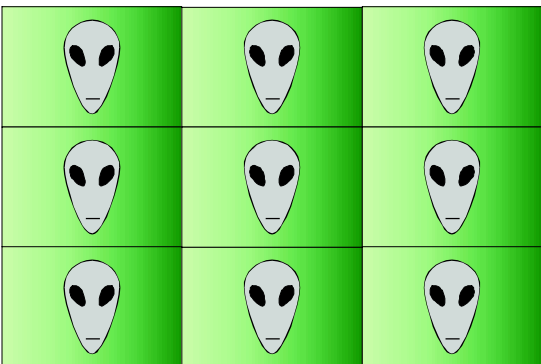
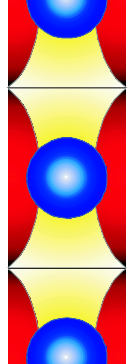
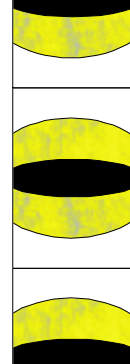
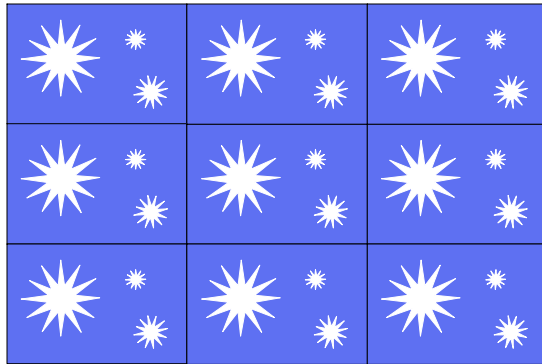
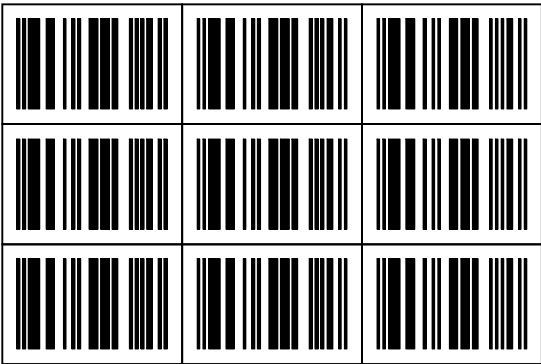
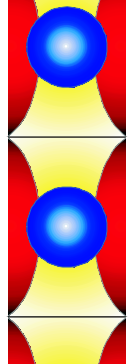
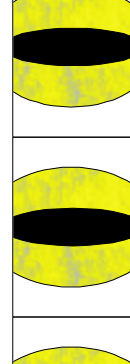
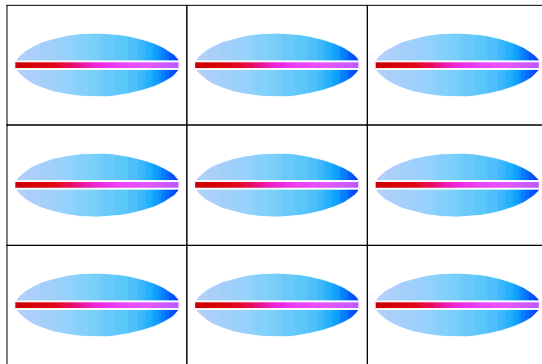
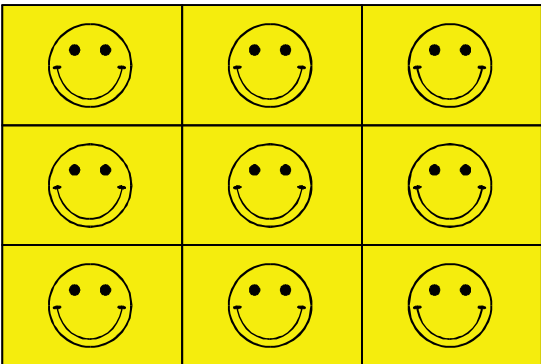
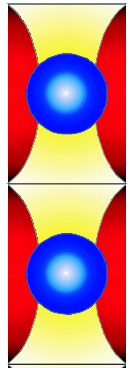
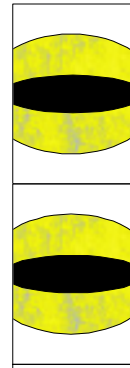
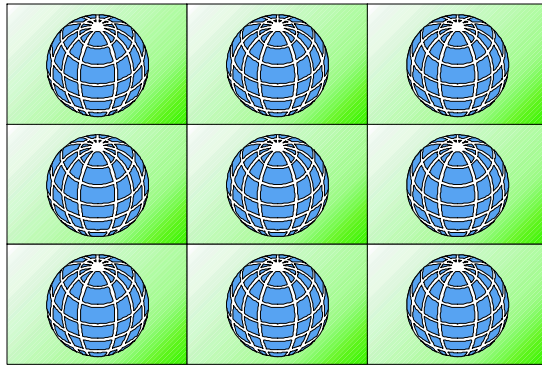
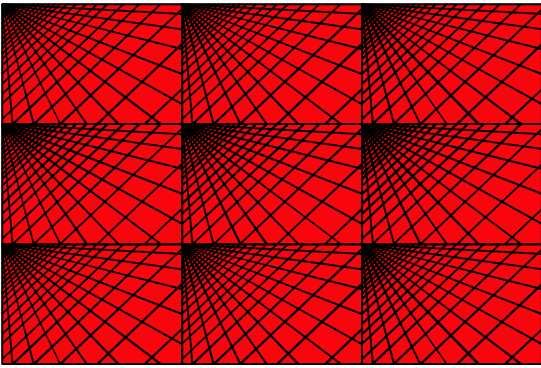
Back

