

## STANDARD RULES TABLES

SHIP TYPES	Unit limit	Unit type	Science		Combat		Shields		Movement		Cost
			1	1	0	V	6				
Civilian	6x	SCOUT	1	1	0	V	6				
Worship	12x	TRANSPORT	1	1	0	V	4				
Station	4x	COLONY SHIP	2	0	0	V/2	8				
	16x	PATROL SHIP	2	1	0	V+1	2				
	14x	ASSAULT SHIP	4	2	1	V	6				
	10x	DESTROYER	5	3	2	V	10				
	4x	CRUISER	6	4	3	V	14				
	2x	BATTLESHIP	7	5	4	V	18				
	10x	SYSTEM STATION	3	2	2	V/2	6				
	4x	REGION STATION	5	4	4	V/2	12				
	2x	GALAXY STATION	8	6	6	V/2	24				

Explore unknown hexes.

Provides transport bonus.

Colonize an uninhabited planet.

Must return to a friendly planet or station every other turn.

Conquer opposing home worlds and colonies.

Medium type of warship.

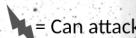
Larger type of warship.

Largest type of warship.

Small station.

Medium station.

Large station.



= Can attack

Your civilization level	V	V/2	V+1
1	1	1	2
2	2	1	2
3	3	2	3
4	2	1	3
5	3	2	4
6	3	2	4
7	4	2	5
8	4	2	5

## TRANSPORT BONUS

Your Homeworld	Required
Colony	2
Astroids	4
Alien Homeworld	8

## INTERSPACE

Cut from this side

Roelofpieter's tables cards for InterSpace, Version 20221221 (<https://boardgamegeek.com/boardgame/11957/interspace>)

Do not cut from this side (because of margin/bleed)

INTER SPACE	
1. Economic Step	1. Move/ment Step
Increase Production Level	Increase Sublicence Level
Build New Units	Build New Units
1. Economic Step	2. Move/ment Step
Increase Production Level	Increase Sublicence Level
Build New Units	Build New Units
1. Economic Step	3. Combat Step
Fire!	Resolve Hits
Retreat	Conquest
Repeat	Repeat
Resolve Hits	Exploration Step
Fire!	Exploration Step
Retreat	Exploration Step
Conquest	Exploration Step
1. Economic Step	4. Exploration Step
Increase Production Level	Increase Sublicence Level
Build New Units	Build New Units
1. Economic Step	5. Colonization Step
Increase Production Level	Increase Sublicence Level
Build New Units	Build New Units

## TERAIN EFFECTS

A newly discovered planet is uninhabited and may be uninhabited and may be colonized.

It costs 1 movement point to move from a wormhole to its partner. The unit may continue moving normally after reaching the partner.

Roll 1 die for each result is less than, or equal to, the unit's movement rate. If the result is less than, or equal to, the unit's movement rate, it may move into the next hex and stop.

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Nebula

0-Stop

Combat is not permitted. A unit may move only 1 hex when leaving.

Penalty for leaving.

There is no movement point cost to enter the hex and no

cost to move from a wormhole to its partner. The unit may

continually move after reaching the partner.

It costs 1 movement point to move from a wormhole to its partner. The unit may

continually move normally after reaching the partner.

Roll 1 die for each result is less than, or equal to, the unit's

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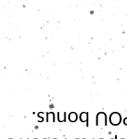
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Asteroids

1-Stop

Transporters receive

a 4 POW bonus.

All units are destroyed.

None

Empty Space

None

Dust Cloud

None

Unknown

None

May be entered only by a

scout and units stacked with

them.

May be entered only by a

soldier and units stacked with

them.

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