



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
PEINDRA

STB

6 = UPGRADE
= +3 ACTIONS

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






























21 = 🦠

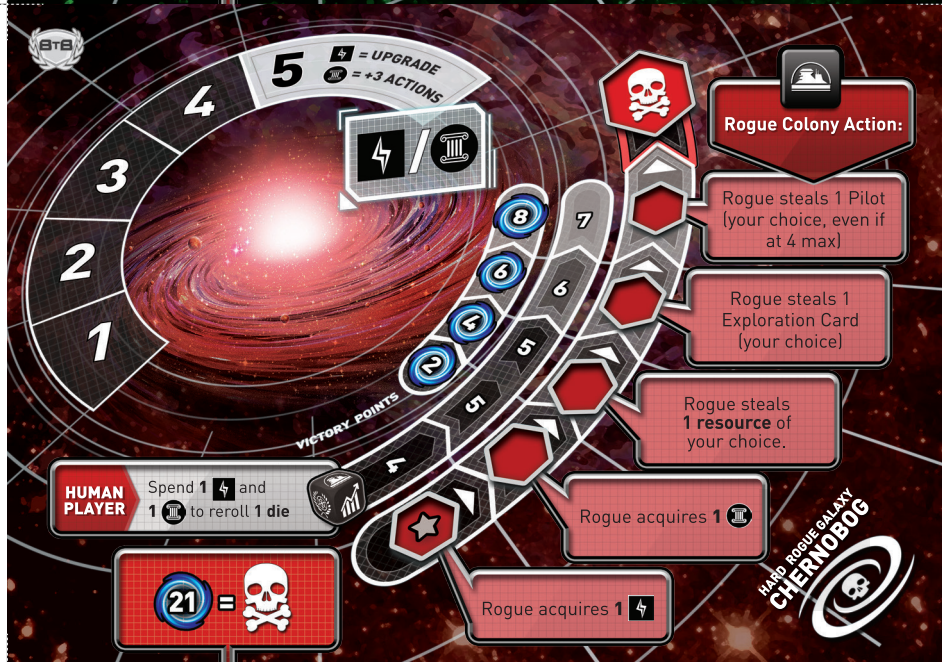
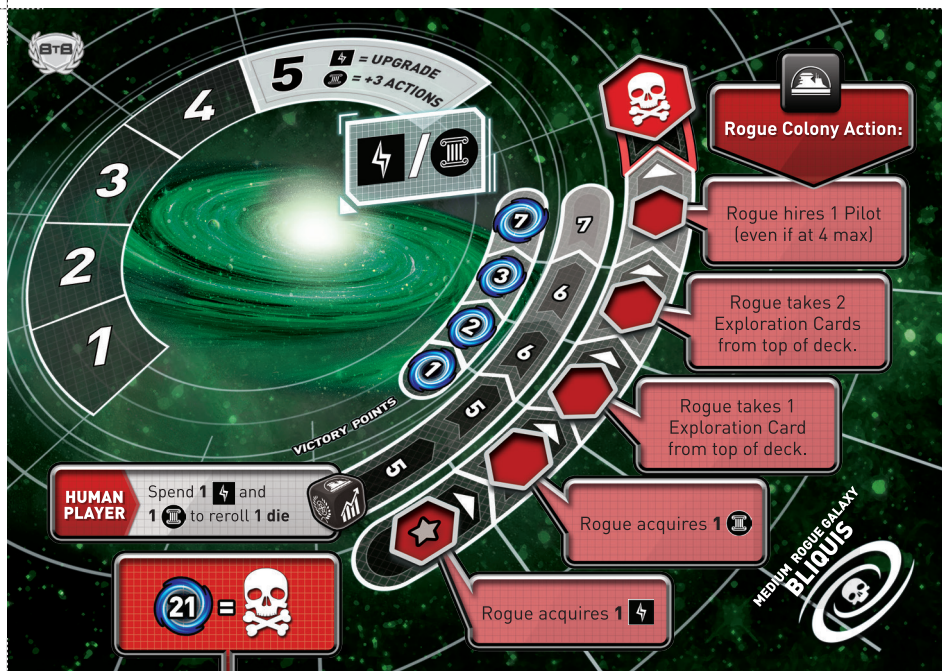
Rogue Colony Action:

