

ADVANCED RULES TABLES

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

= Can attack

INTERSPACE

Cut from this side

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

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ASTEROID MINING

Roll 1 die
+1 for each transport (yours)
-2 for each other player
(with a transport here)

MINING SCORE
≤ 2 → Accident
3 → No ore
4, 5, 6 → 2 ore
7+ → 4 ore
* Lose one transport

INTER SPACE

TERRAIN EFFECTS

Effect	Description
Black Hole	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.
Pulse Star	Roll 1 die for each unshielded unit. An even result is destroyed. The unit is replaced with an empty space hex and follow the rejoin procedure.
Planet	A newly discovered planet is uninhabited and may be colonized.
Wormhole	It costs 1 movement point to move from a wormhole to its partner. The unit may continue moving normally after reaching the partner.
Neutron Star	There is no movement point cost to enter the hex and no penalty for leaving.
Nebula	Combat is not permitted. A unit may move only 1 hex when leaving.
Null Space	All units are destroyed.
Empty Space	None
Dust Cloud	Scout and units stacked with them.
Unknown	May be entered only by a scout and units stacked with them.
Another Region	Replace hex and follow the space hex and follow the rejoin procedure.
Black Hole	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.