
5 = UPGRADE
= +3 ACTIONS
4
3
2
1
VICTORY POINTS
7
6
5
3
2
1
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
HUMAN PLAYER
Spend 1 and 1 to reroll 1 die
21 =
MEDIUM ROGUE GALAXY
BLIOUIS


0
1
2
3
4
5
6
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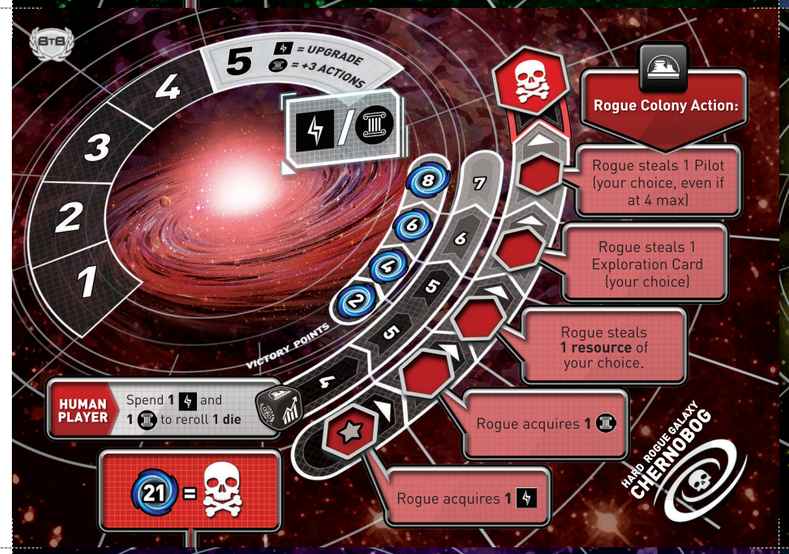
5 = UPGRADE
= +3 ACTIONS
4
3
2
1
VICTORY POINTS
8
7
6
6
5
2
1
Rogue Colony Action:
Rogue steals 1 Pilot (your choice, even if at 4 max)
Rogue steals 1 Exploration Card (your choice)
Rogue steals 1 resource of your choice.
Rogue acquires 1
Rogue acquires 1
HUMAN PLAYER
Spend 1 and 1 to reroll 1 die
21 =
HARD ROGUE GALAXY
CHERNOBOG


5 = UPGRADE
= +3 ACTIONS
4
3
2
1
VICTORY POINTS
8
7
6
6
5
2
1
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
HUMAN PLAYER
Spend 1 and 1 to reroll 1 die
21 =
EASY ROGUE GALAXY
PENDRA


4 = UPGRADE
= +3 ACTIONS
3
2
1
VICTORY POINTS
6
4
2
1
6
5
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
HUMAN PLAYER
Spend 1 and 1 to reroll 1 die
21 =
EPIC ROGUE GALAXY
SHIPEATER


6 = UPGRADE
= +3 ACTIONS
5
4
3
2
1
VICTORY POINTS
6
4
2
1
6
5
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
HUMAN PLAYER
Spend 1 and 1 to reroll 1 die
21 =
BEGINNER ROGUE GALAXY
IBIS


0
1
2
3
4
5
6
7
8
9
10
11
12
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14
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30
AURORA
OR
Hire any Pilot
? = ? = ?
NEXUS
AMBITION
OR
INTREPID
AURORA
OR
Hire any Pilot
? = ? = ?
NEXUS
AURORA
OR
Hire any Pilot
? = ? = ?
NEXUS
AMBITION
OR
INTREPID
AMBITION
OR
INTREPID
AURORA
OR
Hire any Pilot
? = ? = ?
NEXUS
AMBITION
OR
INTREPID
AMBITION
OR
INTREPID

tiny epic™ Galaxies: Beyond the Black

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


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epic
Galaxies
BEYOND THE BLACK

DANGER

ASTEROID FIELD

1

Ship must complete track before this card can be taken and then your ship is returned to Unexplored Space.

1



DANGER

BLACK HOLE

1

2

Ship must complete track before this card can be taken and then your ship is returned to Unexplored Space.

1



DANGER

SOLAR STORM

Lose **2 resources** of your choice



DANGER

SUPERNOVA

Pay **2 resources** to player(s) of your choice



DANGER

ASTEROID FIELD

1

Ship must complete track before this card can be taken and then your ship is returned to Unexplored Space.

1



DANGER

BLACK HOLE

1

2

Ship must complete track before this card can be taken and then your ship is returned to Unexplored Space.

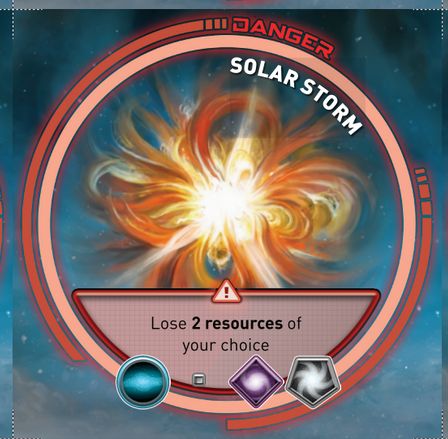
1



DANGER

SOLAR STORM

Lose **2 resources** of your choice



DANGER

SUPERNOVA

Pay **2 resources** to player(s) of your choice



DANGER

ASTEROID FIELD

1

Ship must complete track before this card can be taken and then your ship is returned to Unexplored Space.

