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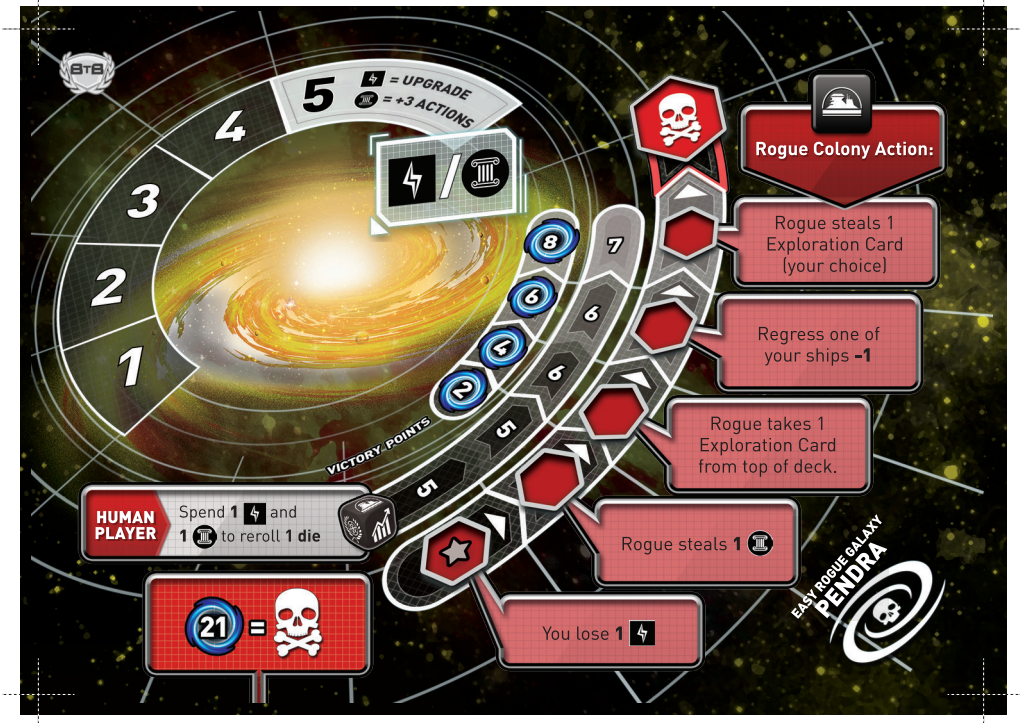
