



STB

5 = UPGRADE
= +3 ACTIONS

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

PEIDRA

STB

6 = UPGRADE
= +3 ACTIONS

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

21 = 🏴‍☠️

Rogue Colony Action:

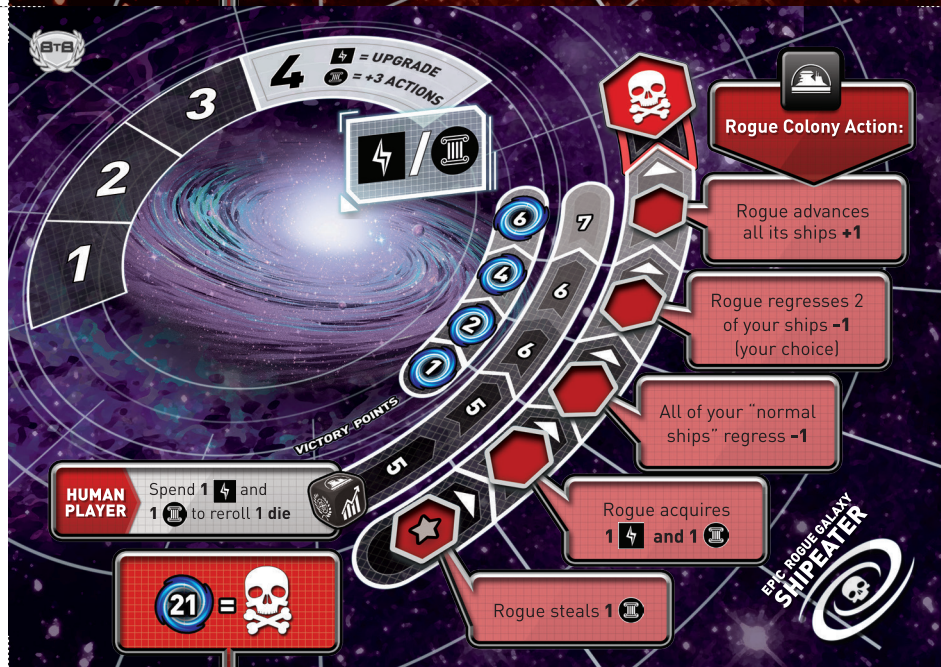
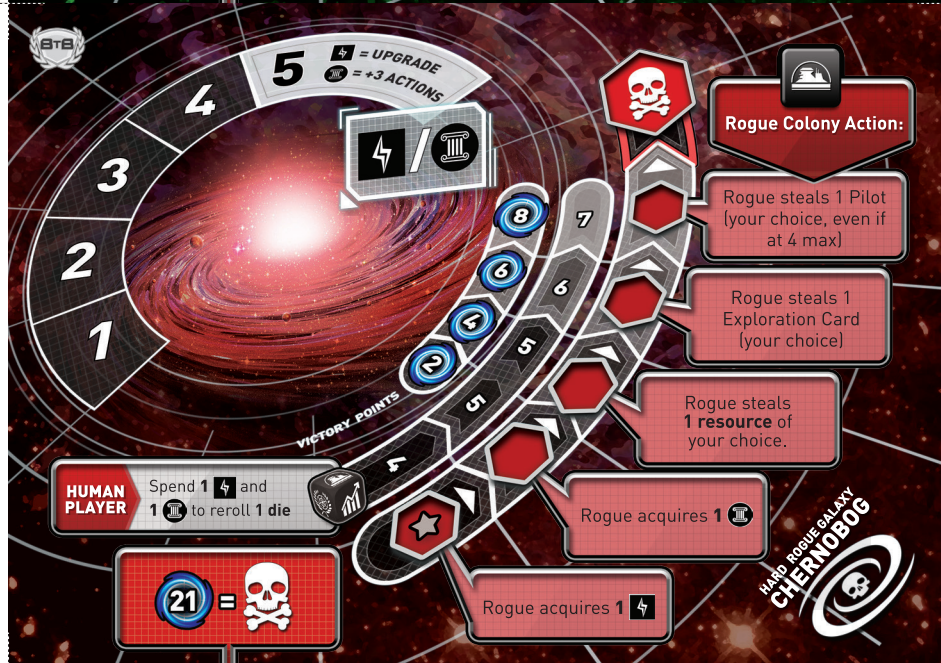
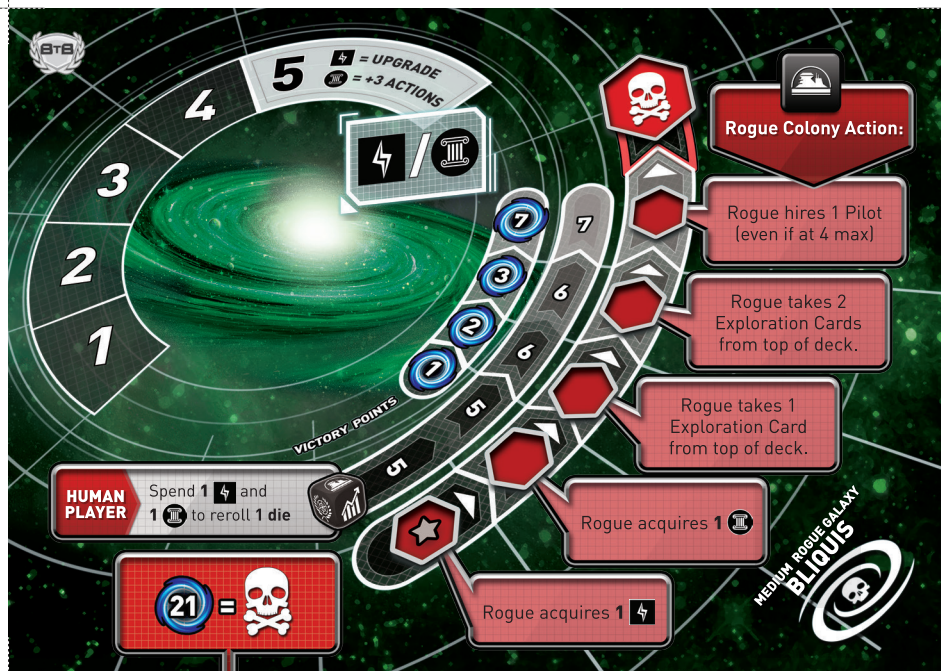
- Rogue takes 2 Exploration Cards from top of deck.
- Rogue takes 1 Exploration Card from top of deck.
- Rogue acquires 2 ⚡
- Rogue steals 1 ⚡
- You lose 1 ⚡

