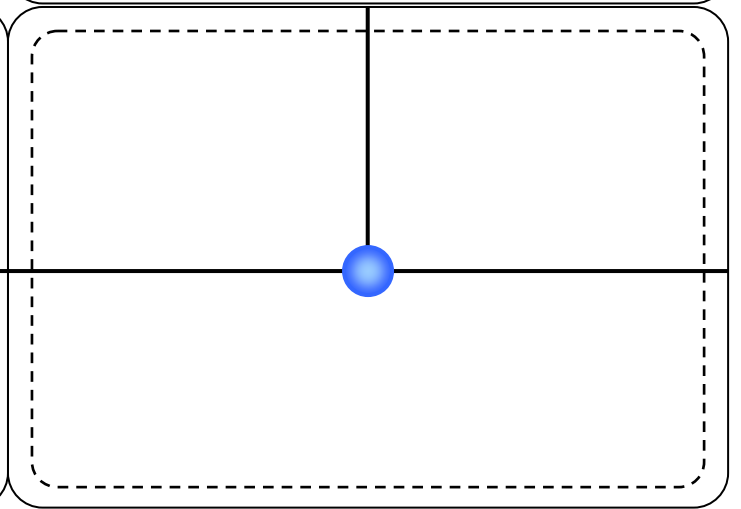
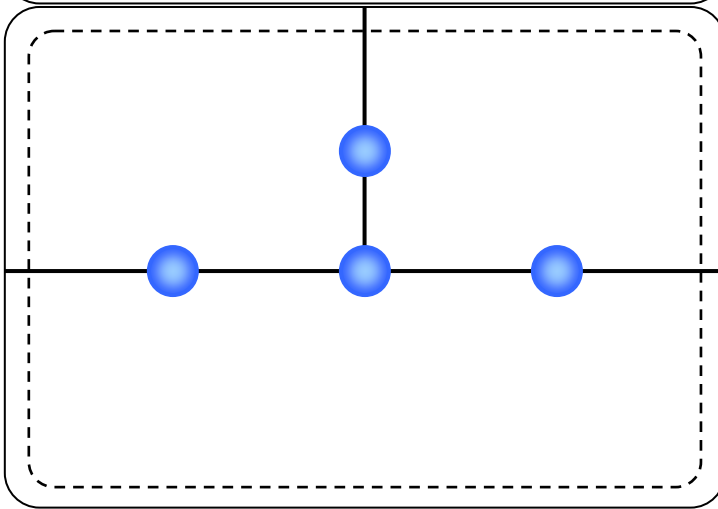


