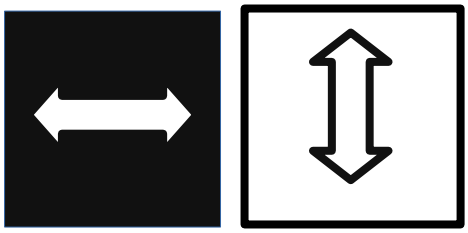
(1,1)					
					(6,6)

Player **Enemy**

[ , ]

Consume **Travel**

Enemy Vessel Movement:



Dist /2 Round Down

C	Cargo Bay	Cu
O_2		Ti
H_2		U

Engine Repairs

Cu	Ti	H_2	H_2	
Cu	Ti	H_2	O_2	
Ti	U	U	U	
Cu	Ti	Ti	Ti	

Debt (Max 6) – Must Pay First

Rocket Fuel (Max 30)

1	2	3	4	5	6	7	8	9	10
20	19	18	17	16	15	14	13	12	11
21	22	23	24	25	26	27	28	29	30

Air (Max 20)

1	2	3	4	5	6	7	8	9	10
20	19	18	17	16	15	14	13	12	11

Food (Max 10)

1	2	3	4	5	6	7	8	9	10

Hull Integrity (Max 10)

1	2	3	4	5	6	7	8	9	10

Power (Max 10)

1	2	3	4	5	6	7	8	9	10

Turn Reference

1. Consume Resources & Travel (Min 1, Diff. Planet)

   Roll B&W. Consume Black: ⚀⚁ = -1 Air, ⚂ = -1 Power, ⚃ = -1 Food
   Travel Max White/2 Round Up., straight ←, ↑, →, or ↓.
   -1 Rocket Fuel per square, -1 extra Fuel if no planet.
   If 3 Squares, -1 Power.
   Stop on Planet (Hostile and Friendly), on Enemy Vessel, before edge.
   Collect Solar Panel Energy: If on any 🌍, +2 Power
2. Scan for Planets (Optional)
   -2 Power = 3x Roll Coordinates → Rolled Undiscovered (Yellow) Planet
3. Move Enemy Vessels
   Black D6/2 Round Down ↔ && White D6/2 Round Down ↕
4. Battle (If player shares space with any enemy vessels)
   Choose Shield power (- X power, for X up to 5),
   Player = Black D6, Enemy = White D6.
   Largest = Victor, Instigator wins ties.
   Loot = 1D6 see table or +2 any Ship Resource if player won
5. Contact Planet. If on Undiscovered (Yellow) 🌍, 1d6:

   ⚀⚁ =Hostile(Red), ⚂⚃⚄⚅ = Friendly(Green)

6a. Spawn an Enemy
   If on Hostile (red) 🌍, Roll Coordinates →Enemy Vessel
6b. Gather or Trade
   If on Friendly (green) 🌍, Choose One:
   - Roll B&W. B + W =

2	3,4	5, 6	7	8, 9	10, 11	12
None	+1 Cu🟧	+2 O2 🟦	+3 C ■, O2🟦, or H2🟨	+2 H2 🟨	+1 Ti □	None

   - Max 3x: -1 any Element → +1 C■, O2🟦, or H2 🟨
   - Max 2x: 1D6 >= ⚂⚃⚄⚅ → -2 any Element = +1 Ti□ or Cu🟧
   - 1D6 >= ⚃⚄⚅ → - 4 any Element +1 U🟩
   - Max 3x: +1 Element (Except U🟩) & +2 Debt🟥
7. Reduce Planet Value, Remove if 1. If remove Friendly (green), Spawn Enemy
8. Maintenance and Repair (Trade Elements for Ship Resources), Choose One:

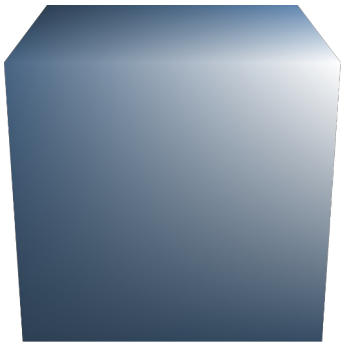
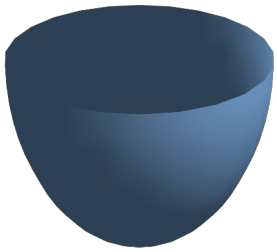
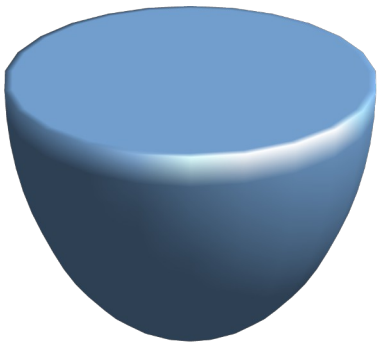
-1 Cu🟧, -1 O2🟦, -1 H2🟨 → +3 Power	-1 O2🟦, -1 H2🟨 → +18 Rocket Fuel	-1 O2🟦 →+12 Air
-1 C■ → +6 Food	Repair Engine Part	-2 Ti □ → +2 Hull

