

STB

5 = UPGRADE
= +3 ACTIONS

4

3

2

1

VICTORY POINTS

HUMAN PLAYER Spend 1 ⚡ and 1 🏠 to reroll 1 die

21 = 🏠

Rogue Colony Action:

- Rogue hires 1 Pilot (even if at 4 max)
- Rogue takes 2 Exploration Cards from top of deck.
- Rogue takes 1 Exploration Card from top of deck.
- Rogue acquires 1 🏠
- Rogue acquires 1 ⚡

MEDIUM ROGUE GALAXY



STB

5 = UPGRADE
= +3 ACTIONS

4

3

2

1

VICTORY POINTS

HUMAN PLAYER Spend 1 ⚡ and 1 🏠 to reroll 1 die

21 = 🏠

Rogue Colony Action:

- Rogue steals 1 Pilot (your choice, even if at 4 max)
- Rogue steals 1 Exploration Card (your choice)
- Rogue steals 1 resource of your choice.
- Rogue acquires 1 🏠
- Rogue acquires 1 ⚡

HARD ROGUE GALAXY

STB

5 = UPGRADE
= +3 ACTIONS

4

3

2

1

VICTORY POINTS

HUMAN PLAYER Spend 1 ⚡ and 1 🏠 to reroll 1 die

21 = 🏠

Rogue Colony Action:

- Rogue steals 1 Exploration Card (your choice)
- Regress one of your ships -1
- Rogue takes 1 Exploration Card from top of deck.
- Rogue steals 1 🏠
- You lose 1 ⚡

EASY ROGUE GALAXY

STB

4 = UPGRADE
= +3 ACTIONS

3

2

1

VICTORY POINTS

HUMAN PLAYER Spend 1 ⚡ and 1 🏠 to reroll 1 die

21 = 🏠

Rogue Colony Action:

- Rogue advances all its ships +1
- Rogue regresses 2 of your ships -1 (your choice)
- All of your "normal ships" regress -1
- Rogue acquires 1 ⚡ and 1 🏠
- Rogue steals 1 🏠

EPIC ROGUE GALAXY

STB

6 = UPGRADE
= +3 ACTIONS

5

4

3

2

1

VICTORY POINTS

HUMAN PLAYER Spend 1 ⚡ and 1 🏠 to reroll 1 die

21 = 🏠

Rogue Colony Action:

- Rogue takes 2 Exploration Cards from top of deck.
- Rogue takes 1 Exploration Card from top of deck.
- Rogue acquires 2 ⚡
- Rogue steals 1 ⚡
- You lose 1 ⚡

BEGINNER ROGUE GALAXY



The image displays a 4x2 grid of game cards for the board game 'Star Wars: The Card Game'. The cards are arranged in four rows and two columns. The columns are labeled 'AURORA' and 'NEXUS' at the top. The rows are labeled 'AMBITION' and 'INTREPID' on the left. Each card features a central illustration of a Star Wars ship or character, surrounded by a grid of icons and text. The cards are:

- Row 1:** Aurora (Hire any Pilot), Nexus (Hire any Pilot).
- Row 2:** Ambition (Hire any Pilot), Intrepid (Hire any Pilot).
- Row 3:** Aurora (Hire any Pilot), Nexus (Hire any Pilot).
- Row 4:** Ambition (Hire any Pilot), Intrepid (Hire any Pilot).

Each card has a central illustration of a Star Wars ship or character, surrounded by a grid of icons and text. The cards are arranged in a 4x2 grid, with the columns labeled 'AURORA' and 'NEXUS' at the top, and the rows labeled 'AMBITION' and 'INTREPID' on the left. The cards are:

- Aurora:** Features a central illustration of a Star Wars ship, surrounded by a grid of icons and text. The text 'Hire any Pilot' is visible.
- Nexus:** Features a central illustration of a Star Wars ship, surrounded by a grid of icons and text. The text 'Hire any Pilot' is visible.
- Ambition:** Features a central illustration of a Star Wars ship, surrounded by a grid of icons and text. The text 'Hire any Pilot' is visible.
- Intrepid:** Features a central illustration of a Star Wars ship, surrounded by a grid of icons and text. The text 'Hire any Pilot' is visible.