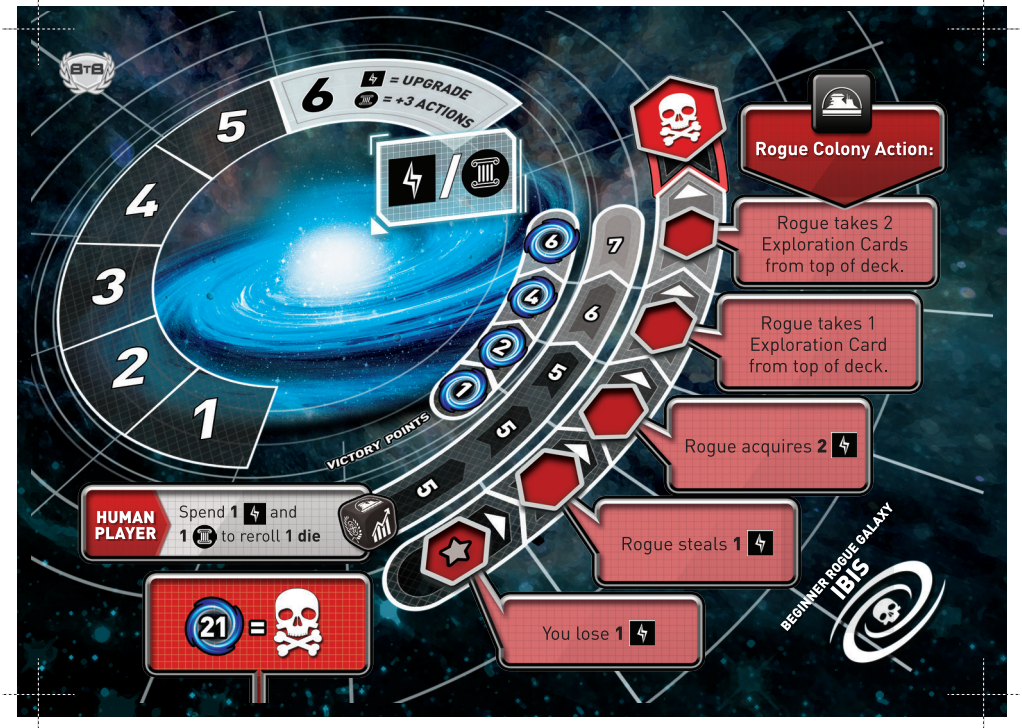
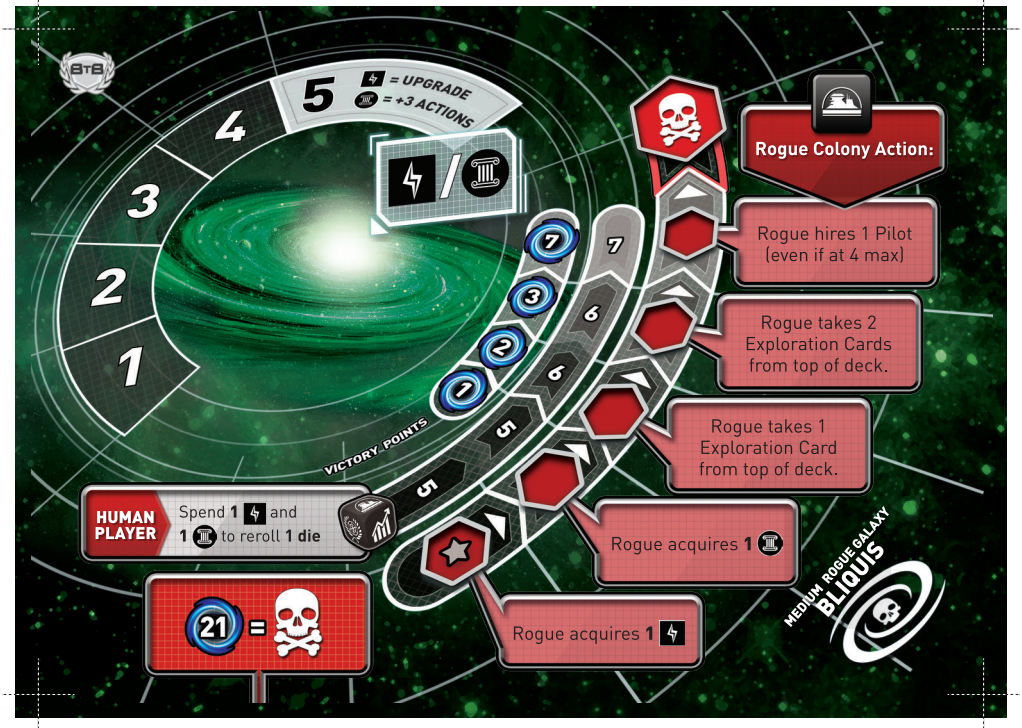