Maat'altekel

Human Homeworld: Earth

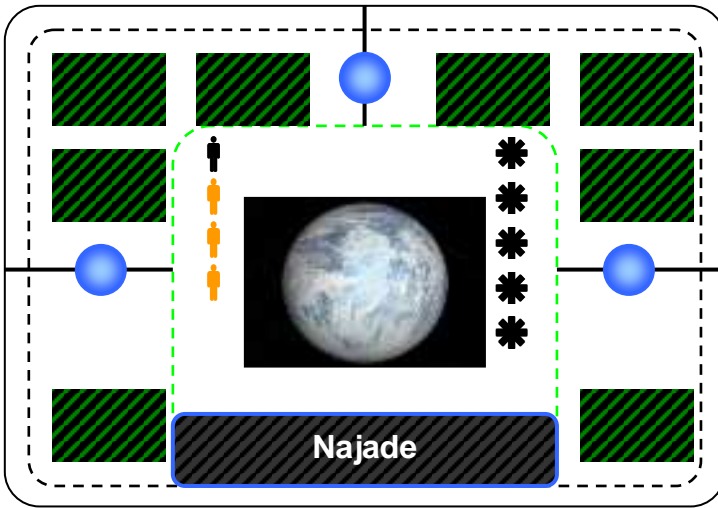


Atrayid Homeworld: Atrayier

Ishtar

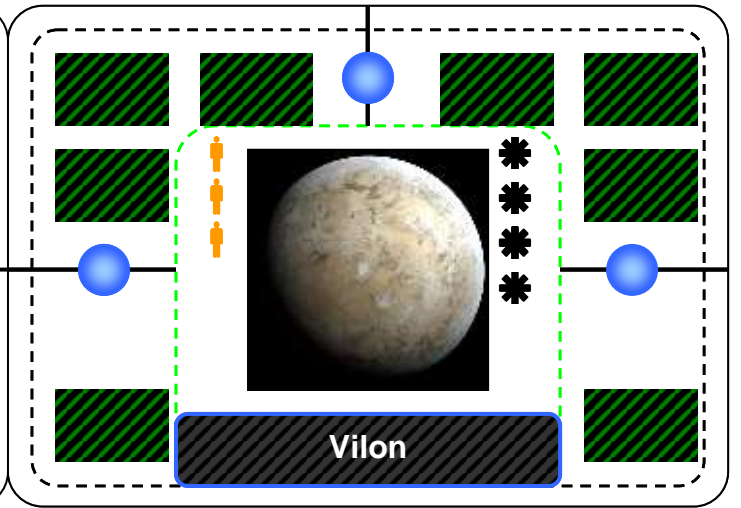
Temal'tek

Sin Tjien



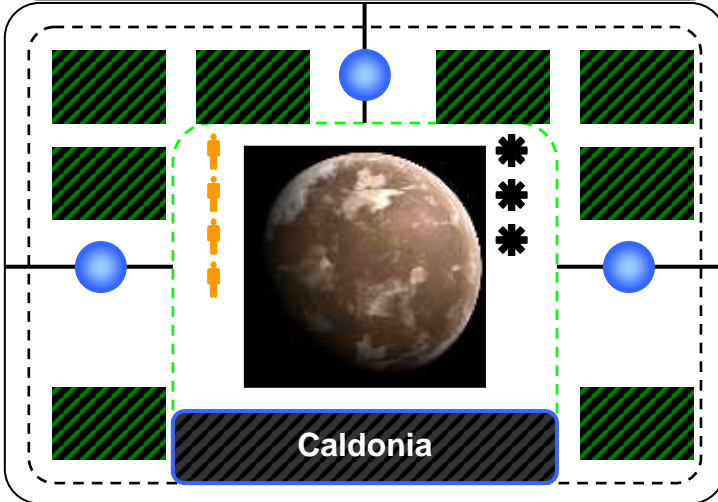
A planet card for 'Najade' featuring a blue and white planet. The card has a dashed green border and a central image of the planet. It includes a vertical line with a blue circle at the top, a vertical line with a blue circle on the left, and a vertical line with a blue circle on the right. There are green hatched rectangular areas in the corners and a vertical stack of five black asterisks on the right side. A vertical stack of three orange human figures is on the left side.

Najade



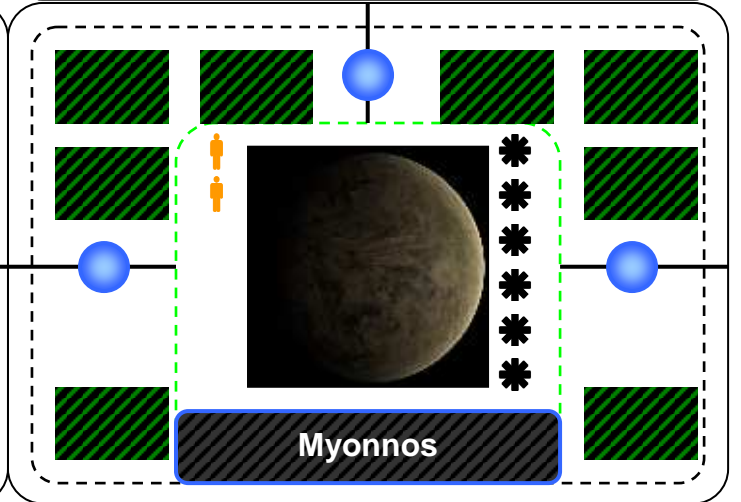
A planet card for 'Vilon' featuring a grey and white planet. The card has a dashed green border and a central image of the planet. It includes a vertical line with a blue circle at the top, a vertical line with a blue circle on the left, and a vertical line with a blue circle on the right. There are green hatched rectangular areas in the corners and a vertical stack of five black asterisks on the right side. A vertical stack of three orange human figures is on the left side.

Vilon



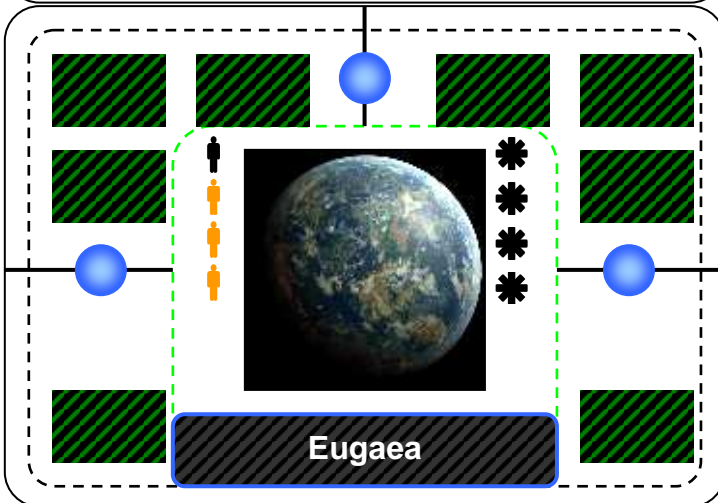
A planet card for 'Caldonia' featuring a reddish-brown planet. The card has a dashed green border and a central image of the planet. It includes a vertical line with a blue circle at the top, a vertical line with a blue circle on the left, and a vertical line with a blue circle on the right. There are green hatched rectangular areas in the corners and a vertical stack of five black asterisks on the right side. A vertical stack of three orange human figures is on the left side.

