

ADVANCED RULES PLANET UPGRADES

PLANET PRODUCTION UPGRADE ☼							
	1,2	2,3	3,4	4,5	5,6	6,7	7,8
1	4	9	16	25	36	49	64
2	2	4	8	12	18	24	32
3	1	2	4	6	9	12	16
4	1	1	2	3	4	6	8
5	1	1	1	1	2	3	4
6	1	1	1	1	1	1	2
7	1	1	1	1	1	1	1
8	1	1	1	1	1	1	1

Planet's science level

Upgrade cost in POUs

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Planet's science level

Upgrade cost in POUs

PLANET SCIENCE UPGRADE ☢

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	1,2	2,3	3,4	4,5	5,6	6,7	7,8
4					1		
2	9				2		
1	4	16			3		
1	2	8	25		4		
1	1	4	12	36	5		
1	1	2	6	18	49		
1	1	1	3	9	24	64	7
1	1	1	1	4	12	32	8

Upgrade cost in POUs

Planet's production level ☼

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Upgrade cost in POUs

Planet's production level ☼

INTERSPACE

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

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INTERSPACE

INTERSPACE

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

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- Action phase**
- Step 1: Determine active player (page 14)
 - Step 2: Movement (page 14)
 - Step 3: Contact (page 17)
 - Step 4: Exploration (page 22)
 - Step 5: Colonization (page 22)
- Economic phase**
- Step 1: Placement (page 11)
 - Step 2: Production (page 11)
 - Step 3: Purchase (page 12)
 - Step 4: Investment (page 12)
 - Step 5: Conversion (page 13)
- Interspace**
- Step 1: Planets may deploy units from its data card to its planet.
 - Step 2: Each planet may deploy units from its data card to its planet.
 - Step 3: Each planet may produce LOSes equal to its ind. level.
 - Step 4: Transports in asteroids hex may mine for ore.
 - Step 5: Colonies may produce ore equal to % its production rounded up. Then check for ore depletion.
 - Each planet produces LOSes equal to its ind. level.
 - Colonies may produce ore equal to % its production rounded up.
 - Transports in asteroids hex may mine for ore.
 - Each planet may purchase LOSes equal to its ind. level.
 - Colonies may purchase LOSes equal to its ind. level.
 - Transports in asteroids hex may mine for ore.
 - Each planet may trade goods and units up to its production level. Unit must be less, or equal to, the planet's science level.
 - Planets may increase/decrease production and science levels by 1.
 - Refine ore into POUs. Cost 2 POUs per ore.
 - Refine ore into POUs. Cost 2 POUs per ore.
 - Refine ore into POUs. No cost.
 - Convert trade goods to POUs. No cost.
 - Roll a die for each to find how many POU's % of the units' cost.
 - Decommission units. Receive POU's % of the units' cost.
 - Part of ships must return to a friendly plane/station every other turn.
 - Scouts and cruisers, and units with them, may enter unknown hexes.
 - Battleships may bombard. Assault ships may conquer a planet.
 - Units may attack or join forces with them, must stop when it unloaded.
 - Battleships may bombard. Assault ships may conquer a planet.
 - A colony ship in an uninhabited planet hex may establish a colony.
 - Scout or cruiser in an unknown hex may draw a new hex.
 - Attack or cruiser in an unknown hex may draw a new hex.
 - Step 4: Exploration (page 22)
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- Economic phase**
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- Action phase**
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- All players simultaneously conduct the business of their civilization during the Economic Phase.
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