1



DANGER

ASTEROID FIELD

1

Ship must complete track before this card can be taken and then your ship is returned to Unexplored Space.

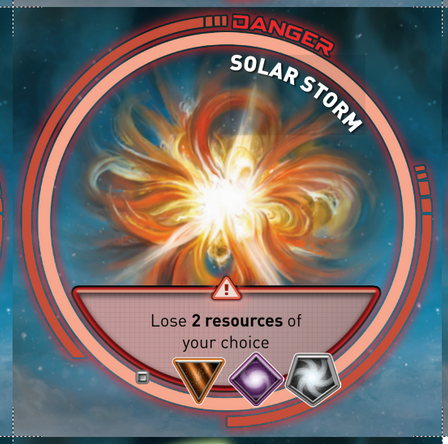
1



DANGER

SOLAR STORM

Lose **2 resources** of your choice



DANGER

SUPERNOVA

Pay **2 resources** to player(s) of your choice



DWARF PLANET

1



DWARF PLANET

1




epic
GALAXIES
BEYOND THE BLACK
PILOT

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

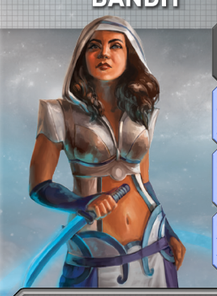


AURORA
AMBITION
INTREPID
NEXUS

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** ϟ 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** ϟ with a action to advance this ship **+2** .
(only once per turn, on your turn)

1

AMBASSADOR

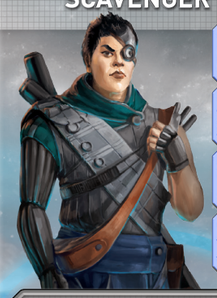


AURORA
AMBITION
INTREPID
NEXUS

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

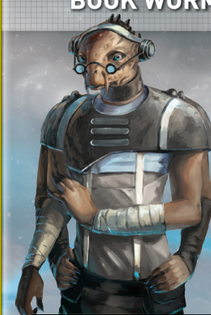


AURORA
AMBITION
INTREPID
NEXUS

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 instead of acquiring ϟ.

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

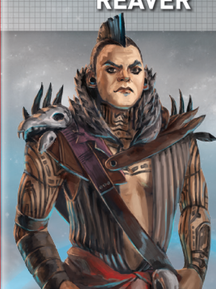


AURORA
AMBITION
INTREPID
NEXUS

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** ϟ for each ship, orbiting or landed, on the same planet as this ship.
(only once per turn, on your turn)

1

HIVEMIND



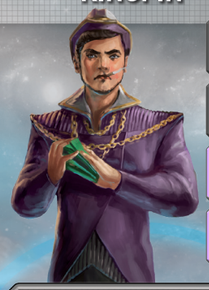
AURORA
AMBITION
INTREPID
NEXUS

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

1


epic
GALAXIES
BEYOND THE BLACK
PILOT

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 / .

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

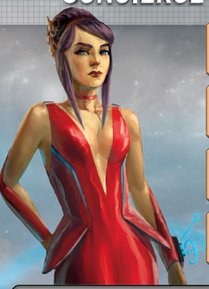


AURORA
AMBITION
INTREPID
NEXUS

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

SECRET MISSION

SECRET MISSION

SECRET MISSION

SECRET MISSION

SECRET MISSION

SECRET MISSION

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


TIERNAN
1
Move any number of your ships back to your Galaxy Mat (only once per turn)
1


QUENTIL-4
1
2
3
Advance equal to the number of ships you have in Unexplored Space (max 2 levels)
3


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


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.


JAI-ARUN
1
2
3
Advance equal to the number of ships you have in Unexplored Space (max 2 levels)
3


BRINTARIUS
1
2
3
4
Acquire 1 for each ship you have in Unexplored Space
5


KANASSA
1
2
3
4
Replace one of your Exploration Cards with one that is face up (only once per turn, on your turn)
5


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


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
1
2
3
4
If you have the least , steal 1 from each other player (only once per turn, on your turn)
4


ARENDER
1
2
3
4
If you have the least , steal 1 from each other player (only once per turn, on your turn)
4


COOPERNICUS
1
2
3
4
All other players who have at least 1 ship orbiting a planet, lose 1 (only once per turn, on your turn)
4


ELISIA PRIME
1
2
3
4
5
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)


? + ?
SECRET MISSION
SECRET MISSION


UNEXPLORED SPACE
MOST
2
1


DWARF
Gain 2 if you have no planets worth 5 or more.


GIANT
Gain 2 if all your planets are worth 5 or more.


? + ?


UNEXPLORED SPACE
MOST
2
1