Caldonia



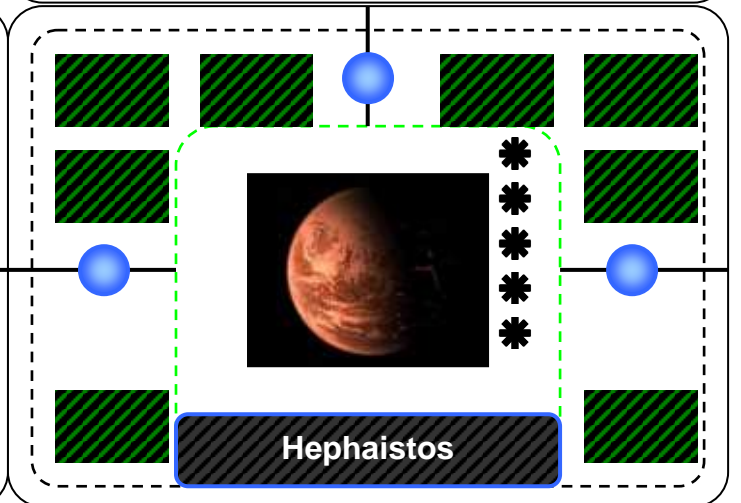
A planet card for 'Myonnos' featuring a dark grey planet. The card has a dashed green border and a central image of the planet. It includes a vertical line with a blue circle at the top, a vertical line with a blue circle on the left, and a vertical line with a blue circle on the right. There are green hatched rectangular areas in the corners and a vertical stack of five black asterisks on the right side. A vertical stack of three orange human figures is on the left side.

Myonnos



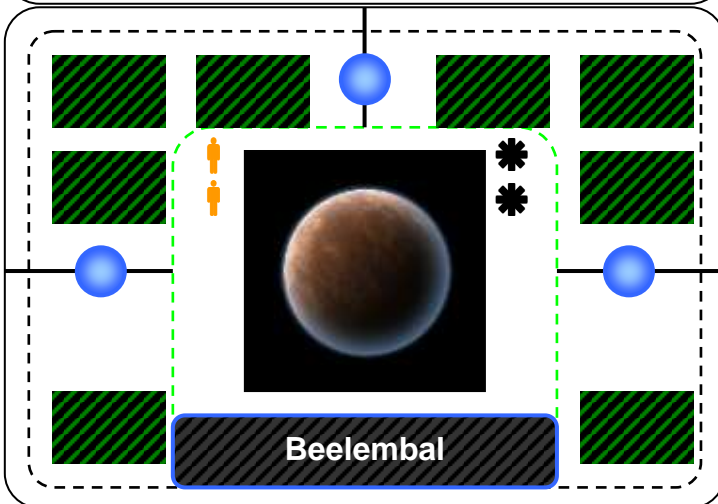
A planet card for 'Eugaea' featuring a blue and green planet. The card has a dashed green border and a central image of the planet. It includes a vertical line with a blue circle at the top, a vertical line with a blue circle on the left, and a vertical line with a blue circle on the right. There are green hatched rectangular areas in the corners and a vertical stack of five black asterisks on the right side. A vertical stack of three orange human figures is on the left side.

Eugaea



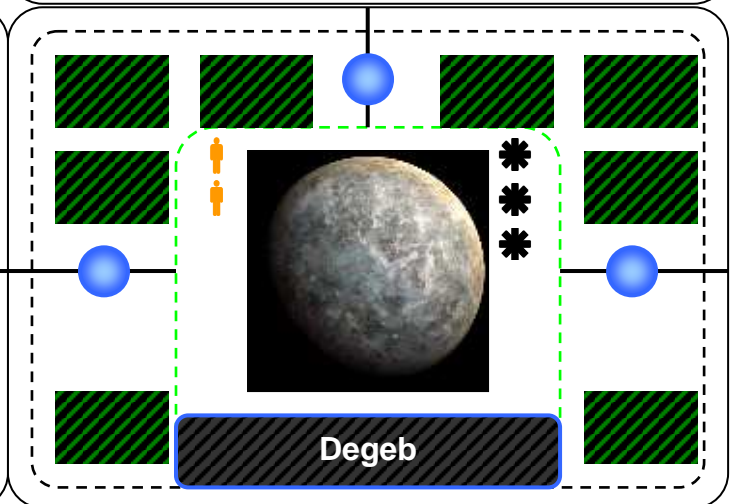
A planet card for 'Hephaistos' featuring a reddish planet. The card has a dashed green border and a central image of the planet. It includes a vertical line with a blue circle at the top, a vertical line with a blue circle on the left, and a vertical line with a blue circle on the right. There are green hatched rectangular areas in the corners and a vertical stack of five black asterisks on the right side. A vertical stack of three orange human figures is on the left side.

Hephaistos



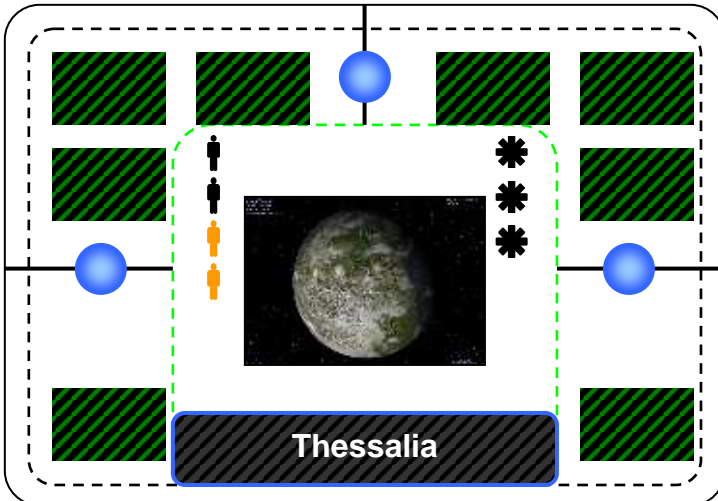
A planet card for 'Belembal' featuring a reddish planet. The card has a dashed green border and a central image of the planet. It includes a vertical line with a blue circle at the top, a vertical line with a blue circle on the left, and a vertical line with a blue circle on the right. There are green hatched rectangular areas in the corners and a vertical stack of three black asterisks on the right side. A vertical stack of three orange human figures is on the left side.