*** Debt must always be paid (1 element = 1 debt) before receiving any Elements ***

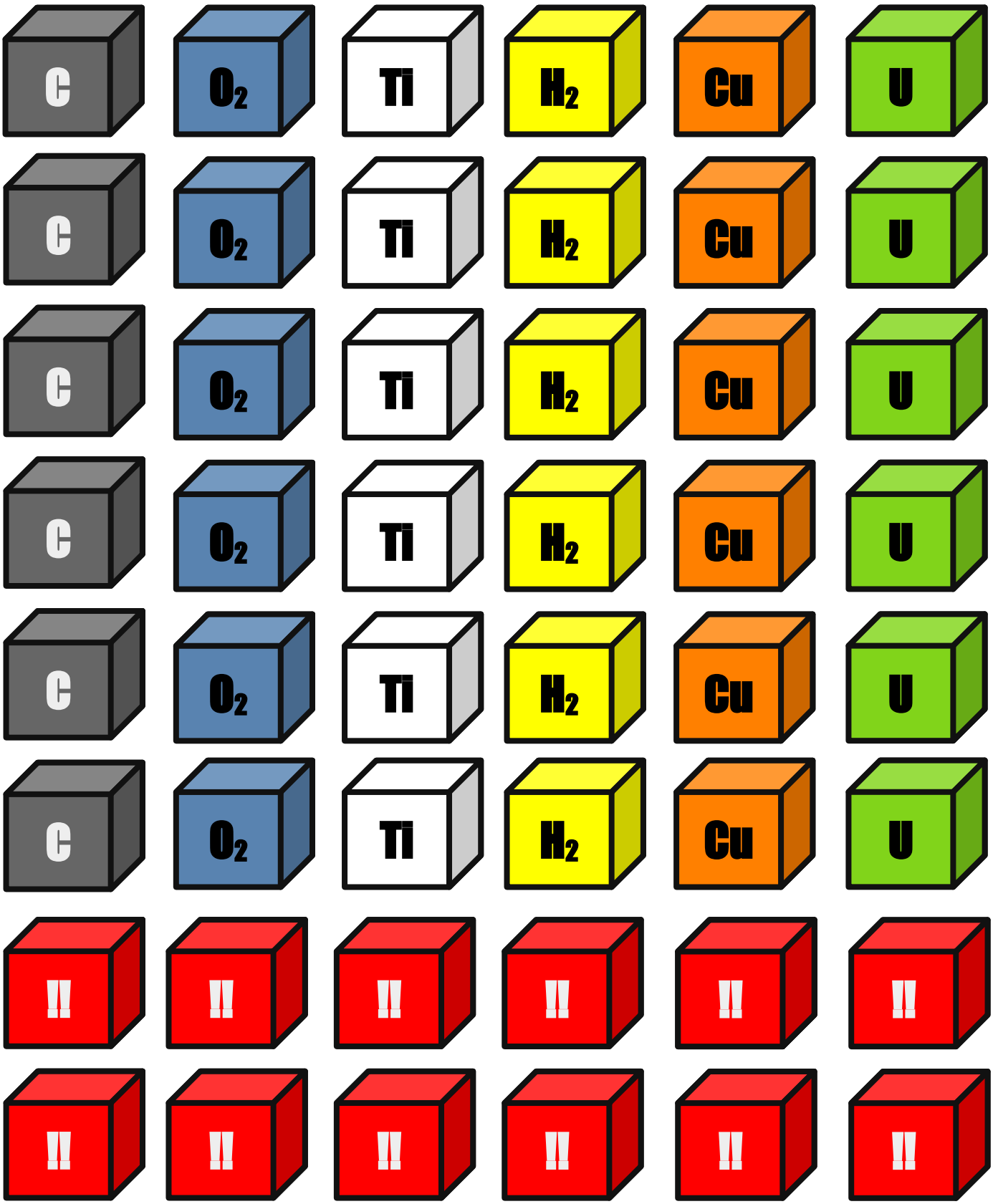
Battle Loot/Bribe

1	C ■ / 2🟥
2	O2 🟦 / 2🟥
3	Ti □ / 2🟥
4	H2 🟨 / 2🟥
5	Cu 🟧 / 2🟥
6	U 🟩 / 4🟥

Engine Repair Status

Part	Cost	Name & Status
	Cu H_2 Ti H_2	Hydrogen Ionizer Repaired: ☐
	Cu O_2 Ti H_2	Exhaust Combustor Repaired: ☐
	U U Ti U	Nuclear Fuel Supply Repaired: ☐
	Cu Ti Ti Ti	Reaction Chamber Repaired: ☐

Resources: Elements & Debt



Player Tokens
(Use Either for Single Player)
(2 extras included per player – only one needed for play)



Enemy Tokens
(Incl. Extras: More than Necessary Here)