Berserker 1  7 5(4)	Doom 0  8 6(6)	Pirates 3  6 4(3)	Miners 3  1 *	Raiders 3  6 4(3)	Trader 3  1 1
Doom PB  2 1	Doom PB  2 1	Doom PB  2 1	Doom PB  2 1	Doom PB  2 1	Doom PB  2 1
Null Space	Null Space	Null Space	Null Space	Null Space	Null Space
Crystal  Artifact	Drive  Artifact	Fabrication  Artifact	Shield  Artifact	Weapon  Artifact	Sct+ V+1  6 4(3)
Ion Storm 	Amoeba 	<i>Madness</i>	<i>Stasis</i>	<i>wonder</i>	<i>VANISHED</i>
					
					
Trade  Goods	Trade  Goods	Trade  Goods	Trade  Goods	Trade  Goods	Trade  Goods

Trader 3  1 1	Raiders 3  6 4(3)	Miners 3  1 *	Pirates 3  6 4(3)	Doom 0  8 6(6)	Berserker 1  7 5(4)
Doom PB  2 1	Doom PB  2 1	Doom PB  2 1	Doom PB  2 1	Doom PB  2 1	Doom PB  2 1
Null Space	Null Space	Null Space	Null Space	Null Space	Null Space
Sct+ V+1  6 4(3)	Weapon  Artifact	Shield  Artifact	Fabrication  Artifact	Drive  Artifact	Crystal  Artifact
<i>VANISHED</i>	<i>wonder</i>	<i>Stasis</i>	<i>Madness</i>		
					
					
Trade  Goods	Trade  Goods	Trade  Goods	Trade  Goods	Trade  Goods	Trade  Goods

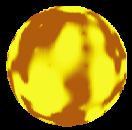
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+2	+2	+2	+2	+2	+2
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+5	+5	+5	+5	+5	+5
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+10	+10	+10	+10	+10	+10
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+1	+1	+1	+1	+1	+1
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You may place these optional flags on the map to mark your home world and colonies.