Belembal



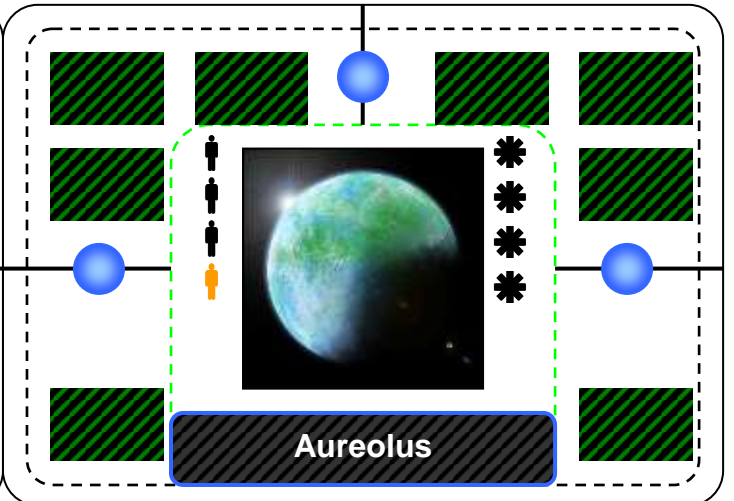
A planet card for 'Degeb' featuring a grey and white planet. The card has a dashed green border and a central image of the planet. It includes a vertical line with a blue circle at the top, a vertical line with a blue circle on the left, and a vertical line with a blue circle on the right. There are green hatched rectangular areas in the corners and a vertical stack of three black asterisks on the right side. A vertical stack of three orange human figures is on the left side.

Degeb



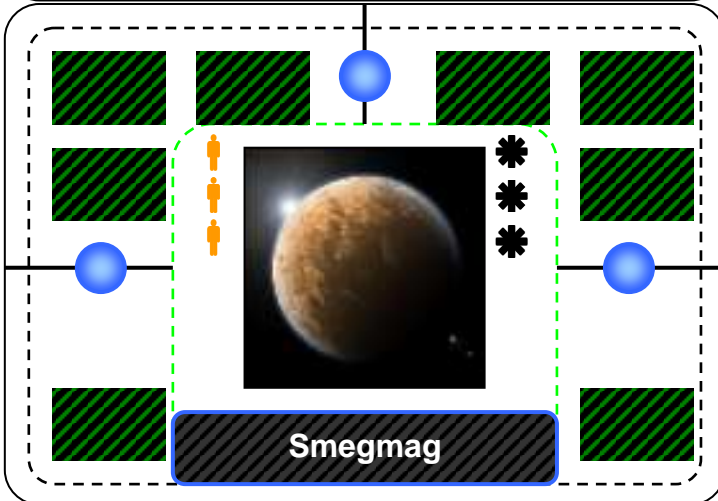
Thessalia

A planet card for Thessalia. It features a central image of a grey, cratered moon. The card is decorated with green hatched rectangles, blue circles, and black asterisks. A dashed green line outlines the central area. On the left, there are two black human figures and two orange human figures. On the right, there are three black asterisks.



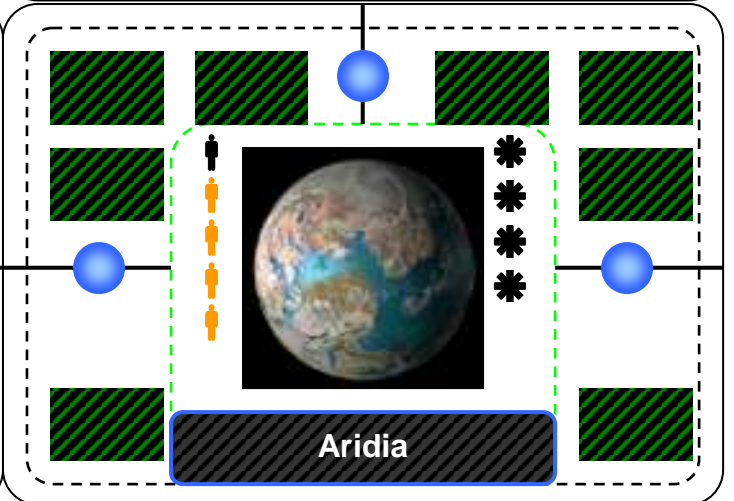
Aureolus

A planet card for Aureolus. It features a central image of a blue and green Earth. The card is decorated with green hatched rectangles, blue circles, and black asterisks. A dashed green line outlines the central area. On the left, there are two black human figures and one orange human figure. On the right, there are four black asterisks.