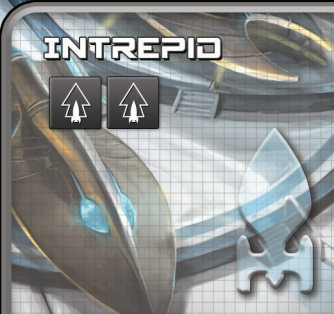
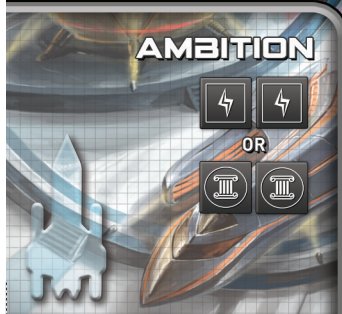
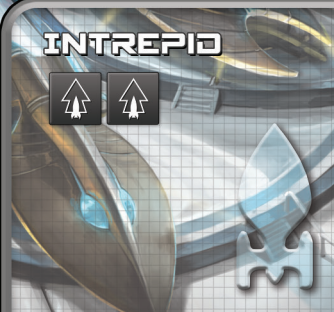
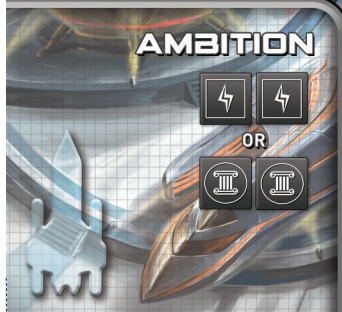
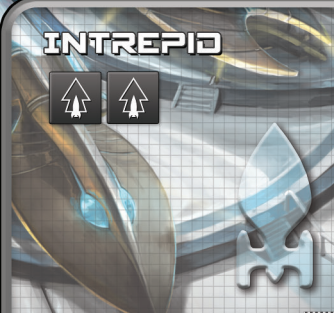
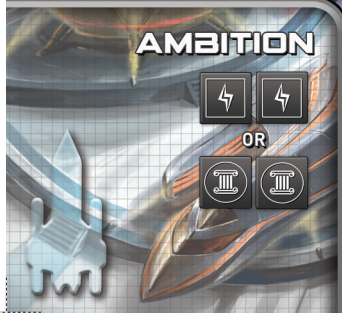
- Rogue takes 2 Exploration Cards from top of deck.
- Rogue takes 1 Exploration Card from top of deck.
- Rogue acquires 2 ⚡
- Rogue steals 1 ⚡
- You lose 1 ⚡

BEGINNER ROGUE GALAXY
IBIS



AURORA  OR 	Hire any Pilot     ? = ? = ?	NEXUS  
AMBITION  OR 	   	INTREPID  
AURORA  OR 	Hire any Pilot     ? = ? = ?	NEXUS  
AMBITION  OR 	   	INTREPID  





























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)

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)

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)

AURORA

AMBITION

INTREPID

NEXUS

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

AURORA

AMBITION

INTREPID

NEXUS

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

AURORA

AMBITION

INTREPID

NEXUS

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

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)

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)

AURORA

AMBITION

INTREPID

NEXUS

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



KINGPIN

AURORA

AMBITION

INTREPID

NEXUS

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

ANALYST

AURORA

AMBITION

INTREPID

NEXUS

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

POLITICIAN

AURORA

AMBITION

INTREPID

NEXUS

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

SPEED DEMON

AURORA

AMBITION

INTREPID

NEXUS

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

PEACE KEEPER

AURORA

AMBITION

INTREPID

NEXUS

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

MAESTRO

AURORA

AMBITION

INTREPID

NEXUS

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

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)

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.

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.



OPPORTUNIST

AURORA

AMBITION

INTREPID

NEXUS

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

The image shows a character card for 'Monk' from the Star Wars: The Card Game. The card has a gold border and a grid background. At the top left is the 'STB' logo. The title 'MONK' is in large white letters. The central illustration depicts a woman in a brown and gold robe with blue accents. To the right of the illustration are five icons in grey boxes: 'AURORA' (a star), 'AMBITION' (a hand), 'INTREPID' (a gold shield with a black cross), 'NEXUS' (a hand), and 'REPUTATION' (a hand). Below the illustration is a text box with the rule: 'At the end of your turn, if this ship is in Unexplored Space you acquire 1 [gold coin icon].'. At the bottom left is a small portrait of the character. The bottom right features a 'Star' icon in a grey box and a '1' in a blue circle.

CELEBRITY

AURORA

AMBICTION

INTREPID

NEXUS

LT. ANDY WEIR

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

This is a character card for Daredevil from the Star Wars: The Card Game. The card has a red border with a white grid pattern. At the top left is the Star Wars logo, and at the top center is a red shield with a white 'E'. The character's name, 'DAREDEVIL', is written in large, bold, black letters. Below the name is a portrait of Daredevil, a man with dark hair and a beard, wearing a blue and grey suit. To the right of the portrait are five red icons in a vertical column, each with a white label above it: 'AURORA' (a red shield with a white 'E'), 'AMBITION' (a red shield with a white 'E'), 'INTREPID' (a red shield with a white 'E'), 'NEXUS' (a red shield with a white 'E'), and 'NEXUS' (a red shield with a white 'E'). Below the portrait is a white text box with a black border containing the text: 'When exploring with this ship, you may acquire 1 resource of your choice for each exploration card you leave.' At the bottom of the card are four icons: a blue shield with a white 'E', a red shield with a white 'E', a red shield with a white 'E', and a blue shield with a white '1'.