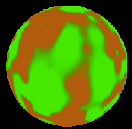




**Yellow**  
Home  
World

1	2	3	4
5	6	7	8

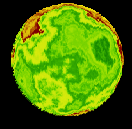
Resources &  
New Units



**Green**  
Home  
World

1	2	3	4
5	6	7	8

Resources &  
New Units



**Kor**

1	2	3	4
5	6	7	8

Resources &  
New Units



**Looma**

1	2	3	4
5	6	7	8

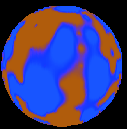
Resources &  
New Units



**Red**  
Home  
World

1	2	3	4
5	6	7	8

Resources &  
New Units



**Blue**  
Home  
World

1	2	3	4
5	6	7	8

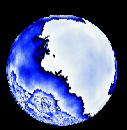
Resources &  
New Units



**Purple**

1	2	3	4
5	6	7	8

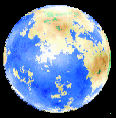
Resources &  
New Units



**White**

1	2	3	4
5	6	7	8

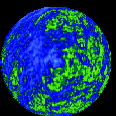
Resources &  
New Units



Solne

1	2	3	4
5	6	7	8

Resources &  
New Units



Aital

1	2	3	4
5	6	7	8

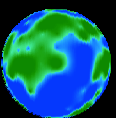
Resources &  
New Units



Undor

1	2	3	4
5	6	7	8

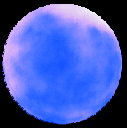
Resources &  
New Units



Hypph

1	2	3	4
5	6	7	8

Resources &  
New Units



Enalda

1	2	3	4
5	6	7	8

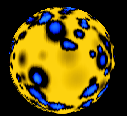
Resources &  
New Units



Zorven

1	2	3	4
5	6	7	8

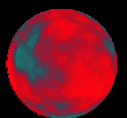
Resources &  
New Units



Mervtu

1	2	3	4
5	6	7	8

Resources &  
New Units



Xann

1	2	3	4
5	6	7	8

Resources &  
New Units

 InterSpace

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**Planet Data**

 InterSpace

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**Planet Data**

 InterSpace

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**Planet Data**

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**Planet Data**

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**Planet Data**

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**Planet Data**

 InterSpace

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**Planet Data**



## Parasites\*

Members of your species inhabit the bodies and control the minds of host life forms. You can multiply quickly to infest an entire planet.

You earn 5 VPs for each planet you infest. You also earn 1 VP for each industrial level you control.

See the rules for more information.



## Builders

Your people believe a strong and growing economy is the key to greatness.

You earn 2 VPs for each industrial level you control.

## Conquerors



You earn VPs each time you conquer a planet that you have never controlled before. The number of VPs you earn is equal to the planet's industrial level plus its tech level at the time of conquest.

You also earn 1 VP for each industrial level you control.

You may build assault boats at a cost of 4 IOUs. For *all* purposes, treat your assault boats as tech level 3.



## Xenophobes

Your species is driven by a paranoid fear and loathing of all things alien.

You earn VPs for destroying alien units. You earn 1 VP for each alien warship, 2 VPs for each scout, 4 VPs for each station, and 8 VPs for each colony ship you destroy or capture. You earn 1 VP for each alien industrial level you destroy by bombardment.

You also earn 1 VP for each industrial level you control.

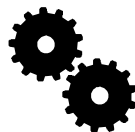
## Warriors



Your people live to die in battle - there is no greater glory!

You earn 1 VP for each of *your own* warships destroyed during *your* Contact Step. You do not earn VPs for destroying alien units and you do not earn VPs when your warships are destroyed defending themselves.

You also earn 1 VP for each industrial level you control.



## Techies

Nothing excites your species more than owning the latest gadget.

You earn 4 VPs for each civilization level you attain. For example, if your civilization level is 6, you have earned 24 VPs.