5
4
3
2
1
= UPGRADE
= +3 ACTIONS
VICTORY POINTS
8
7
6
5
Rogue Colony Action:
Rogue steals 1 Exploration Card (your choice)
Regress one of your ships -1
Rogue takes 1 Exploration Card from top of deck.
Rogue steals 1
You lose 1
HUMAN PLAYER
Spend 1 and 1 to reroll 1 die
21 =
EASY ROGUE GALAXY
PENDRA

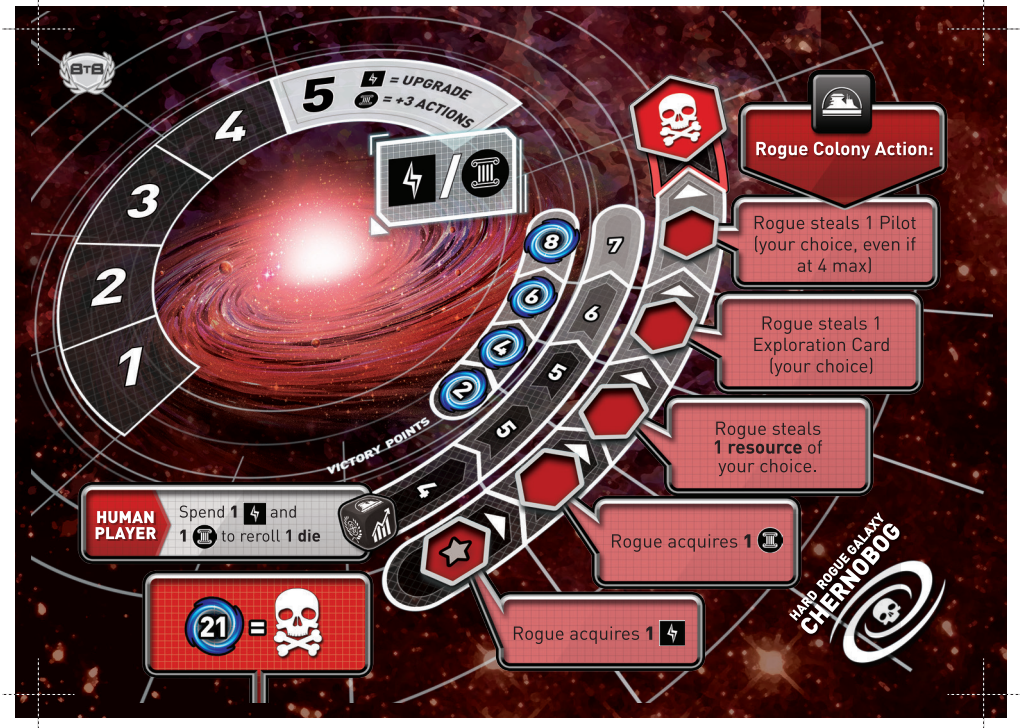

INTREPID
AMBITION
OR
NEXUS
Hire any Pilot
AURORA
OR


BTB
6
5
4
3
2
1
= UPGRADE
= +3 ACTIONS
VICTORY POINTS
7
6
5
5
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