SPACE ICE

Acquire 1 ⚡

⚡ ⚡ ⚡

ALIEN TRANSMISSION

Acquire 1 🌀

⚡ 🌀 🌀

RARE METAL MOON

Acquire 2 ⚡

⚡ 🌀 🌀

DISCOVER NEW LIFE

Acquire 2 🌀

⚡ 🌀 🌀

DERELICT STATION

Acquire 1 ⚡ and 1 🌀

⚡ 🌀 🌀

SPACE ICE

Acquire 1 ⚡

⚡ ⚡ ⚡

ALIEN TRANSMISSION

Acquire 1 🌀

⚡ 🌀 🌀

RARE METAL MOON

Acquire 2 ⚡

⚡ 🌀 🌀

DISCOVER NEW LIFE

Acquire 2 🌀

⚡ 🌀 🌀

DERELICT STATION

Acquire 1 ⚡ and 1 🌀

⚡ 🌀 🌀

SPACE ICE

Acquire 1 ⚡

⚡ ⚡ ⚡

ALIEN TRANSMISSION

Acquire 1 🌀

⚡ 🌀 🌀

RARE METAL MOON

Acquire 2 ⚡

⚡ 🌀 🌀

DISCOVER NEW LIFE

Acquire 2 🌀

⚡ 🌀 🌀

DERELICT STATION

Acquire 1 ⚡ and 1 🌀

⚡ 🌀 🌀

DERELICT STATION

Acquire 1 ⚡ and 1 🌀

⚡ 🌀 🌀

DERELICT STATION

Acquire 1 ⚡ and 1 🌀

⚡ 🌀 🌀

DERELICT STATION

Acquire 1 ⚡ and 1 🌀

⚡ 🌀 🌀

DERELICT STATION

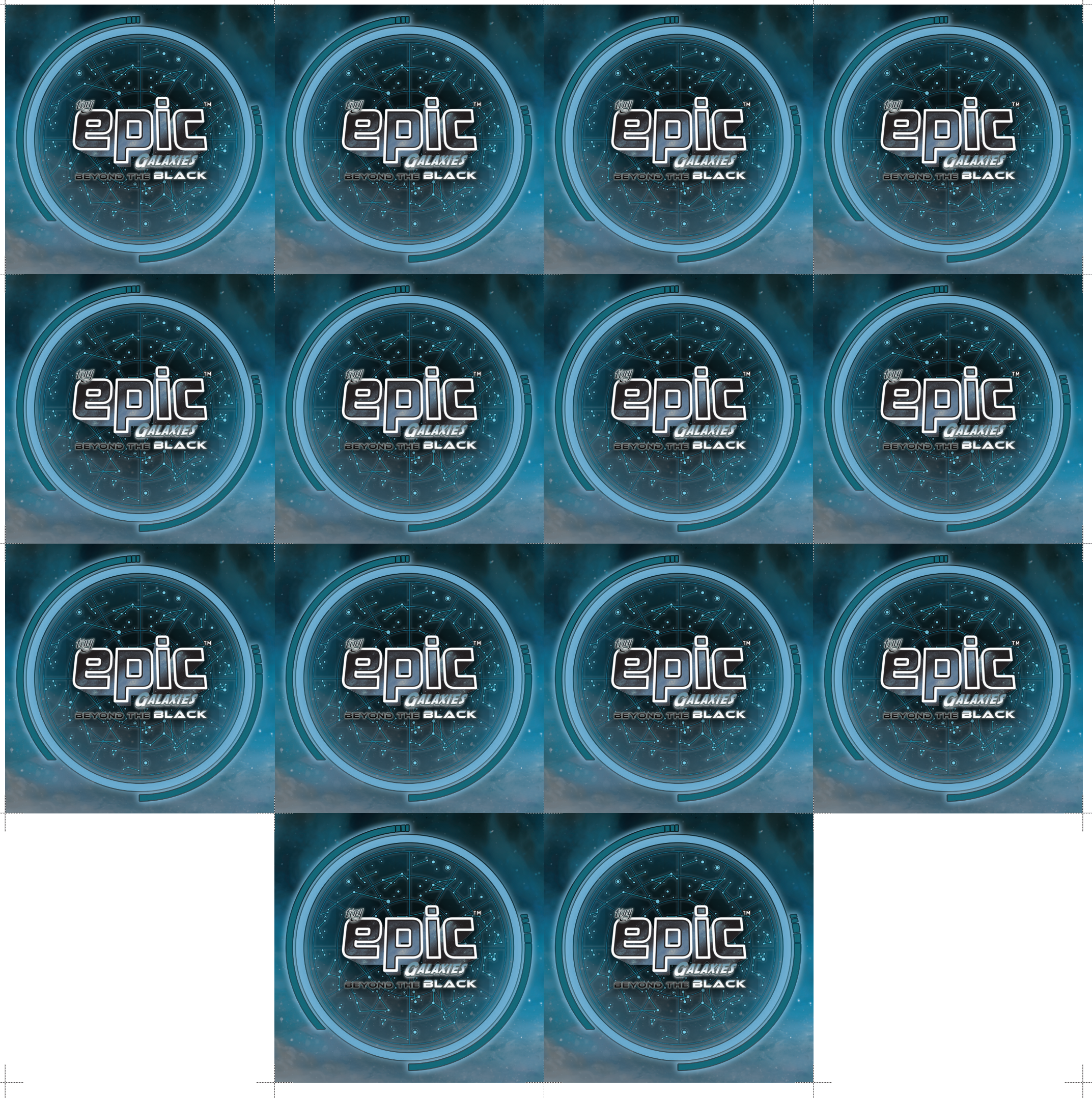
Acquire 1 ⚡ and 1 🌀

⚡ 🌀 🌀

DWARF PLANET

1

⚡ 🌀 🌀







OVERSEER

AURORA
AMBITION
INTREPID
NEXUS

This ship advances with either along either type of colony track.

1

MEGAHAULER

AURORA
AMBITION
INTREPID
NEXUS

This ship acquires 2 resources instead of 1.

1

UNTOUCHABLE

AURORA
AMBITION
INTREPID
NEXUS

This ship ignores the negative effect on Exploration Cards, however the player still must stop exploring and take the card.

1

OUTLANDER

AURORA
AMBITION
INTREPID
NEXUS

After exploring, this ship may immediately move to land on a planet's surface and perform its action. (only once per turn, on your turn)

1

SABOTEUR

AURORA
AMBITION
INTREPID
NEXUS

When you activate a die to advance on a colony track, you may instead regress 1 enemy ship by -2 on the same colony track. (only once per turn, on your turn)

1

BANDIT

AURORA
AMBITION
INTREPID
NEXUS

When this ship lands on a planet's surface, steal 1 from each player with a ship landed on that planet. (only once per turn, on your turn)