You also earn 1 VP for each industrial level you control.

## Researchers



For each of the following hex *types* you study, you earn 7 VPs: black hole, dust cloud, neutron star, nebula, pulsar, and wormhole. To earn VPs for a hex type, you must *currently* have 1 or more stations in 1 or more hexes of that type. If you no longer have a station in a particular hex type, you no longer earn VPs for that type.

You also earn 1 VP for each industrial level you control.



## Royalists

Your people love to lavish extravagant gifts on their royal family.

During the Purchase Step, your *home world* may buy VPs in pairs. The first pair of VPs you buy during the game cost 2 IOUs, the second pair cost 4, the third pair costs 6, and so on. *Each* VP you purchase counts against your home world's purchase limit.

You also earn 1 VP for each industrial level you control.



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**Alien Objective**



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**Alien Objective**



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**Alien Objective**



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**Alien Objective**



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**Alien Objective**



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**Alien Objective**



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**Alien Objective**



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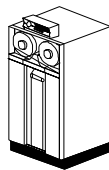
**Alien Objective**



## Heavy Transports (2)

**Nine Resources:** Your transports may carry up to 9 resources instead of the usual 6.

**Mining:** For each Heavy Transport card you hold, add 1 to your mining die rolls.



## Nav Computers (2)

**Asteroids:** Your units are not required to stop when they enter an asteroids hex.

**Black Holes:** Your units treat black holes as if they were neutron stars.

**Pulsars:** Your units are immune to pulsars.



## Jamming\* (3)

**Reduce Hits:** If you have 1 or more scouts in your fleet, after hits are rolled against you, you may roll a number of dice equal to the number of hits or your civilization level, whichever is lower. Eliminate 1 hit for each even numbered result.

**Zone 0 or 1:** A scout may jam only if it is in its zone 0 or 1. The attacker may place scouts in these zones.

**See Rules:** See rules for more info.



## Multiplex Sensors (3)

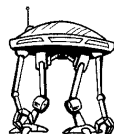
**Draw Again:** When you draw a hex from the exploration box, you may return it and draw again. You must make this decision immediately, before you draw any more hexes. You may return a hex and draw again only once each turn.

**Cards:** *Once per game* you may discard 1 Encounter and 1 Colonization Result card and draw again.



## Advanced PBs (4)

**First Fire:** Each combat round, when you determine which units get first fire, treat your patrol boats as if their tech level were equal to your civilization level. For all other purposes treat your patrol boats as tech level 2 units.



## Repair Robots\* (4)

**Repair:** After winning a battle, roll 1 die for each of your "destroyed" units. If the result is an even number, return that unit to the hex where the battle took place.

**VPs:** Repaired units still count as destroyed when counting VPs.

**See Rules:** See rules for more info.



## LRMs (5)

**Missile Round:** Before the first combat round, your attacking warships or defending warships and stations may fire once. Unless your opponent also has LRMs, destroyed units may not return fire.

**No Zones:** Do not divide units into zones for the missile round. Your *opponent* must apply LRM hits to his or her own units as he or she sees fit.



## Grapple Beams\* (5)

**Capture:** After winning a battle, roll 1 die for each of your remaining warships and stations. If the result is even, that unit may capture 1 "destroyed" enemy unit of equal or lower IOU value than itself. Replace the enemy unit with one of your own. Captured units still count as destroyed for VPs. A captured transport retains its cargo.

**See Rules:** See rules for more info.

## Stealth Tech (6)



**Blocked Movement:** Your movement cannot be blocked by opposing units except at wormhole entrances.

**Retreat:** You are not required to leave screening units behind when you retreat.

**First Fire:** Your opponent never receives first fire.

**LRMs:** Roll a die for each LRM hit on your units. Ignore the hit if even.

## Plasma Cannons (7)



**Multiple Fire:** Each combat round, your defending stations may fire a number of times equal to their combat rating. In other words, system stations fire twice, region stations fire 4 times, and galaxy stations fire 6 times.