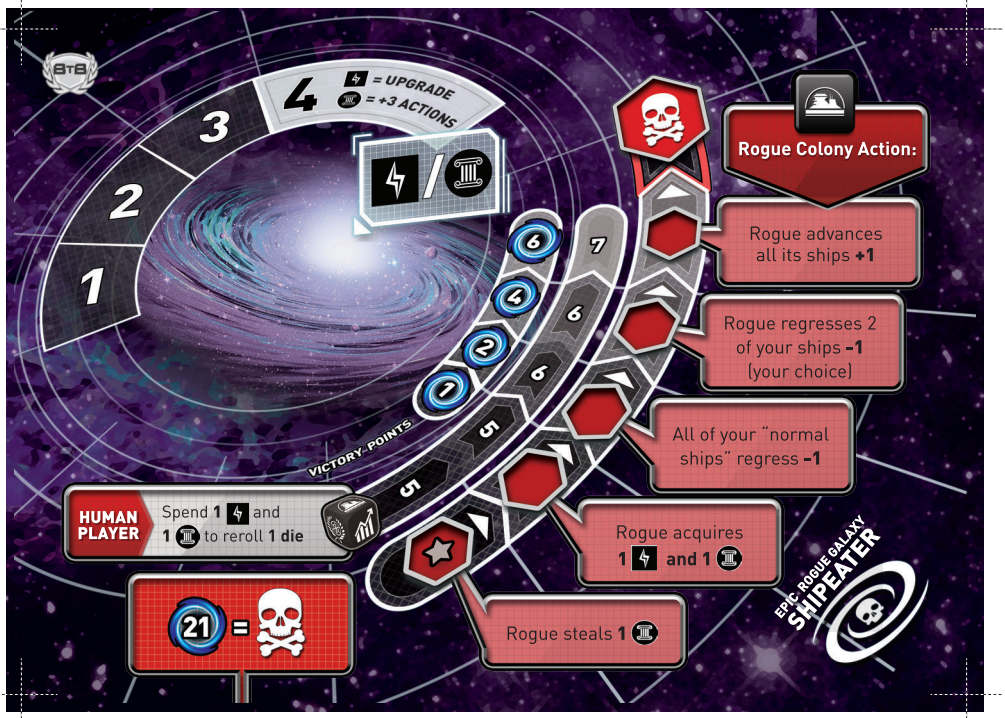

INTREPID
AMBITION
OR
NEXUS
Hire any Pilot
AURORA
OR


5
4
3
2
1
= UPGRADE
= +3 ACTIONS
VICTORY POINTS
7
6
5
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
BLIQUIS


INTREPID
AMBITION
OR
NEXUS
Hire any Pilot
AURORA
OR


5
4
3
2
1
= UPGRADE
= +3 ACTIONS
VICTORY POINTS
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


INTREPID
AMBITION
NEXUS
Hire any Pilot
AURORA
OR
OR


4 = UPGRADE
= +3 ACTIONS
3
2
1
VICTORY POINTS
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


INTREPID
AMBITION
OR
NEXUS
Hire any Pilot
AURORA
OR


UNEXPLORED SPACE
MOST
2
1


UNEXPLORED SPACE
MOST
2
1


SPACE ICE
Acquire 1


SPACE ICE
Acquire 1






SPACE ICE
Acquire 1


ALIEN TRANSMISSION
Acquire 1


epic
GALAXIES
BEYOND THE BLACK


epic
GALAXIES
BEYOND THE BLACK


ALIEN TRANSMISSION
Acquire 1


ALIEN TRANSMISSION
Acquire 1





RARE METAL MOON
Acquire 2

RARE METAL MOON
Acquire 2


RARE METAL MOON
Acquire 2


DISCOVER NEW LIFE
Acquire 2






DISCOVER NEW LIFE
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

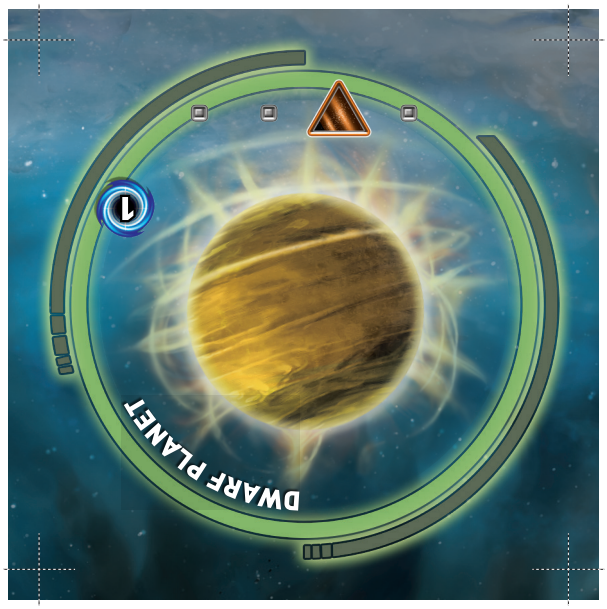

DERELICT STATION
Acquire 1 and 1






tiny
epic
Galaxies
BEYOND THE BLACK


tiny
epic
Galaxies
BEYOND THE BLACK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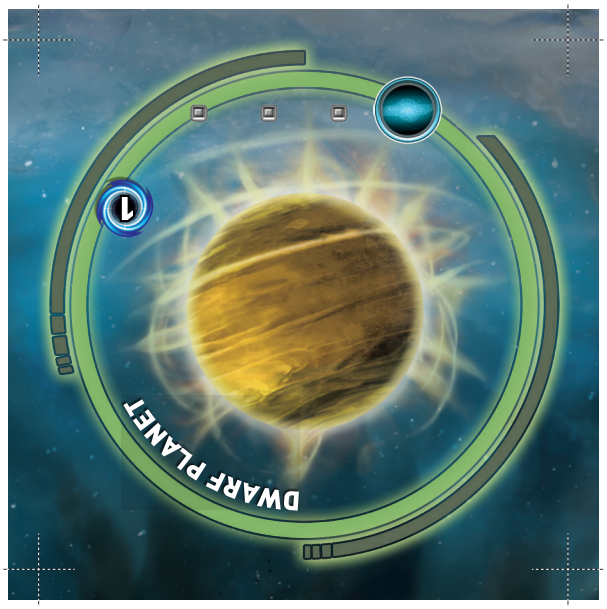
DWARF PLANET


