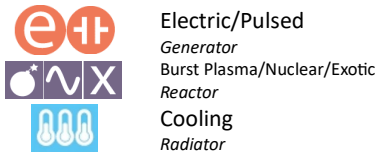


Core Game

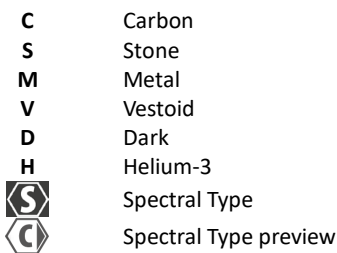
(Sub)types



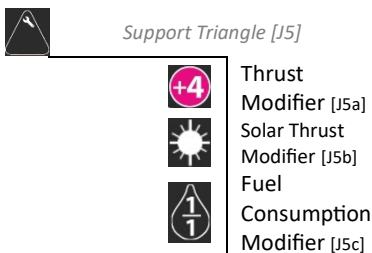
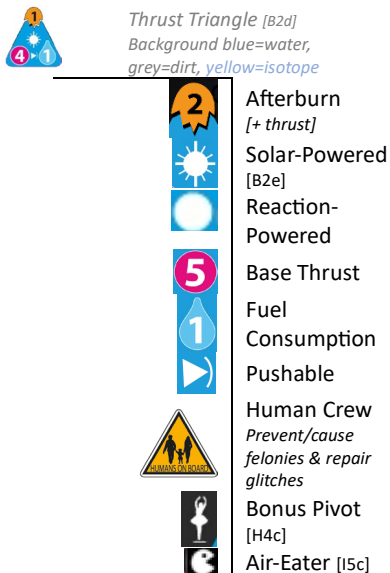
In Situ Resource Utilisation (ISRU) [B2c]



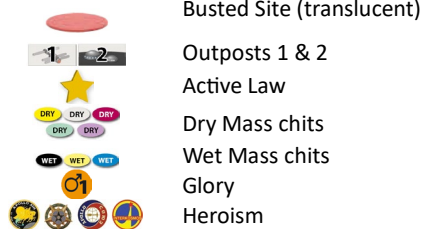
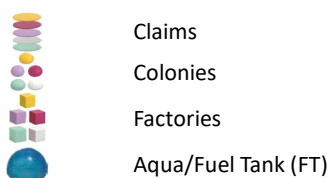
Spectral Types [B2f]



Triangles



Pieces



Other

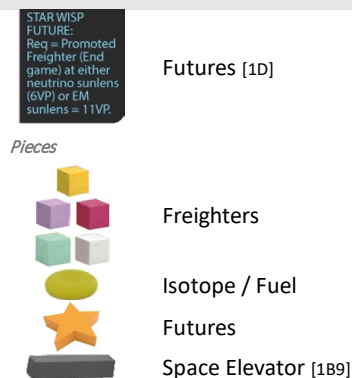


Map Symbols



Modules

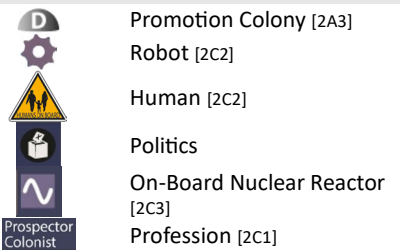
1 – Terawatt & Futures



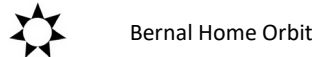
Map Symbols



2 – Colonization



Map Symbols



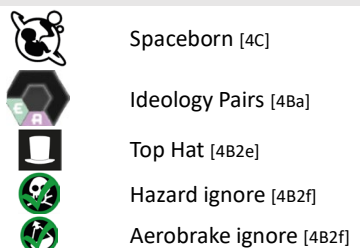
3- Conflict



Pieces



4- Exodus



Pieces

