PLANET ASSEMBLY

Before your first game, punch out all the planetary ID tokens and assemble them as depicted below:

**1.** Slide the clear plastic post into a base, then slide a Planetary ID token over the post.

2. Find the planet corresponding to the colors of the planetary ID token and attach it to the top of the post. (Once assembled, these never need to be disassembled)

GAME BOARD ASSEMBLY

Before each game you will need to make sure the board is assembled correctly. The middle and center rings contain different numbers of spaces depending on the number of players. See the setup guide in the core rulebook for which sides you need and then assemble the board as indicated:
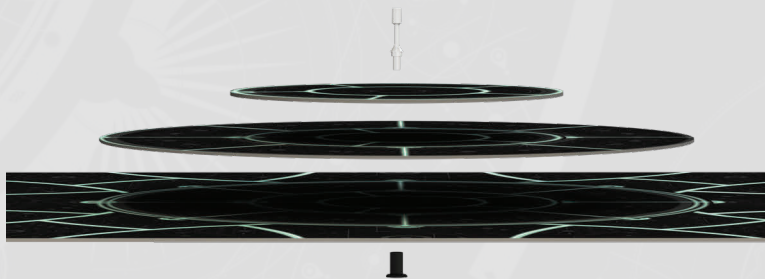
1. The plastic cup should be inserted through the bottom of the main board and then the middle ring and small inner ring should be added on top. Afterward the plastic post containing the center star piece can be inserted.
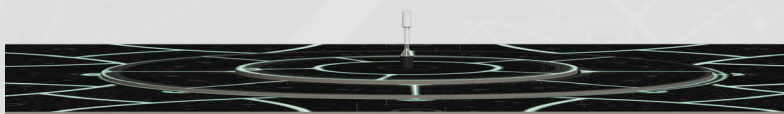
2. The post containing the center star must be separated from the cup between games.

QUICK REFERENCE

RESOURCES

Common resources

Uncommon resources

Rare resources

Light

Note: The first player to collect 20 light wins!

DICE RESULT DISTRIBUTION

Hit and reroll

Hit

Hit

Activate a tech card

Hit and activate a tech card

Miss

EXPLORATION ICONS

You may pick up an action card other than the Refresh card.

Draw one tech card and put it in your hand.

You may immediately build an extractor on this planet.

You may take a trade action, choosing one.

Gain a small ship in this sector.

You may move one of your ships to this sector.

Gain resource(s) of the type shown.

Gain a light.

Research a tech without paying its cost.

COMBAT ICONS

Range - the range a unit can fire. Range 1 can only attack in the same sector. Range 2 can attack in adjacent sectors.

Shields - the amount of damage a unit needs to take to be destroyed.

Attack - the number of dice a unit rolls in combat.

EASILY MISSED RULES

Action cards are resolved in order of the number in the top right corner. With the exception of Command, most can be resolved simultaneously.

Technology cards also activate at action card speed. (e.g. A player who played Research may activate their tech cards before a player who played Mine.)

Combat damage is assigned in player order but resolves simultaneously.

The board rotates when every Refresh card is on the table. At that point players collect light for each ship they have in the center sector and they all pick up their Refresh cards.