

Maat'altekel

Human Homeworld: Earth

Atrayid Homeworld: Atrayier

Ishtar

Temal'tek

Sin Tjien

Najade

Vilon

Caldonia

Myonnos

Eugaea

Hephaistos

Beelembal

Degeb

Thessalia

The diagram shows a central planet with a grey, cratered surface. To its left is a blue sphere representing a star. To its right is a smaller blue sphere representing a moon. A dashed green line encloses the planet and moon. On the left side of the dashed line, there are two black human figures and two orange human figures. On the right side, there are three black star symbols. The entire diagram is set within a grid of green hatched squares and blue spheres.

Aureolus

The diagram shows a central planet with a blue and green surface, representing Earth. To its left is a blue sphere representing a star. To its right is a smaller blue sphere representing a moon. A dashed green line encloses the planet. On the left side of the dashed line, there are two black human figures and one orange human figure. On the right side, there are four black star symbols. The entire diagram is set within a grid of green hatched squares and blue spheres.

Magsmeg

The diagram shows a central planet with a reddish-brown surface. To its left is a blue sphere representing a star. To its right is a smaller blue sphere representing a moon. A dashed green line encloses the planet. On the left side of the dashed line, there are two orange human figures. On the right side, there are three black star symbols. The entire diagram is set within a grid of green hatched squares and blue spheres.

Aridia

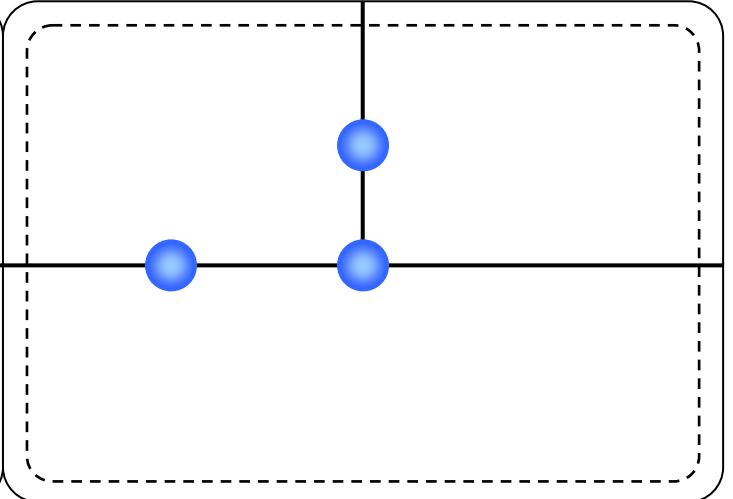
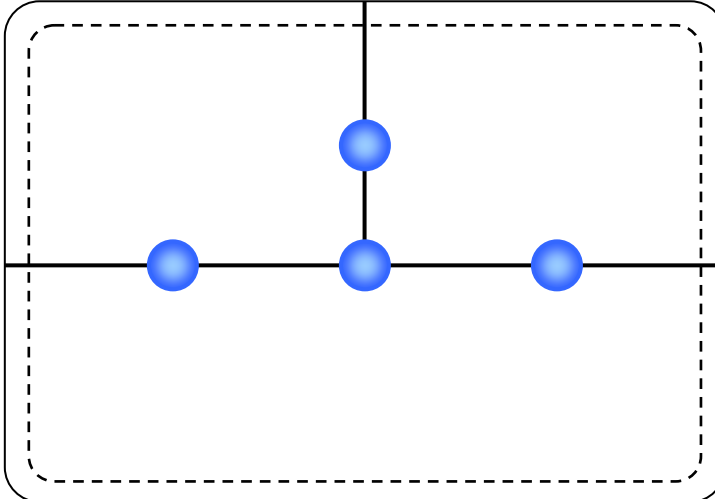
The diagram shows a central planet with a blue and white surface, representing Earth. To its left is a blue sphere representing a star. To its right is a smaller blue sphere representing a moon. A dashed green line encloses the planet. On the left side of the dashed line, there are two black human figures and two orange human figures. On the right side, there are four black star symbols. The entire diagram is set within a grid of green hatched squares and blue spheres.

X'mucan


The diagram shows a central planet with a yellowish surface. To its left is a blue sphere representing a star. To its right is a smaller blue sphere representing a moon. A dashed green line encloses the planet. On the left side of the dashed line, there is one orange human figure. On the right side, there are two black star symbols. The entire diagram is set within a grid of green hatched squares and blue spheres.

Borun

The diagram shows a central planet with a grey, cratered surface. To its left is a blue sphere representing a star. To its right is a smaller blue sphere representing a moon. A dashed green line encloses the planet. On the right side of the dashed line, there is one black star symbol. The entire diagram is set within a grid of green hatched squares and blue spheres.