1

AGENT

AURORA
AMBITION
INTREPID
NEXUS

When this ship moves to a planet's colony track, it immediately performs that planet's action.

1

MOGUL

AURORA
AMBITION
INTREPID
NEXUS

This ship may advance +2 with 1 action. (only once per turn, on your turn)

1

MATRIARCH

AURORA
AMBITION
INTREPID
NEXUS

This ship may advance +2 with 1 action. (only once per turn, on your turn)

1

TYCOON

AURORA
AMBITION
INTREPID
NEXUS

You may spend 1 with a action to advance this ship +2 . (only once per turn, on your turn)

1

AMBASSADOR

AURORA
AMBITION
INTREPID
NEXUS

You may spend 1 with a action to advance this ship +2 . (only once per turn, on your turn)

1

SCAVENGER

AURORA
AMBITION
INTREPID
NEXUS

When this ship lands on a planet's surface, you immediately acquire 1 of the planet's resource.

1

MIMIC

AURORA
AMBITION
INTREPID
NEXUS

When this ship moves to a planet's colony track, it starts on the "1" space if there is already another ship on this colony track.

1

BOOK WORM

AURORA
AMBITION
INTREPID
NEXUS

This ship may acquire 1 instead of acquiring 4 .

1

LEECH

AURORA
AMBITION
INTREPID
NEXUS

When this ship lands on a planet's surface, steal 1 from each player with a ship landed on that planet. (only once per turn, on your turn)

1

LIGHTSPEEDER

AURORA
AMBITION
INTREPID
NEXUS

Instead of using the normal action of a die, this ship may move by activating that die. (only once per turn, on your turn)

1

REAVER

AURORA
AMBITION
INTREPID
NEXUS

Discard an inactive die, steal 1 for each ship, orbiting or landed, on the same planet as this ship. (only once per turn, on your turn)

1

HIVEMIND

AURORA
AMBITION
INTREPID
NEXUS

When this ship is exploring, if a card is drawn all other players must lose 1 resource of their choice.