**LRMs:** Your stations do not get multiple fire during the missile round.

## Nova Bombs (8)



**Colony Ships:** You may no longer build colony ships. These counters now represent nova bombs (NB). An NB has the same cost, movement, combat, and shield ratings as a colony ship, but it is a tech level 8 unit.

**Detonate:** You may detonate an NB at any time in any hex as long as the hex does not contain any other units. Remove the hex from the game; do not return it to the box. Treat the empty hex left behind as null space.

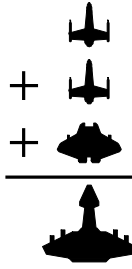
## Drive Improvement (A)



**Variable Movement Rate:** Your variable movement rate is equal to 1 plus the number of Drive Improvement cards you hold.

**Card Limit:** You may not draw a Drive Improvement card if more than half the Breakthrough cards you already hold are Drive Improvement cards.

## Modular Units\* (6)

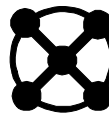


**Economic Phase:** During the economic phase, you may replace units with other units of an equal or lesser IOU value.

**Combat:** During the retreat step of each combat round, you may either break down larger units into PBs, or assemble PBs into larger units.

**See Rules:** See rules for more info.

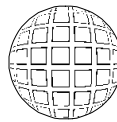
## Star Gates (7)



**Jump:** Your units may jump from 1 station directly to another station at a cost of 1 movement point. The stations must *both* be within each other's support range. Units may continue to move and jump.

**Resources:** You cannot move resources independently. You can move only those resources that are loaded on a transport.

## Planetary Grid (8)



**Impervious:** Your tech level 8 planets may not be conquered or attacked by *anything*, including nova bombs and space amoebas.

**Units:** You may announce that all, some, or none of your units are inside the grid. Units inside the grid cannot attack or be attacked. Units outside the grid attack or defend normally but may retreat into the grid without leaving screening units behind.

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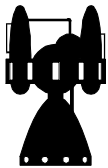
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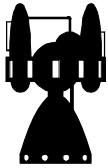
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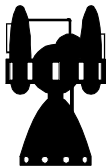
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 InterSpace

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**Breakthrough**

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**Breakthrough**

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**Breakthrough**

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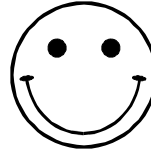
**Breakthrough**



## Ancient Ruins

The discovery of ancient ruins on this planet leads to rapid technological advances.

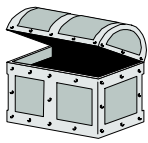
Calculate the cost of tech level investment for this colony as if your civilization level were 1 higher than it actually is.



## Pleasure World

Psycho-active chemicals in the local plant life keep your colonists happy, but stupid.

Calculate the cost of tech level investment for this colony as if your civilization level were 1 lower than it actually is. There is no effect if your civilization level is 1.



## Lost Treasure

Your colonists discover the fabled lost treasure of space pirate Mack M'Ahn.

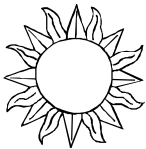
This colony starts with an additional 12 IOUs, for a total of 18.



## Paradise

The idyllic conditions on this planet lead your colonists to defend it fiercely.

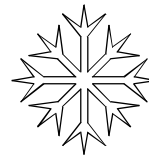
As long as you control this colony, your patrol boats have a combat rating of 2 when they are in this colony's hex.



## Nice World

The ideal climate of this planet enhances the growth and development of your colony.

Calculate the cost of industrial level investment for this colony as if the colony's tech level were 1 higher than it actually is.



## Ice World

The adverse climate of this planet inhibits the growth and development of your colony.

Calculate the cost of industrial level investment for this colony as if the colony's tech level were 1 lower than it actually is. There is no effect if the colony's tech level is already 1.