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

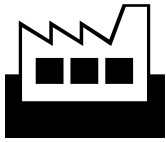


+ 1 Production

Planetary Structure

2

Industrial Complex



+ 1 Production

Planetary Structure

2

Industrial Complex

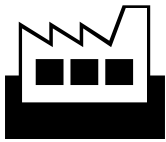


+ 1 Production

Planetary Structure

2

Industrial Complex

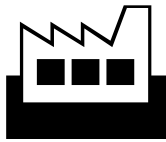


+ 1 Production

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

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Research Campus



+ 1 Research

Planetary Structure

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Research Campus



+ 1 Research

Planetary Structure

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Research Campus



+ 1 Research

Planetary Structure

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Research Campus



+ 1 Research

Planetary Structure

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Research Campus



+ 1 Research

Planetary Structure

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Research Campus



+ 1 Research

Planetary Structure

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Research Campus



+ 1 Research

Planetary Structure

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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

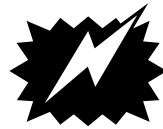


+ 2 on DEF-throw when Planet is invaded.

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

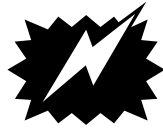


Attack 1 target per turn in orbit around this planet with 1D6.

Planetary Structure

3

Rocket Silo



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

Planetary Structure

3

Rocket Silo

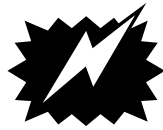


Attack 1 target per turn in orbit around this planet with 1D6.

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

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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

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Ion Cannon



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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



You may build Ships here.

DEF: 6

Orbital Shipyard

Orbital Structure

4




You may build Ships here.

DEF: 6


Orbital Shipyard

Orbital Structure 4

 You may build Ships here.


DEF: 6 **Orbital Shipyard**

Orbital Structure 4

 You may build Ships here.


DEF: 6 **Orbital Shipyard**

Orbital Structure 4

 You may build Ships here.


DEF: 6 **Orbital Shipyard**

Orbital Structure 4

 You may build Ships here.


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 **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: 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

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

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.

There are no more famines.


Environmental Technology

↓

Environmental Engineering

↓

Hydroponic Farming



5

Each of your Agro-Districts sustains 1 additional Population.

There are no more famines.

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.

7

Propulsion Technology

↓


Ion Drive

↓

Hyper Drive

↓

Wormhole Technology



Spacegate becomes available.

1 Victory Point

7

Propulsion Technology

↓


Ion Drive

↓

Hyper Drive

↓

Wormhole Technology



Spacegate becomes available.


1 Victory Point

3

Industrial Technology

↓

Rationalisation




Your Industrial Complexes have +1 Production.

3

Industrial Technology

↓

Rationalisation



Your Industrial Complexes have +1 Production.

5


Industrial Technology

↓

Rationalisation

↓

Automatisation



Your Industrial Complexes do not need Population to operate.

5


Industrial Technology

↓

Rationalisation

↓

Automatisation



Your Industrial Complexes do not need Population to operate.

7

Industrial Technology

↓


Rationalisation

↓

Automatisation

↓

Nano Technology



Your Industrial Complexes get +2 Production.

1 Victory Point

7

Industrial Technology

↓


Rationalisation

↓

Automatisation

↓

Nano Technology




Your Industrial Complexes get +2 Production.

1 Victory Point

Prestige Projects

↓

Holo Technology



3


1 Victory Point

There are no more Global Strikes.

Prestige Projects

↓

Holo Technology



3

1 Victory Point

There are no more Global Strikes.


Prestige Projects

↓

Holo Technology

↓

Cold Fusion



5

1 Victory Point


Prestige Projects

↓

Holo Technology

↓

Cold Fusion



5

1 Victory Point

Prestige Projects

↓


Holo Technology

↓

Cold Fusion

↓

Dyson Sphere



7

1 Victory Point

Prestige Projects

↓


Holo Technology

↓

Cold Fusion

↓


Dyson Sphere



7

1 Victory Point

Industrial Complex

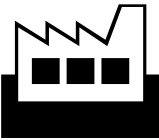


+ 1 Production

Planetary Structure

2

Industrial Complex



+ 1 Production


Planetary Structure

2

Information Technology

↓

Planetary Observatory




3

You may turn Space-Cards face-up on 2 – 6.

Information Technology

↓

Planetary Observatory



3

You may turn Space-Cards face-up on 2 – 6.


Information Technology

↓

Planetary Observatory

↓

Spying Technology



5

You may look at your opponent's Building and Research Projects.


Information Technology

↓

Planetary Observatory

↓

Spying Technology



5

You may look at your opponent's Building and Research Projects.

Information Technology

↓


Planetary Observatory

↓

Spying Technology

↓

Mind Control



7

When you invade a Planet the invasion is successful without having to throw a die.

1 Victory Point

Information Technology

↓


Planetary Observatory

↓

Spying Technology

↓

Mind Control



7

When you invade a Planet the invasion is successful without having to throw a die.

1 Victory Point