1
DWARF PLANET


DWARF PLANET
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


epic
Galaxies
Beyond the Black


epic
Galaxies
Beyond the Black


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
BLACK HOLE
1
2
Ship must complete track before this card can be taken and then your ship is returned to Unexplored Space.
1


epic
Galaxies
Beyond the Black


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
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
SOLAR STORM
Lose **2 resources** of
your choice

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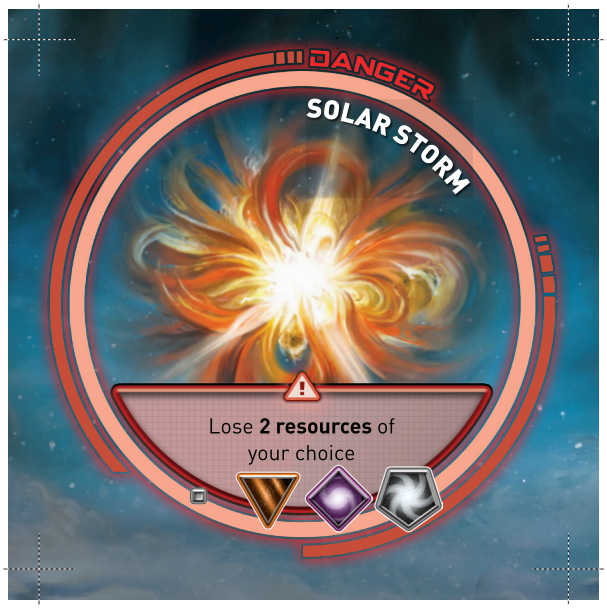
GALAXIES
BEYOND THE BLACK

epic
GALAXIES
BEYOND THE BLACK


DANGER
SOLAR STORM
Lose **2 resources** of your choice


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


epic
Galaxies
Beyond the Black


epic
Galaxies
Beyond the Black


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


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






epic
GALAXIES
BEYOND THE BLACK
PILOT

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GALAXIES
BEYOND THE BLACK
PILOT


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GALAXIES
BEYOND THE BLACK
PILOT

epic
GALAXIES
BEYOND THE BLACK
PILOT


MEGAHAULER
AURORA
AMBITION
INTREPID
NEXUS
This ship acquires
2 resources instead of 1.
1


OVERSEER
AURORA
AMBITION
INTREPID
NEXUS
This ship advances with
either / along either
type of colony track.
1


AGENT
AURORA
AMBITION
INTREPID
NEXUS
When this ship moves to a planet's
colony track, it immediately
performs that planet's action.
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


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GALAXIES
BEYOND THE BLACK
PILOT


epic
GALAXIES
BEYOND THE BLACK
PILOT


MATRIARCH
AURORA
AMBITION
INTREPID
NEXUS
This ship may advance +2 with 1 action.
(only once per turn, on your turn)
1

MOGUL
AURORA
AMBITION
INTREPID
NEXUS
This ship may advance +2 with 1 action.
(only once per turn, on your turn)
1


BOOK WORM
AURORA
AMBITION
INTREPID
NEXUS
This ship may acquire instead of acquiring .
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


epic
GALAXIES
BEYOND THE BLACK
PILOT

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GALAXIES
BEYOND THE BLACK
PILOT


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GALAXIES
BEYOND THE BLACK
PILOT

epic
GALAXIES
BEYOND THE BLACK
PILOT


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


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


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


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


epic
GALAXIES
BEYOND THE BLACK
PILOT


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GALAXIES
BEYOND THE BLACK
PILOT