## Mineral World

The abundant mineral resources on this planet insure your colony will always produce ore.

When this colony produces ore, do not roll dice to determine if it has run out. This colony will never run out of ore.



## Vegetable World

The lack of mineral resources on this planet prohibits mining.

This colony does not produce ore.



## Doh!

Your colonists packed the wrong gear for this planet's environment!

This colony starts with 0 IOUs, industrial level 1, and tech level 1.



## Frontier Spirit

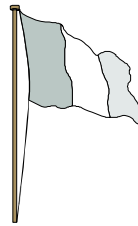
Your colonists turn out to be hard working and resourceful.

This colony starts with 6 IOUs, industrial level 2, and tech level 2.



## Hostile Natives

This colony may increase its industrial or tech levels only if you have an assault boat or battleship in the colony's hex.



## Rebels\*

This colony immediately declares its independence from your home world. All of your units currently in the hex join the rebels.

See the Advanced Rules for more information.



## Normal World

There is nothing particularly interesting about this colony. It begins with an industrial level of 1, a tech level of 1, and 6 IOUs in its Resources & New Units box.



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There is nothing particularly interesting about this colony. It begins with an industrial level of 1, a tech level of 1, and 6 IOUs in its Resources & New Units box.



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**Colonization**



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**Colonization**



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**Colonization**



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**Colonization**



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**Colonization**



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**Colonization**



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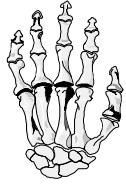
**Colonization**



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**Colonization**

## Ancients Return



Your scout awakens the ancients, and they are not pleased with how you have used their technology.

Lose all the artifacts *you* control, if any. The artifacts are Crystal, Fabrication, Drive, Shield, and Weapon.

This card has no effect on artifacts you draw later in the game.

## Berserker

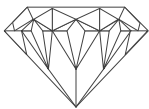


Place the Berserker counter in the hex. Your scout is destroyed.

The Berserker moves randomly each turn. Roll a die to determine a direction and move it 1 hex. However, it stops when it reaches the edge of the map.

*After* moving, the Berserker attacks any units in its hex and will bombard a planet in its hex. The Berserker defends normally during player turns.

## Crystal Artifact



Your scout salvages a crystalline object of rare beauty and unknown purpose from an ancient derelict. Place the Crystal Artifact under your scout.

You may take the crystal to any home world or colony and convert it to 12 IOUs during the Conversion Step of the Economic Phase. Discard the crystal after you convert it.

## Doom Station



Place a galaxy station and 6 patrol boats in the hex. Your scout is destroyed.

The station and PBs always remain in the hex. The PBs block movement and all Doom units defend normally.

The station always starts with 6 patrol boats when another unit moves into its hex, even if the station lost PBs during a previous battle.

## Dread



Fear of the unknown causes your scout's crew to panic.

Move your scout toward your home world a number of hexes equal to its movement rating.

The crew regains its composure on your next turn and the scout may move normally.

## Drive Artifact



Your scout salvages the drive from an ancient derelict. Place the Drive Artifact under your scout.

Any unit with the Drive Artifact has a movement rating of 5.

## Fabrication Artifact



Your scout salvages a fabrication unit from an ancient derelict. Place the Fabrication Artifact under your scout.

When placed in the Resources & New Builds box of a home world or colony, the artifact produces 1 to 6 IOUs during the Production Step of each Economic Phase. Roll a die to determine how many IOUs are produced. However, the artifact will not produce on a turn it is moved.

## Gamblers



A space borne gambling cartel makes an offer you can't refuse: double or nothing.

You must roll 1 die. If the result is 1, 2, or 3, place an additional scout in the hex. If the result is 4, 5, or 6, your scout is lost permanently.

If you used a cruiser to explore the hex and you roll 1, 2, or 3, you gain an additional cruiser. If you roll 4, 5, or 6, your cruiser is lost.

