

Core Game

(Sub)types



Electric/Pulsed
Generator
Burst Plasma/Nuclear/Exotic
Reactor
Cooling
Radiator

In Situ Resource Utilisation (ISRU) [B2c]

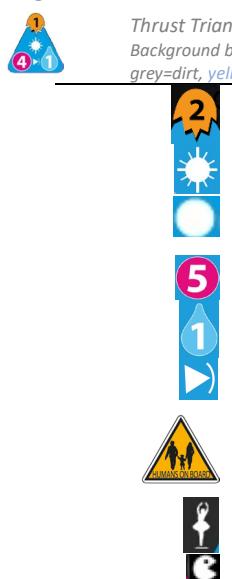


Buggy
Prospecting on surface
Missile
Prospecting on surface
Raygun
Prospecting from orbit – not in atmosphere

Spectral Types [B2f]

C	Carbon
S	Stone
M	Metal
V	Vestoid
D	Dark
H	Helium-3
	Spectral Type
	Spectral Type preview

Triangles



Thrust Triangle [B2d]
Background blue=water, grey=dirt, yellow=isotope

Afterburn
[+ thrust]
Solar-Powered
[B2e]
Reaction-Powered
Base Thrust
Fuel Consumption
Pushable
Human Crew
Prevent/cause felonies & repair glitches
Bonus Pivot
[H4c]
Air-Eater [I5c]



Support Triangle [J5]



Thrust Modifier [J5a]
Solar Thrust Modifier [J5b]
Fuel Consumption Modifier [J5c]

Pieces



Claims
Colonies
Factories
Aqua/Fuel Tank (FT)

HIGH FRONTIER

Iconography v3.0a



Busted Site (translucent)
Outposts 1 & 2
Active Law
Dry Mass chits
Wet Mass chits
Glory
Heroism

Other



Ability/restriction

Felony

Map Symbols



Hohmann intersection
Lagrange intersection
Low Orbit
Lander burn
Half Lander burn
Lagrange burn
FlyBy
(with Bonus Burns)
Radiation Belt
(Belt Roll)
Aerobrake/Crash
(Hazard Roll)
Site Size and Spectral
Type
Push
Powersat
Astrobiology
Submarine
Atmospheric
Hydration
Synodic Comet
Buggy Road

Modules

1 – Terawatt & Futures

STAR WISP FUTURE:
Req = Promoted
Freighter (End
game) at either
neutrino sunlens
(6VP) or EM
sunlens = 11VP.

Pieces



Futures [1D]

Freighters
Isotope / Fuel
Futures
Space Elevator [1B9]

Map Symbols



Space Elevator

2 – Colonization



Promotion Colony [2A3]
Robot [2C2]
Human [2C2]
Politics
On-Board Nuclear Reactor [2C3]
Profession [2C1]

Map Symbols



Bernal Home Orbit

3- Conflict



Unanchor [3E2e]
Glitch [3E2h]
Collateral [3E2i]
Glitch Roll
Destroy [3E2j]
Capture [3E2k]

Pieces
Bribe [3B1]
Dropstone [3D7]
Independence/Loyalist [3B3]
Propaganda
Factory Damage [3E2g]
Red Cross [3E9d]
Prisoner Of War [3D9c]

4- Exodus



Spaceborn [4C]
Ideology Pairs [4Ba]
Top Hat [4B2e]
Hazard ignore [4B2f]
Aerobrake ignore [4B2f]

Pieces



Timepiece [4B2e]
Default [4B2d]
Children [4C5]
Cybernetic Shapes/
Augmentations [4C3]

Domesticated goo
Wardens
Life-support
Hybernation jars
Batteries
Engine
Starship [4D2]
Command Medaillon [4D3]