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GALAXIES
BEYOND THE BLACK
PILOT


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GALAXIES
BEYOND THE BLACK
PILOT


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


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


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


SCAVENGER
AURORA
AMBITION
INTREPID
NEXUS
When this ship lands on a planet's
surface, you immediately acquire
1 of the planet's resource.
1


epic
GALAXIES
BEYOND THE BLACK
PILOT


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GALAXIES
BEYOND THE BLACK
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GALAXIES
BEYOND THE BLACK
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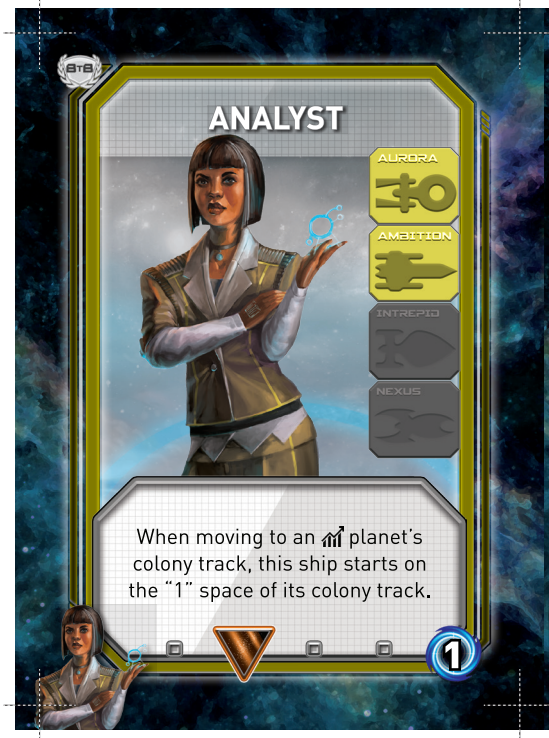
GALAXIES
BEYOND THE BLACK
PILOT


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


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


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


KINGPIN
AURORA
AMBITION
INTREPID
NEXUS
When this ship colonizes a planet, immediately perform that planet's action.
1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GALAXIES
BEYOND THE BLACK
PILOT

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GALAXIES
BEYOND THE BLACK
PILOT


SPEED DEMON
AURORA
AMBITION
INTREPID
NEXUS
After exploring, this ship may immediately move to a planet's 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


MAESTRO
AURORA
AMBITION
INTREPID
NEXUS
When this ship is on your galaxy mat, your galaxy may produce either /.
1


PEACE KEEPER
AURORA
AMBITION
INTREPID
NEXUS
Another player's ship may not advance past this ship on its colony track.
1


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GALAXIES
BEYOND THE BLACK
PILOT


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GALAXIES
BEYOND THE BLACK
PILOT


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


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


OPPORTUNIST
AURORA
AMBITION
INTREPID
NEXUS
When another player lands on the same planet where this ship is landed, you acquire 1 .
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


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GALAXIES
BEYOND THE BLACK
PILOT

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GALAXIES
BEYOND THE BLACK
PILOT


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GALAXIES
BEYOND THE BLACK
PILOT

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GALAXIES
BEYOND THE BLACK
PILOT


MONK
AURORA
AMBITION
INTREPID
NEXUS
At the end of your turn, if this ship is in Unexplored Space 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


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


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


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GALAXIES
BEYOND THE BLACK
PILOT

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GALAXIES
BEYOND THE BLACK
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GALAXIES
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GALAXIES
BEYOND THE BLACK
PILOT


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


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


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


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


tiny
epic
Galaxies


tiny
epic
Galaxies


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


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


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


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


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epic
Galaxies


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epic
Galaxies


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


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


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


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


tiny
epic
Galaxies


tiny
epic
Galaxies


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


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


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


SECRET
MISSION

SECRET
MISSION


SECRET
MISSION

SECRET
MISSION


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


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


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


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


SECRET
MISSION


SECRET
MISSION


SECRET
MISSION


SECRET
MISSION


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


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


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


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