## Insight



Contemplation of the Universe gives your people a deeper understanding of the alien cultures you encounter.

You may look at *all* players' Alien Objective cards. However, you may not show one player's objective to another.

If you are not using the Alien Objective cards, Insight has no effect. Discard this card and draw another Encounter card.

## Knowledge



Your study of hyper-spatial anomalies in this area leads to a technological breakthrough.

You may immediately take 1 new Breakthrough card of your choice. However, the card must be at or below your current civilization level.

If you are not using Breakthrough cards, Knowledge has no effect. Discard this card and draw another Encounter card.

## Lost & Found



If this is the first Lost and Found card drawn, place it to one side and place your scout on top of the card.

If this is the first Lost and Found card drawn, place into the hex the scout that was lost earlier.

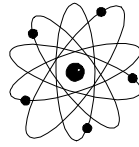
## Lost Probe



You discover an automated exploration probe and download its database. Immediately draw additional hexes to fill in all unknown hexes adjacent to the empty space hex you just explored.

You may not use Multiplex Sensors when adding the hexes. The new hexes never result in an encounter or Another Region. If you draw Another Region, put it back and draw again.

## Ion Storm



Place the Ion Storm counter in the hex. The storm moves randomly each turn. Roll a die to determine a direction and move it 1 hex. However, it stops when it reaches the edge of the map.

Before and after it moves, roll 1 die for each unshielded unit in the storm's hex. If the result is even, the unit is destroyed.

The storm does not block movement.

## Lost & Found



If this is the 1<sup>st</sup> Lost and Found card drawn, place it to one side and place your scout on top of the card.

If this is the 2<sup>nd</sup> Lost and Found card drawn, place into the hex the scout that was lost earlier.

## Lost Colonists



You discover a long lost colony ship.

Place a colony ship of your color in the hex.

## Madness\*

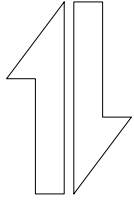


Contemplation of the Universe's deepest secrets causes your scout's crew to go insane.

Each turn your scout must move at its maximum speed toward the nearest unit, friendly or alien. When your scout is in a hex that contains another unit your scout convinces the other unit's crew to self-destruct. Your scout is also destroyed.

See the rules for more information.

## Merchants



Space borne merchants offer to trade your scout for any other type of unit except a colony chip.

You have the option of removing your scout and replacing it with a new unit. However, the tech level of the new unit must be equal to, or less than, your civilization level.

## Meteor Storm



Your scout is destroyed in an unlucky accident. These things happen.

## Pirates\*



Place the Pirate cruiser in the hex. Each turn the pirates move at speed 3 toward the nearest transport. If 2 or more transports are equally distant, you choose which one.

Once the pirates reach a transport, they take *all* its cargo. If the transport is empty, roll a die. If the result is even, the transport is destroyed.

See the rules for more information.

## Plague\*

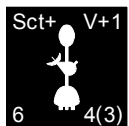


Your scout's crew becomes infected with a hideous, space borne disease.

You lose control of your scout and it becomes a plague unit. Plague units move 1 hex in a random direction each turn. When a plague unit enters a hex, roll 2 dice for each uninfected unit in the hex. If both die results are even, that unit also becomes a plague unit.

See the rules for more information.

## Upgrade



A space borne robotic culture decides your scout needs an upgrade.

Replace your scout with the Sct+ counter. Your scout's movement rating is now equal to your variable movement rate plus 1. It has a tech level of 6, a defensive combat rating of 4, and 3 shields.

If you are exploring with a cruiser, this card has no effect. However, do not draw a new Encounter card.

## Raiders\*



Place the Raiders cruiser in the hex. Each turn the raiders move at speed 3 toward the nearest inhabited planet. If 2 or more planets are equally distant, you choose which one.