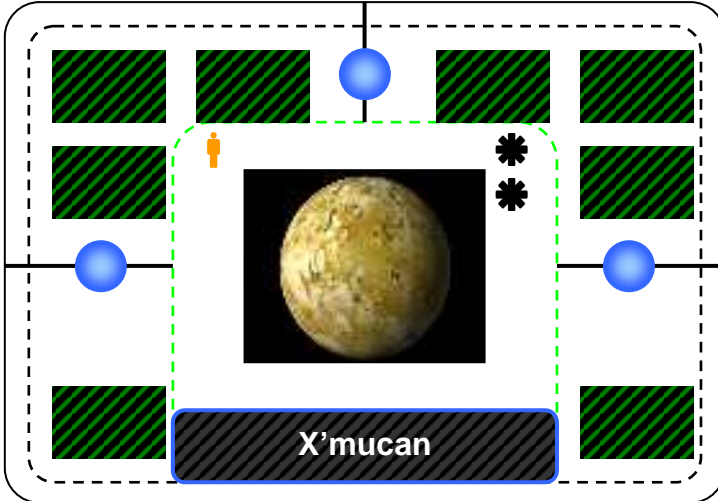
Smegmag

A planet card for Smegmag. It features a central image of a reddish-orange planet. The card is decorated with green hatched rectangles, blue circles, and black asterisks. A dashed green line outlines the central area. On the left, there are two orange human figures. On the right, there are three black asterisks.



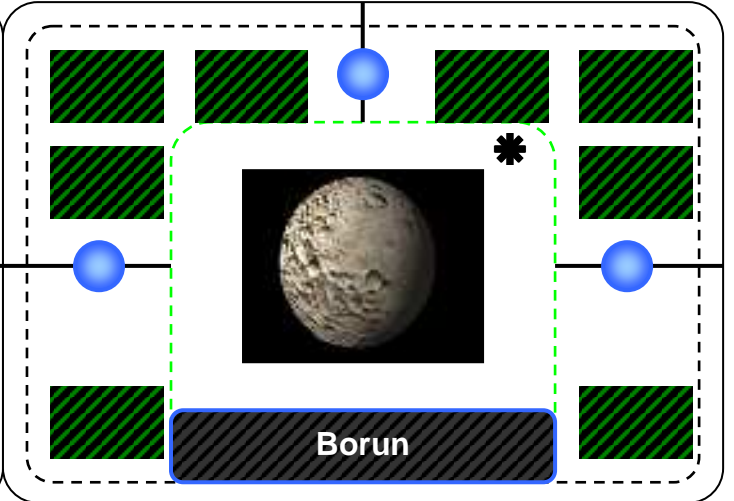
Aridia

A planet card for Aridia. It features a central image of a blue and white Earth. The card is decorated with green hatched rectangles, blue circles, and black asterisks. A dashed green line outlines the central area. On the left, there are two black human figures and two orange human figures. On the right, there are four black asterisks.



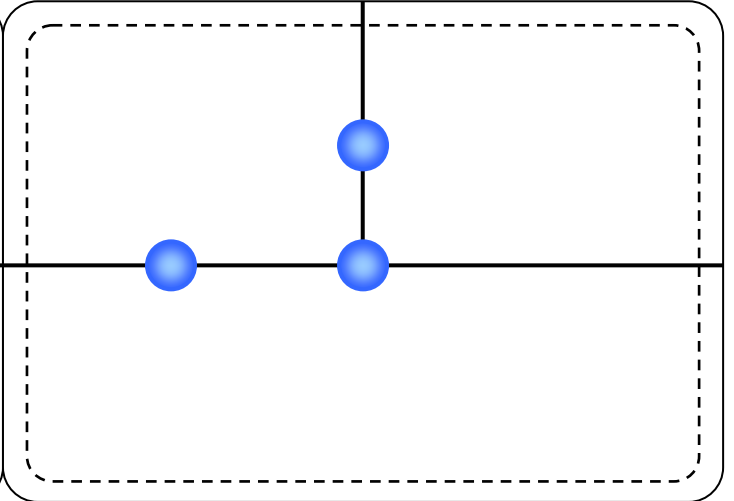
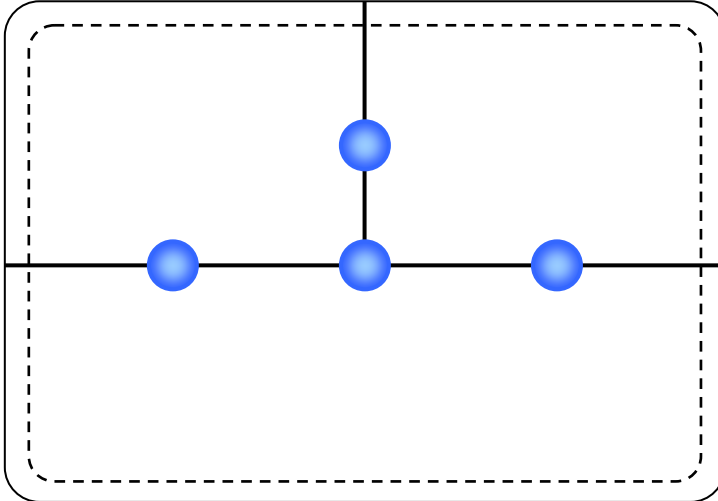
X'mucan

A planet card for X'mucan. It features a central image of a yellowish planet. The card is decorated with green hatched rectangles, blue circles, and black asterisks. A dashed green line outlines the central area. On the left, there is one orange human figure. On the right, there are two black asterisks.