DISPATCHER

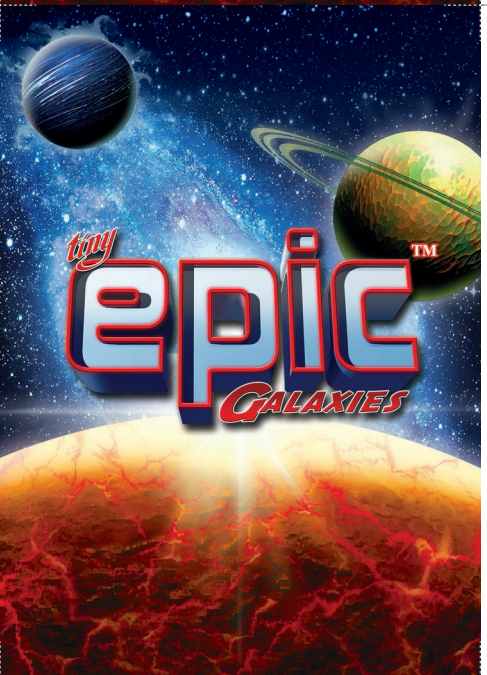
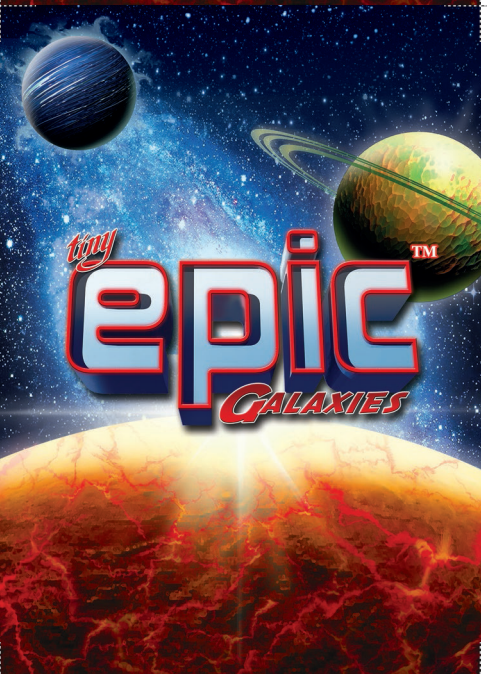
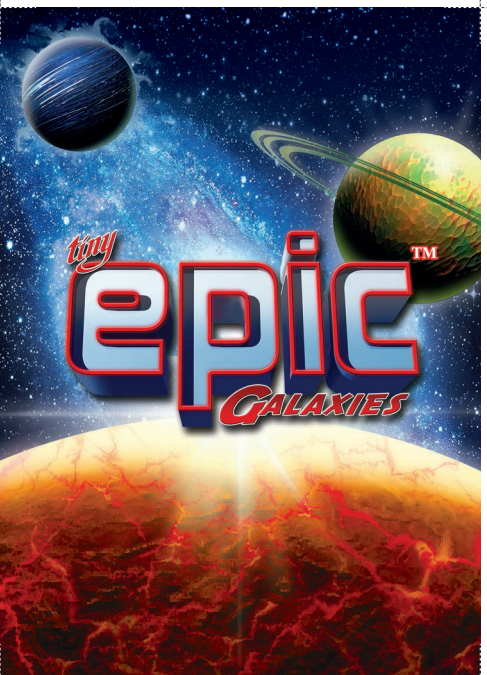
AURORA

AMBITION

INTREPID

NEXUS

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



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

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

ANDAVIA

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

4

ARENDER

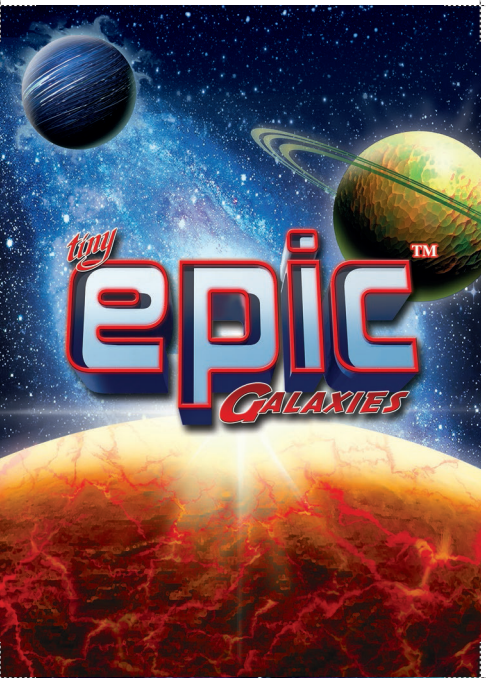
If you have the least , steal 1 from each other player (only once per turn, on your turn)

4

COOPERNICUS

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

4



SASKTOPIA

1
2
3
4
5

⚡ / 🏛️

📈

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

6

SURAB

1
2
3
4
5

⚡ / 🏛️

🌀

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

6

ELISIA PRIME

1
2
3
4
5

⚡ / 🏛️

📈

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

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.

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.

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)

