Neutron Bombs: Destroy all the Population Cubes from a hex without rolling any dice
2/2

Gauss Shield: Upgrade **GAUSS SHIELD** Ship Parts
-1 | 2/2

Nanorobots: Build 1 additional Ship or Structure (cannot be used with a "Reaction" build)
2/2

Starbase: May build **Starbases**
4/3

Improved Hull: Upgrade **IMPROVED HULL** Ship Parts
4/3

Fusion Drive: Upgrade **FUSION DRIVE** Ship Parts
4/3

Plasma Cannon: Upgrade **PLASMA CANNON** Ship Parts
6/4

Fusion Source: Upgrade **FUSION SOURCE** Ship Parts
6/4

Advanced Robotics: Receive **1 additional Influence Disc**, placed immediately on Influence Track
6/4

Phase Shield: Upgrade **PHASE SHIELD** Ship Parts
-2 | 8/5

Positron Computer: Upgrade **POSITRON COMPUTER** Ship Parts
+2 | 8/5

Orbital: May build **Orbitals**
8/5

Advanced Mining: Place Population Cubes in **advanced Materials** squares with Colony Ships
10/6

Advanced Economy Place Population Cubes in **advanced Money** squares with Colony Ships
10/6

Advanced Labs: Place Population Cubes in **advanced Science** squares with Colony Ships
10/6

Tachyon Source: Upgrade **TACHYON SOURCE** Ship Parts
9 | 12/6

Tachyon Drive: Upgrade **TACHYON DRIVE** Ship Parts
12/6

Monolith: May build **Monoliths**
12/6

Plasma Missile: Upgrade **PLASMA MISSILE** Ship Parts
14/7

Antimatter Cannon Upgrade **ANTIMATTER CANNON** Ship Parts
14/7

Artifact Key: Take **5 Resources of 1 type** for each Artifact on your hexes
+5/ | 14/7

Gluon Computer: Upgrade **GLUON COMPUTER** Ship Parts
+3 | 16/8

Quantum Grid: Receive **2 additional Influence Discs**, placed immediately on Influence Track
16/8

Wormhole Generator: Explore, Influence, Move through hex sides with 1/2 Wormhole
16/8

ION TURRET | SHARD HULL | AXION COMPUTER
+1 | +3
FLUX SHIELD | CONFORMAL DRIVE | HYPERGRID SOURCE
-3 | 2 | 2 | 1 1

Ancient Ship Part (X6): Place in any of your Ships or save to place with later Upgrade action

+8 | +5 | +6

Extra Resources (+8 Money X3; +5 Science X3; +6 Materials X3): Advance the Storage Marker on the corresponding Storage Track and discard the tile

Ancient Cruiser (X3): Place 1 of your unused Cruisers in the hex and discard the tile

Ancient Technology (X3): Take the cheapest Technology Tile that you don't already own from the Supply Board and place it on your Player Board for free, then discard the tile

Hull: Absorb damage inflicted by opponents' attack rolls; ability to absorb damage is marked with *****s; each ***** absorbs 1 point of damage

Victory Points: Discovery Tiles kept as 2 Victory Points instead of the special benefits are placed next to your Player Board back side up until the end of the game

Drives: Make Ships move further with a Move action; give the Ships more Initiative for combat

Energy Sources: Produce Energy to power other Ship Parts

Computers: Make weapons hit more easily by adding to attack rolls; give the Ships more Initiative for combat

Cannons: Used during each combat round for attacks; each ***** inflicts 1 point of damage

Shields: Make Ships more difficult to hit by subtracting from opponents' attack rolls

Missiles: Similar to Cannons, but used only at the beginning of combat

ACTION PHASE – In turn order, players take 1 action at a time until all players have passed.

At **any time** during an action, you may:
Colonize – Flip 1 Colony Ship to place 1 Population Cube in an empty Population Square within any hex where you have Influence.
Diplomacy – Form Diplomatic relations (if both players have Influence in adjacent hexes connected by a **complete** Wormhole and neither player is currently holding the Traitor Card). Exchange an Ambassador Tile and a Population Cube.

