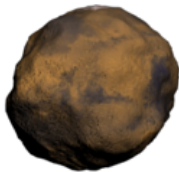


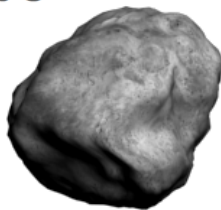
Type C



Distance:

Fuel Needed:

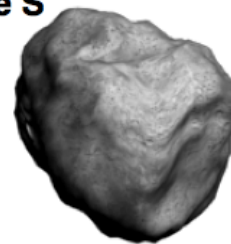
Type S



Distance:

Fuel Needed:

Type S



Distance:

Fuel Needed:

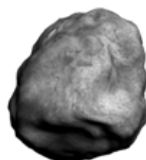
Type C



Distance:

Fuel Needed:

Type S



Distance:

Fuel Needed:

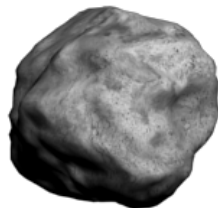
Type C



Distance:

Fuel Needed:

Type M



Distance:

Fuel Needed:

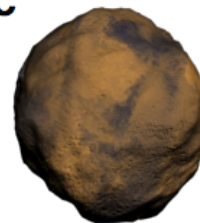
Type C



Distance:

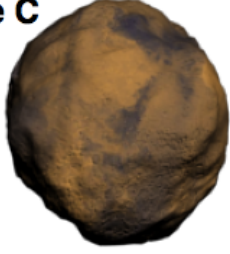
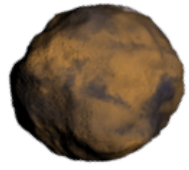
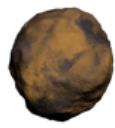
Fuel Needed:

Type C



Distance:

Fuel Needed:

Type C 	Type C 	Type C 
Distance: Fuel Needed: <input type="text"/> <input type="text"/> <input type="text"/>	Distance: Fuel Needed: <input type="text"/> <input type="text"/> <input type="text"/>	Distance: Fuel Needed: <input type="text"/> <input type="text"/> <input type="text"/>
<input type="text"/> <input type="text"/> <input type="text"/>	<input type="text"/> <input type="text"/> <input type="text"/>	<input type="text"/> <input type="text"/> <input type="text"/>

Actions

You may perform **ONE** of the following actions per turn:

1. Discover, travel to and land on a new asteroid
2. Extend your solar panels to collect energy from the sun's rays
3. Mine the asteroid for materials
4. Convert water into fuel*
5. Repair damage*

* Requires Materials

20 - Sided Die Chart

- 1 - 2 : Take Damage
- 3 - 7 : Draw 1
- 8 - 16 : Draw 2
- 17 - 20 : Draw 3

6 - Sided Dice Chart

- 2 - 3 : Take Damage
- 4 - 6 : Draw 1
- 7 - 16 : Draw 2
- 17 - 20 : Draw 3

Energy	Energy	Energy	Energy	Energy	Energy
Platinum	Platinum	Platinum	Platinum	Platinum	Platinum
Metals	Metals	Metals	Metals	Metals	Metals
Fuel	Fuel	Fuel	Fuel	Fuel	Fuel
Water	Water	Water	Water	Water	Water
Organics	Organics	Organics	Organics	Organics	Organics

Light
Damage

Medium
Damage

Heavy
Damage