Once the raiders reach a planet, they take *all* of its IOUs. If the planet has no IOUs, roll a die. If the result is even, reduce the planet's industrial level by 1 step, but never to 0.

See the rules for more information.

## Rejection



Higher beings determine your people are not yet worthy of unlocking the secrets of the Universe.

Move your scout directly to your home world. Do not pass Go, do not collect \$200.

## Rogue Miners\*



Place the miner's transport in the hex. Each turn the miners move at speed 3 toward the nearest asteroids hex. If 2 or more asteroids hexes are equally distant, you choose which one.

While the miners are in the asteroids hex, players mining the hex must subtract 2 from their mining die roll.

See the rules for more information.

## Shield Artifact



Shield

Your scout salvages a shield generator from an ancient derelict. Place the Shield Artifact under your scout.

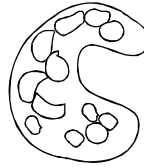
Any unit with the Shield Artifact receives 1 extra shield before combat, even if it had none before. In addition, the unit regenerates 1 *lost* shield after each round of combat.

## Space Amoeba\*

Place the Amoeba counter in the hex. Your scout is unharmed.

If there is a colony ship in the amoeba's hex, it eats the ship and does not move. If there is a colony ship within 2 hexes, the amoeba moves 1 hex toward it. If there are no nearby colony ships, the amoeba moves 1 hex in a random direction.

See the rules for more information.



## Dimensional Portal

Your scout activates an ancient portal. The portal is destroyed and your scout is sent to another location.

Randomly select a home world. Then roll a die to select a direction from that home world. Then roll once more and place your scout that many hexes from the home world in the direction chosen. If this would place your scout off the map, stop when you reach the edge of the map.

## Stasis

Your scout is trapped in a time anomaly. It must remain in the hex until released by another unit.

Any unit entering the hex has the option of releasing the scout. There is no effect on the releasing unit and no further effect on your scout.



## Telepaths

A star-faring race of busy bodies exposes your secrets.

You must reveal your Alien Objective card and leave it faceup for the rest of the game.

If you are not using the Alien Objective cards, Telepaths has no effect. Discard this card and draw another Encounter card.

## Temporal Shift

A time travel experiment in your civilization's future strands an advanced unit in your era.

Place 1 new unit of your choice into the hex. The new unit's tech level may be up to 2 levels higher than your current civilization level.



## Trader\*

Place the Trader's transport, loaded with 6 trade goods, into the hex.

Each turn the trader moves at speed 3 toward the nearest inhabited planet. If 2 or more planets are equally distant, you decide which one. Once there, the trader will exchange up to 6 trade goods for the same number of trade goods of a different color.

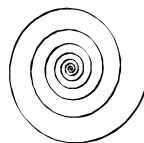
See the rules for more information.

## Unstable Wormhole

Roll a die and move your scout to the corresponding wormhole hex:

1. Aleph Prime
2. Aleph Null
3. Bet Prime
4. Bet Null
5. Vet Prime
6. Vet Null

If the worm-hole hex has not yet been placed, remove your scout. When that wormhole is discovered, place your scout into that hex.





## Weapon Artifact



Your scout salvages a weapon from an ancient derelict. Place the Weapon Artifact under your scout.

Any unit with the Weapon Artifact has combat rating of 5. Any unit may use the weapon to defend. However, only a warship may use the weapon to attack.



## Wisdom

Your discovery of the fundamental nature of the Universe leads your society to completely reassess its values.

Discard your Alien Objective card and draw a new one at random.

If you are not using the Alien Objective cards, Wisdom has no effect. Discard this card and draw another Encounter card.

## Wonder



Your scout's crew stares in amazement at the fantastic alignment of stars in this area of space.

You may not move your scout on your next turn.



## Vanished

Your scout's crew mysteriously disappears but the ship itself is unharmed.

The next player to move a unit into the hex may capture the scout and replace it with one of his or her own color.

 InterSpace

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**Encounter**

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