1



KINGPIN

AURORA
AMBITION
INTREPID
NEXUS

When this ship colonizes a planet, immediately perform that planet's action.

1

ANALYST

AURORA
AMBITION
INTREPID
NEXUS

When moving to an planet's colony track, this ship starts on the "1" space of its colony track.

1

POLITICIAN

AURORA
AMBITION
INTREPID
NEXUS

When moving to an planet's colony track, this ship starts on the "1" space of its colony track.

1

OPPORTUNIST

AURORA
AMBITION
INTREPID
NEXUS

When another player lands on the same planet where this ship is landed, you acquire 1 .

1

TERRAFORMER

AURORA
AMBITION
INTREPID
NEXUS

When this ship lands on a planet's surface, instead of performing that planet's action, you may perform an action on one of the planets you have colonized.

1

MONK

AURORA
AMBITION
INTREPID
NEXUS

At the end of your turn, if this ship is in Unexplored Space you acquire 1 .

1

SPEED DEMON

AURORA
AMBITION
INTREPID
NEXUS

After exploring, this ship may immediately move to a planet's colony track.

1

PEACE KEEPER

AURORA
AMBITION
INTREPID
NEXUS

Another player's ship may not advance past this ship on its colony track.

1

MAESTRO

AURORA
AMBITION
INTREPID
NEXUS

When this ship is on your galaxy mat, your galaxy may produce either or .

1

CELEBRITY

AURORA
AMBITION
INTREPID
NEXUS

LT. ANDY WEIR

When this ship returns to your galaxy after colonizing a planet, you acquire 2 resources of your choice.

1

NETWORKER

AURORA
AMBITION
INTREPID
NEXUS

CAPT. TIM SCHAFER

At the start of your turn if this ship is landed on a planet, you may freely move it to another planet and then perform that planet's action.

1

GAMELYN

AURORA
AMBITION
INTREPID
NEXUS

Double the Exploration Badges on this card if you have completed your empire track at the end of the game.

1

CONCIERGE

AURORA
AMBITION
INTREPID
NEXUS

When this ship colonizes a planet, you may change 1 inactive die to the face of your choice. (only on your turn)

1

DUCHESS

AURORA
AMBITION
INTREPID
NEXUS

When this ship colonizes a planet, immediately acquire 2 of its resource. For a planet, you acquire 2 of one or the other, but not 1 of each.

1

MARSHALL

AURORA
AMBITION
INTREPID
NEXUS

When this ship colonizes a planet, immediately acquire 1 of its resource. For a planet, you acquire 1 of both.

1

DAREDEVIL

AURORA
AMBITION
INTREPID
NEXUS

When exploring with this ship, you may acquire 1 resource of your choice for each exploration card you leave.

1

DISPATCHER

AURORA
AMBITION
INTREPID
NEXUS

While this ship is on a planet's surface, you may activate a die to perform that planet's action.