Borun

A planet card for Borun. It features a central image of a grey, cratered moon. The card is decorated with green hatched rectangles, blue circles, and black asterisks. A dashed green line outlines the central area. On the right, there is one black asterisk.




Industrial Complex

 + 1 Production


Planetary Structure **2**

Industrial Complex

 + 1 Production


Planetary Structure **2**

Industrial Complex

 + 1 Production


Planetary Structure **2**

Industrial Complex

 + 1 Production


Planetary Structure **2**

Industrial Complex

 + 1 Production


Planetary Structure **2**

Industrial Complex

 + 1 Production


Planetary Structure **2**

Industrial Complex

 + 1 Production


Planetary Structure **2**

Industrial Complex

 + 1 Production


Planetary Structure **2**

Industrial Complex

 + 1 Production

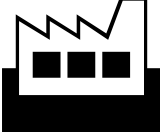
Planetary Structure **2**

Industrial Complex

 + 1 Production


Planetary Structure **2**

Industrial Complex

 + 1 Production

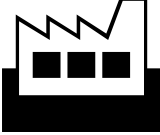
Planetary Structure **2**

Industrial Complex

 + 1 Production


Planetary Structure **2**

Industrial Complex

 + 1 Production


Planetary Structure **2**

Industrial Complex

 + 1 Production


Planetary Structure **2**

Industrial Complex

 + 1 Production


Planetary Structure **2**

Industrial Complex

 + 1 Production


Planetary Structure **2**

Industrial Complex

 + 1 Production


Planetary Structure **2**

Industrial Complex

 + 1 Production


Planetary Structure **2**

Industrial Complex

 + 1 Production


Planetary Structure **2**

Industrial Complex

 + 1 Production


Planetary Structure **2**

Agro-District

 + 1 Population


Planetary Structure **2**

Agro-District

 + 1 Population


Planetary Structure **2**

Agro-District

 + 1 Population

Planetary Structure **2**

Agro-District

 + 1 Population

Planetary Structure **2**

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Barracks



+ 2 on DEF-throw when Planet is invaded.

Planetary Structure

4

Barracks



+ 2 on DEF-throw when Planet is invaded.

Planetary Structure

4

Barracks



+ 2 on DEF-throw when Planet is invaded.

Planetary Structure

4

Barracks



+ 2 on DEF-throw when Planet is invaded.

Planetary Structure

4

Barracks



+ 2 on DEF-throw when Planet is invaded.

Planetary Structure

4

Barracks



+ 2 on DEF-throw when Planet is invaded.

Planetary Structure

4

Barracks



+ 2 on DEF-throw when Planet is invaded.

Planetary Structure

4

Barracks



+ 2 on DEF-throw when Planet is invaded.

Planetary Structure

4

Barracks



+ 2 on DEF-throw when Planet is invaded.

Planetary Structure

4

Barracks



+ 2 on DEF-throw when Planet is invaded.

Planetary Structure

4

Rocket Silo



Attack 1 target per turn in orbit around this planet with 1D6.

Planetary Structure

3

Rocket Silo



Attack 1 target per turn in orbit around this planet with 1D6.

Planetary Structure

3

Rocket Silo

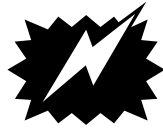


Attack 1 target per turn in orbit around this planet with 1D6.

Planetary Structure

3

Rocket Silo



Attack 1 target per turn in orbit around this planet with 1D6.

Planetary Structure

3

Rocket Silo



Attack 1 target per turn in orbit around this planet with 1D6.

Planetary Structure

3

Rocket Silo



Attack 1 target per turn in orbit around this planet with 1D6.

Planetary Structure

3

Rocket Silo



Attack 1 target per turn in orbit around this planet with 1D6.

Planetary Structure

3

Rocket Silo



Attack 1 target per turn in orbit around this planet with 1D6.

Planetary Structure

3

Rocket Silo



Attack 1 target per turn in orbit around this planet with 1D6.

Planetary Structure

3

Rocket Silo



Attack 1 target per turn in orbit around this planet with 1D6.

Planetary Structure

3

Ion Cannon



Once per turn chose a ship in orbit around this planet. Throw a die. On 4 – 6 the ship may neither move, attack nor defend until the beginning of your next turn.

Planetary Structure

5

Ion Cannon



Once per turn chose a ship in orbit around this planet. Throw a die. On 4 – 6 the ship may neither move, attack nor defend until the beginning of your next turn.

Planetary Structure

5

Ion Cannon



Once per turn chose a ship in orbit around this planet. Throw a die. On 4 – 6 the ship may neither move, attack nor defend until the beginning of your next turn.

Planetary Structure

5

Ion Cannon



Once per turn chose a ship in orbit around this planet. Throw a die. On 4 – 6 the ship may neither move, attack nor defend until the beginning of your next turn.

Planetary Structure

5

Ion Cannon



Once per turn chose a ship in orbit around this planet. Throw a die. On 4 – 6 the ship may neither move, attack nor defend until the beginning of your next turn.