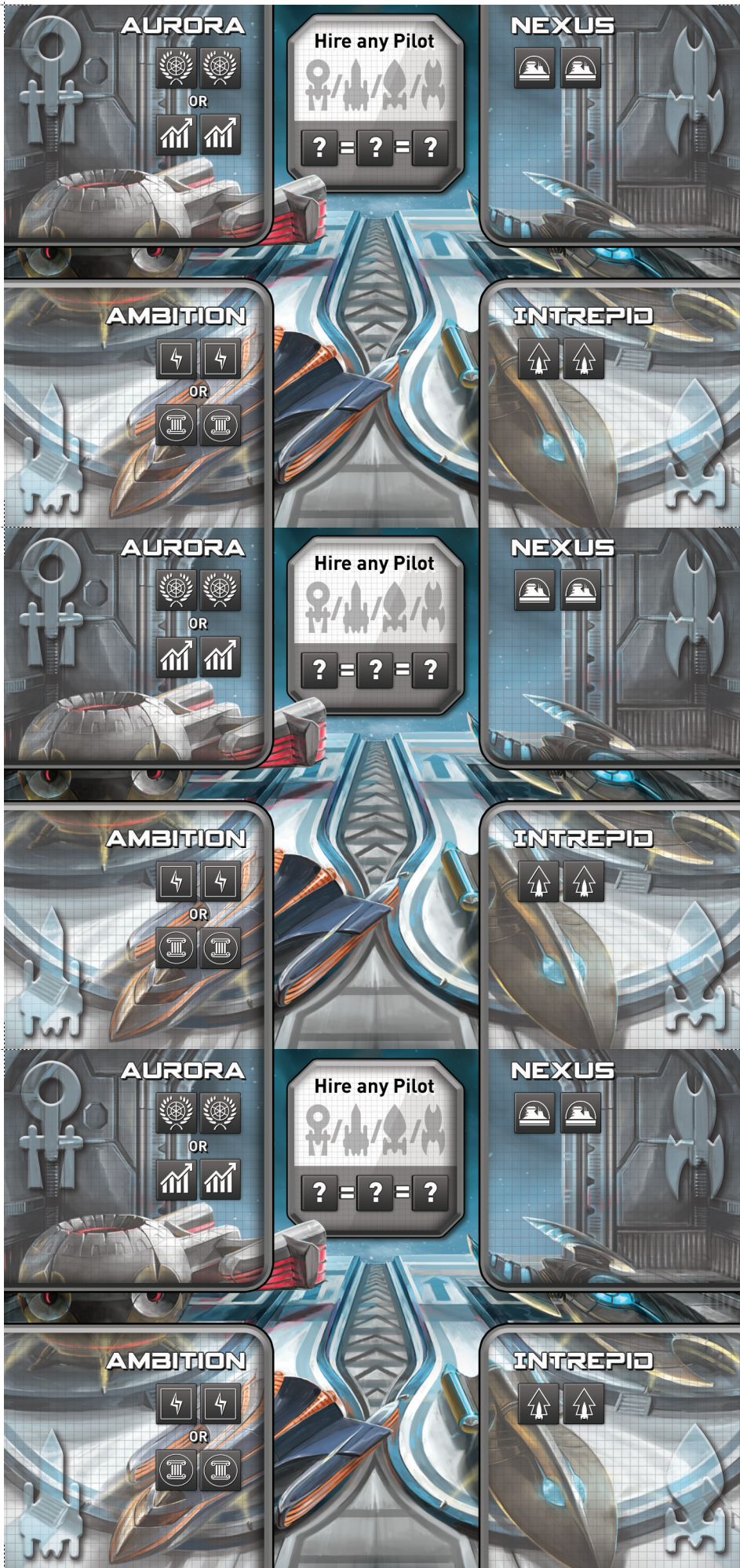
BEGINNER ROGUE GALAXY

IBIS



| | | |
|---|---|--|
| AURORA [Target icon] [Target icon] OR [Bar chart icon] [Bar chart icon] | Hire any Pilot [Pilot icon] [Pilot icon] [Pilot icon] [Pilot icon] ? = ? = ? | NEXUS [Ship icon] [Ship icon] |
| AMBITION [Lightning bolt icon] [Lightning bolt icon] OR [Bank icon] [Bank icon] | | INTREPID [Arrow icon] [Arrow icon] |
| AURORA [Target icon] [Target icon] OR [Bar chart icon] [Bar chart icon] | Hire any Pilot [Pilot icon] [Pilot icon] [Pilot icon] [Pilot icon] ? = ? = ? | NEXUS [Ship icon] [Ship icon] |
| AMBITION [Lightning bolt icon] [Lightning bolt icon] OR [Bank icon] [Bank icon] | | INTREPID [Arrow icon] [Arrow icon] |



























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

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

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  instead of acquiring .

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



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

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

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

REAYER

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



BTB

KINGPIN



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



1



BTB

ANALYST



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



1



BTB

POLITICIAN



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



1



BTB

SPEED DEMON



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



1



BTB

PEACE KEEPER



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



1



BTB

MAESTRO



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



1



BTB

CONCIERGE



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



1



BTB

DUCHESS



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



BTB

MARSHALL



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