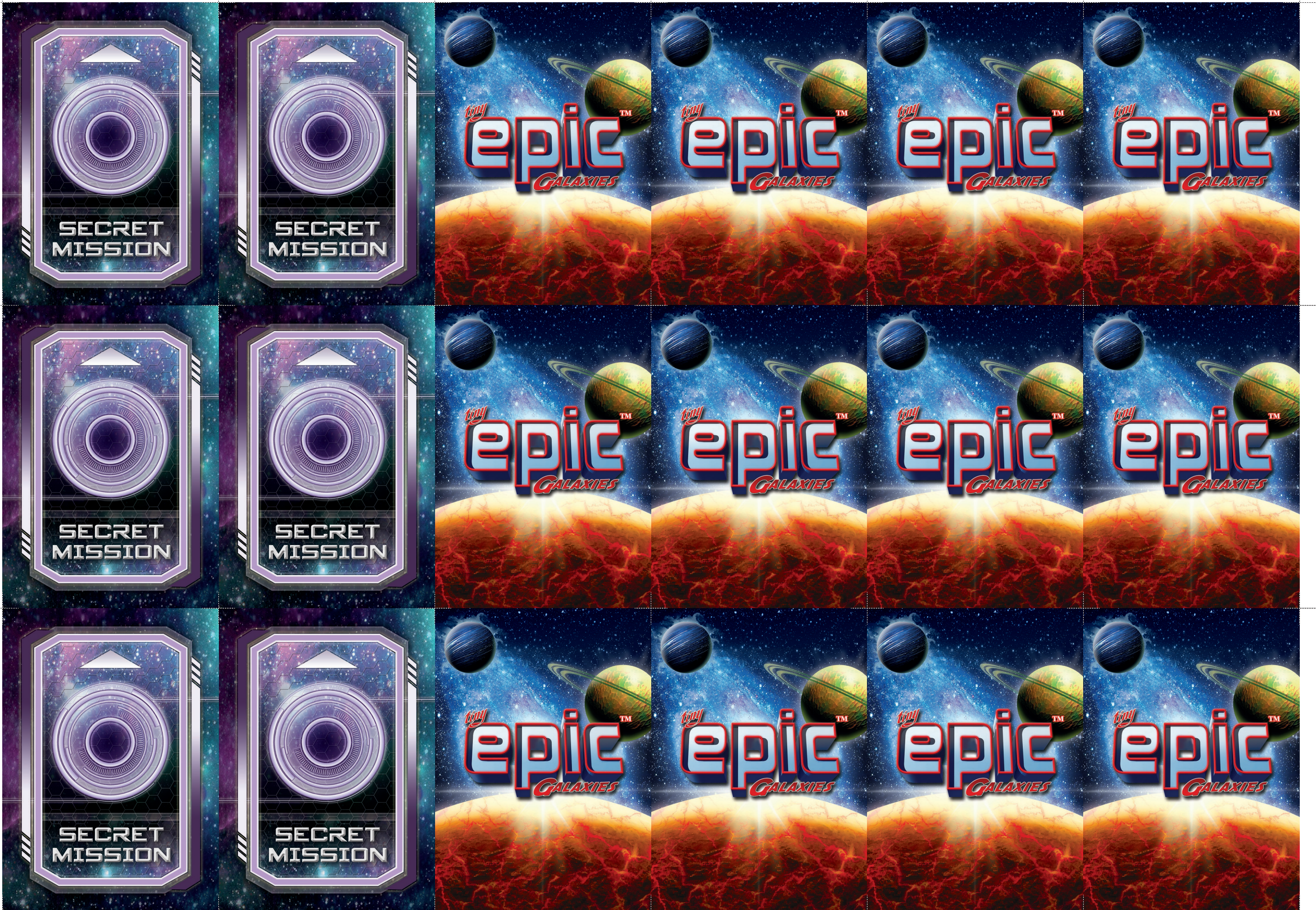
1

VICEROY

AURORA
AMBITION
INTREPID
NEXUS

When this ship moves to Unexplored Space, you may immediately choose to acquire 1 . If you do, all other players acquire 1 .

1



LUGUBRIA

Move 1 of your ships to Unexplored Space (only once per turn)

1

TIERNAN

Move any number of your ships back to your Galaxy Mat (only once per turn)

1

QUENTIL-4

Advance equal to the number of ships you have in Unexplored Space (max 2 levels)

3

SASKTOPIA

Spend 2 to gain 2 dice this turn (only once per turn, on your turn, cannot exceed 7 Dice)

6

HAVEN

Gain 2 if you have the most Exploration Cards at the end of the game.

INVINCIBLE

Gain 2 if you have the most Exploration Cards at the end of the game.

JAL-ARUN

Advance equal to the number of ships you have in Unexplored Space (max 2 levels)

3

BRINTARIUS

Acquire 1 for each ship you have in Unexplored Space

5

KANASSA

Replace one of your Exploration Cards with one that is face up (only once per turn, on your turn)

5

SURAB

Spend 3 to gain 2 dice this turn (only once per turn, on your turn, cannot exceed 7 Dice)

6

BRAVE

Gain 2 if you have at least 3 Pilot Cards at the end of the game.

SELECTOR

Gain 3 if you have **exactly** 3 colonized planets at the end of the game.

ANDAVIA

If you have the least , steal 1 from each other player (only once per turn, on your turn)

4

ARENDER

If you have the least , steal 1 from each other player (only once per turn, on your turn)

4

COOPERNICUS

All other players who have at least 1 ship orbiting a planet, lose 1 (only once per turn, on your turn)

4

ELISIA PRIME

Spend 2 to gain a face up Exploration Card (only once per turn, on your turn)

6

COLLECTOR

Gain 2 if you have **exactly** 5 colonized planets at the end of the game.

SCIENTIST

Gain 1 for each set of 4 different Exploration Badges you have. (Max 3)