Planetary Structure

5

Ion Cannon



Once per turn chose a ship in orbit around this planet. Throw a die. On 4 – 6 the ship may neither move, attack nor defend until the beginning of your next turn.

Planetary Structure

5

Orbital Structure

4



Here you may build Ships.

DEF: 6

Orbital Shipyard

Orbital Structure

4




Here you may build Ships.

DEF: 6


Orbital Shipyard

Orbital Structure **4**

 Here you may build Ships.


DEF: 6 **Orbital Shipyard**

Orbital Structure **4**

 Here you may build Ships.


DEF: 6 **Orbital Shipyard**

Orbital Structure **4**

 Here you may build Ships.


DEF: 6 **Orbital Shipyard**

Orbital Structure **4**

 Here you may build Ships.


DEF: 6 **Orbital Shipyard**

Orbital Structure **3**

 Planet may not be invaded.


DEF: 6 **Orbital Shield**

Orbital Structure **3**

 Planet may not be invaded.


DEF: 6 **Orbital Shield**

Orbital Structure **3**

 Planet may not be invaded.


DEF: 6 **Orbital Shield**

Orbital Structure **3**

 Planet may not be invaded.


DEF: 6 **Orbital Shield**

Orbital Structure **3**

 Planet may not be invaded.


DEF: 6 **Orbital Shield**

Orbital Structure **3**

 Planet may not be invaded.


DEF: 6 **Orbital Shield**

Orbital Structure **3**

 Planet may not be invaded.


DEF: 6 **Orbital Shield**

Orbital Structure **3**

 Planet may not be invaded.


DEF: 6 **Orbital Shield**

Orbital Structure **6**

 Planet may not be invaded.


DEF: 9 **Orbital Megashield**

Orbital Structure **6**

 Planet may not be invaded.


DEF: 9 **Orbital Megashield**

Orbital Structure **6**

 Planet may not be invaded.

DEF: 6 **Orbital Shield**

Orbital Structure **6**

 Planet may not be invaded.

DEF: 6 **Orbital Shield**

Orbital Structure

6



Planet may not be invaded.

DEF: 9

Orbital Megashield

Orbital Structure

6



Planet may not be invaded.

DEF: 9

Orbital Megashield

Orbital Structure

6



Planet may not be invaded.

DEF: 9

Orbital Megashield

Orbital Structure

6



Planet may not be invaded.

DEF: 9

Orbital Megashield

Orbital Structure

4



Once per turn you may launch a 1D6 +1 attack on a ship in orbit around this planet.

DEF: 5

Orbital Rocket Silo

Orbital Structure

4



Once per turn you may launch a 1D6 +1 attack on a ship in orbit around this planet.

DEF: 5

Orbital Rocket Silo

Orbital Structure

4



Once per turn you may launch a 1D6 +1 attack on a ship in orbit around this planet.

DEF: 5

Orbital Rocket Silo

Orbital Structure

4



Once per turn you may launch a 1D6 +1 attack on a ship in orbit around this planet.

DEF: 5

Orbital Rocket Silo

Orbital Structure



Once per turn you may launch a 1D6 +1 attack on a ship in orbit around this planet.

DEF: 5

Orbital Rocket Silo

Orbital Structure



Once per turn you may launch a 1D6 +1 attack on a ship in orbit around this planet.

DEF: 5

Orbital Rocket Silo

Orbital Structure

4



Once per turn you may launch a 1D6 +1 attack on a ship in orbit around this planet.

DEF: 5

Orbital Rocket Silo

Orbital Structure

4



Once per turn you may launch a 1D6 +1 attack on a ship in orbit around this planet.

DEF: 5

Orbital Rocket Silo

Orbital Structure

4



Once per turn you may launch a 1D6 +1 attack on a ship in orbit around this planet.

DEF: 5

Orbital Rocket Silo

Orbital Structure

4



Once per turn you may launch a 1D6 +1 attack on a ship in orbit around this planet.

DEF: 5

Orbital Rocket Silo

Orbital Structure

7



Once per turn you may launch a 1D6 +2 attack on a ship in orbit around this planet or in a distance of 2.

DEF: 6

Orbital Long Range Laser

Orbital Structure

7



Once per turn you may launch a 1D6 +2 attack on a ship in orbit around this planet or in a distance of 2.

DEF: 6

Orbital Long Range Laser

Orbital Structure

7



Once per turn you may launch a 1D6 +2 attack on a ship in orbit around this planet or in a distance of 2.

DEF: 6

Orbital Long Range Laser

Orbital Structure

7



Once per turn you may launch a 1D6 +2 attack on a ship in orbit around this planet or in a distance of 2.

DEF: 6

Orbital Long Range Laser

Orbital Structure

7



Once per turn you may launch a 1D6 +2 attack on a ship in orbit around this planet or in a distance of 2.

DEF: 6

Orbital Long Range Laser

Orbital Structure

7



Once per turn you may launch a 1D6 +2 attack on a ship in orbit around this planet or in a distance of 2.

DEF: 6

Orbital Long Range Laser

Orbital Structure

8



Ships may jump between Planets with Spacegates you control. Jumping costs 1 Movement.

DEF: 7

Spacegate

Orbital Structure

8



Ships may jump between Planets with Spacegates you control. Jumping costs 1 Movement.