⬡	**EXP**	Explored space must be adjacent to a hex where you have either Influence or an unpinned Ship. Draw hex from appropriate stack and either discard or place to form at least 1 complete Wormhole to one hex in which you have at least 1 Influence Disc or Ship. Place on the hex a Discovery Tile and/or an Ancient Ship, if symbols shown on hex. If no Ancient Ship, you may place Influence and obtain Discovery Tile (immediately choose VPs or benefit).
🛢	**INF**	Move up to **2 Influence Discs** and then turn up to **2 Colony Ships** face up. Influence Discs may be moved from your Influence Track to a hex; OR from a hex to your Influence Track; OR from a hex to another hex. If moving **from** 1 of your hexes, remove all Population. If moving **to** a hex, it must be either a hex with 1 of your Ships and no enemy Influence or Ships, or a hex with no enemy Influence or Ships that is adjacent by Wormhole to a hex that has 1 of your Influence or Ships. (But an Influence Token may not be simply "moved" from a controlled hex to an adjacent hex.)
▭	**RES**	Take a Technology Tile that you do not already own and place it on your Player Board. Pay the Science cost, subtracting the discount if applicable, but keeping in mind the minimum cost.
▫▫	**UPG**	Return any Ship Parts from your Player Board to the general supply. Take up to 2 Ship Parts for which you have the appropriate tech(s) and place them on any squares of the Ship blueprints. (Must have enough Energy to power all parts, and all Ships except Starbases must have at least 1 Drive.)
✄	**BUI**	Build up to 2 Ships/Structures. (Must have prerequisite tech for Starbases, Orbitals, and Monoliths. Only 1 Orbital and Monolith per hex.) Pay Materials cost and place items in any hex(es) where you have Influence.
▶⇉	**MOV**	Each race has either 2 or 3 movement points. With each movement point, you may move a single ship up to the total value of its Drives, as long as it moves through complete Wormnholes and stops in hexes with enemy Ships (unless the number of your Ships that are already in the hex at least equals the number of enemy Ships). The GCDS stops all Ships. The same Ship may be moved multiple times with multiple movement points.
PASS/ REACTION		After passing, you may only perform **Reaction** versions of **Upgrade** (take 1 Ship Part), **Build** (build 1 Ship/Structure), or **Move** (move 1 Ship once). The instant the final player passes, the Action Phase ends.

COMBAT PHASE – Roll of 6 always hits; Roll of 1 always misses; Result = Die roll + Computers – Shields; 6 or more is a hit

Battles resolved in descending numerical order of the hexes.
If hex contains more than 2 combatants, battles are resolved in reverse order of entry into the hex (but a player with Influence in the hex is always the defender, and battle any Ancients/GCDS last).
Battle order:1) Missiles fire – Only once, at the beginning of battle.
2) Engagement round(s) – Fire Cannons or retreat (but retreat on the **next round** to a hex with your Influence and no enemy Ships). Continue until 1 opponent is removed from hex.
3) Attack Population – A single attack with all Cannons. Each point of damage sends 1 Population Cube to the appropriate Graveyard.
4) Draw Reputation Tiles – Each player that draws keeps 1 Reputation Tile per battle.
5) Influence hexes – Ships in hexes with no Influence Discs, or in hexes with Influence Discs but no Population, may remove the discs and place their own Influence.
6) Repair damage – All Damage Cubes are removed.

REPUTATION OVERVIEW

BATTLE	⬡ ⬢
INTERCEPTOR	▬ ⬢
STARBASE	✚ ⬢
CRUISER	⬓ ⬢ ⬢
DREADNOUGHT	⬛ ⬢ ⬢
ANCIENT	◉ ⬢ ⬢
GCDS	⬡ ⬢
MAX	⬡⬡⬡⬡⬡ / ⬡

SCORING OVERVIEW

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

UPKEEP PHASE – **1) Colony Ships** – Move Population to Influenced hexes with no enemy Ships.
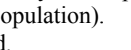**2) Civ. Upkeep** – Collect Money and pay Upkeep cost. If potentially bankrupt, may trade Science and/or Materials for Money, and/or remove Influence Disks (and Population).
3) Production – Collect Science and Materials that are produced.

CLEANUP PHASE – **1)** Draw new **Tech Tiles** based on # players (2P=4; 3P=6; 4P=7; 5P=8; 6P=9)
2) Players move **Influence Discs** from Action Tracks back to Influence Tracks, move **Population Cubes** from Graveyards to Population Tracks, turn **Colony Ships** face up.
3) Move the **Round Marker** 1 step forward.