

## ADVANCED RULES TABLES

SHIP TYPES	Unit limit	Unit type	Sci		Com		Shiel		Mon		Cost	
			1	1	0	V	6					
 SCOUT	6x											
			Explore unknown hexes.									
 TRANSPORT	12x											
			Freighters. Can carry resources like ore, trade goods and POU's.									
 COLONY SHIP	4x											
			Colonize an uninhabited planet.									
 PATROL SHIP	16x											
			Must return to a friendly planet or station every other turn.									
 ASSAULT SHIP	14x											
			Conquer opposing home worlds and colonies.									
 DESTROYER	10x											
			Warship for aggressive fighting. Has penetration fire.									
 CRUISER	4x											
			Warship. Doesn't need support. Can explore unknown tiles.									
 BATTLESHIP	2x											
			Largest type of warship. Can bombard planets.									
 SYSTEM STATION	10x											
			Small station. Supports units up to 4 hexes.									
 REGION STATION	4x											
			Medium station. Supports units up to 6 hexes.									
 GALAXY STATION	2x											
			Large station. Supports units up to 8 hexes.									

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

## BOMBARDMENT



Total damage	0-2 > <b>0</b>
	3-5 > <b>-1</b>
	6-9 > <b>-2</b>
	10+ > <b>-3</b>

Production reduction

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

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**ASTEROID MINING**

**MINING SCORE**

Score	Condition	Score
≤ 2	Accident*	3
No ore	4, 5, 6	4 ore
←	←	←

\* Lose one transport

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

RESUL<sup>T</sup>

**INTERSPACE**

**TERRAIN EFFECTS**

**Black Hole**: Roll 1 die for each movement point. Result 1 die for each result 1. A newly discovered planet is uninhabited and may be colonized. Hex area moves result in destruction.

**Blue Star Region**: Replace with an empty space hex and follow the Another Region procedure.

**Unknown**: May be entered only by a scout and units stacked with them.

**Dust Cloud**: None

**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.

**Asteroids**: Transports receive a 4 POU bonus.

**Empty Space**: None

**X** = Move cost