DEF: 7

Spacegate

Orbital Structure

8



Ships may jump between Planets with Spacegates you control. Jumping costs 1 Movement.

DEF: 7

Spacegate

Orbital Structure

8




Ships may jump between Planets with Spacegates you control. Jumping costs 1 Movement.

DEF: 7


Spacegate

Orbital Structure 8

 Ships may jump between Planets with Spacegates you control. Jumping costs 1 Movement.

DEF: 7 **Spacegate**

Orbital Structure 8


 Ships may jump between Planets with Spacegates you control. Jumping costs 1 Movement.

DEF: 7 **Spacegate**

Offensive Technology 3

↓

Pulse Weapons



Your Ships get +1 ATK.


Offensive Technology 5

↓

Pulse Weapons

↓

Adv. Laser Technology




You may now build Orbital Long Range Laser.

Offensive Technology 3

↓

Pulse Weapons



Your Ships get +1 ATK.


Offensive Technology 5

↓

Pulse Weapons

↓

Adv. Laser Technology



You may now build Orbital Long Range Laser.

Offensive Technology 7

↓


Pulse Weapons

↓

Adv. Laser Technology

↓

Plasma Weapons



Your Ships get +2 ATK.

1 Victory Point

Offensive Technology 7

↓


Pulse Weapons

↓

Adv. Laser Technology

↓

Plasma Weapons




Your Ships get +2 ATK.

1 Victory Point

Defensive Technology

↓

Titanium Hull




3

Your Ships and Orbital Structures get +1 DEF.

Defensive Technology

↓

Titanium Hull



3

Your Ships and Orbital Structures get +1 DEF.


Defensive Technology

↓

Titanium Hull

↓

Adv. Shield Technology



5

Orbital Mega-Shield becomes available.


Defensive Technology

↓

Titanium Hull

↓

Adv. Shield Technology



5

Orbital Mega-Shield becomes available.

Defensive Technology

↓


Titanium Hull

↓

Adv. Shield Technology

↓

Ion Technology



7

Ion Cannon becomes available.

1 Victory Point

Defensive Technology

↓


Titanium Hull

↓

Adv. Shield Technology

↓

Ion Technology



7


Ion Cannon becomes available.

1 Victory Point

Environmental Technology

↓

Environmental Engineering




3

Each of your Planets may have 1 additional Planetary Structure.

Environmental Technology

↓

Environmental Engineering



3

Each of your Planets may have 1 additional Planetary Structure.


Environmental Technology

↓

Environmental Engineering

↓

Hydroponic Farming



5

Each of your Agro-Districts sustains 1 additional Population.


Environmental Technology

↓

Environmental Engineering

↓

Hydroponic Farming



5

Each of your Agro-Districts sustains 1 additional Population.

Environmental Technology

↓


Environmental Engineering

↓

Hydroponic Farming

↓

Terraforming



7

Each Planet may have 2 additional Population.

1 Victory Point

Environmental Technology

↓


Environmental Engineering

↓

Hydroponic Farming

↓

Terraforming



7


Each Planet may have 2 additional Population.

1 Victory Point

Propulsion Technology

↓

Ion Drive




3

Your ships get +1 Movement.

Propulsion Technology

↓

Ion Drive



3

Your ships get +1 Movement.


Propulsion Technology

↓

Ion Drive

↓

Hyper Drive



5

Your ships get +2 Movement.


Propulsion Technology

↓

Ion Drive

↓

Hyper Drive



5

Your ships get +2 Movement.

Propulsion Technology

↓


Ion Drive

↓

Hyper Drive

↓

Wormhole Technology



7

Spacegate becomes available.

1 Victory Point

Propulsion Technology

↓


Ion Drive

↓

Hyper Drive

↓

Wormhole Technology



7


Spacegate becomes available.

1 Victory Point

Industrial Technology

↓

Rationalisation




3

Your Industrial Complexes have +1 Production.

Industrial Technology

↓

Rationalisation



3

Your Industrial Complexes have +1 Production.


Industrial Technology

↓

Rationalisation

↓

Automatisation



5

Your Industrial Complexes do not need Population to operate.


Industrial Technology

↓

Rationalisation

↓

Automatisation



5

Your Industrial Complexes do not need Population to operate.

Industrial Technology

↓


Rationalisation

↓

Automatisation

↓

Nano Technology



7

Your Industrial Complexes get +2 Production.

1 Victory Point

Industrial Technology

↓


Rationalisation

↓

Automatisation

↓

Nano Technology




7

Your Industrial Complexes get +2 Production.

1 Victory Point

Prestige Projects

Holo Technology




3

1 Victory Point

Prestige Projects

Holo Technology




3

1 Victory Point

Prestige Projects

Holo Technology

Cold Fusion




5

1 Victory Points

Prestige Projects

Holo Technology

Cold Fusion



5


1 Victory Points

Prestige Projects

Holo Technology

Cold Fusion

Dyson Sphere



7


1 Victory Points

Prestige Projects

Holo Technology

Cold Fusion


Dyson Sphere



7

1 Victory Points

Industrial Complex

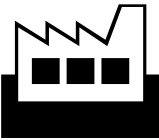


+ 1 Production

Planetary Structure

2

Industrial Complex



+ 1 Production

Planetary Structure

2