1





OPPORTUNIST



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

1

TERRAFORMER




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



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

1

CELEBRITY



LT. ANDY WEIR

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

1

NETWORKER



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



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

1

DAREDEVIL




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

1

DISPATCHER





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

1

VICEROY



When this ship moves to Unexplored Space, you may immediately choose to acquire **1**  **14**. If you do, all other players acquire **1** .

1





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

1



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

1



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

3



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

3



Acquire **1** for each ship you have in Unexplored Space

5



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

5



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

4



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

4



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

4

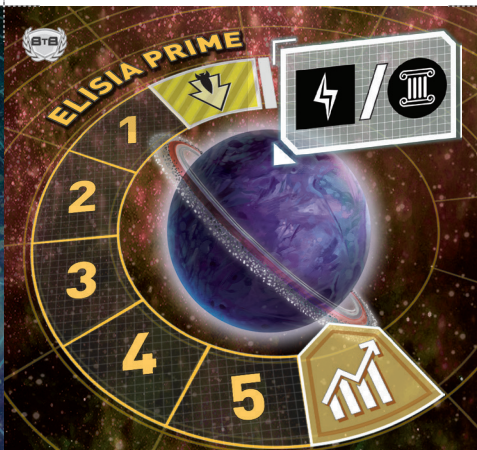




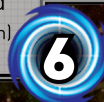
Spend 2 to gain 2 dice this turn
(only once per turn, on your turn, cannot exceed 7 Dice)



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



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



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



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



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



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



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



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

