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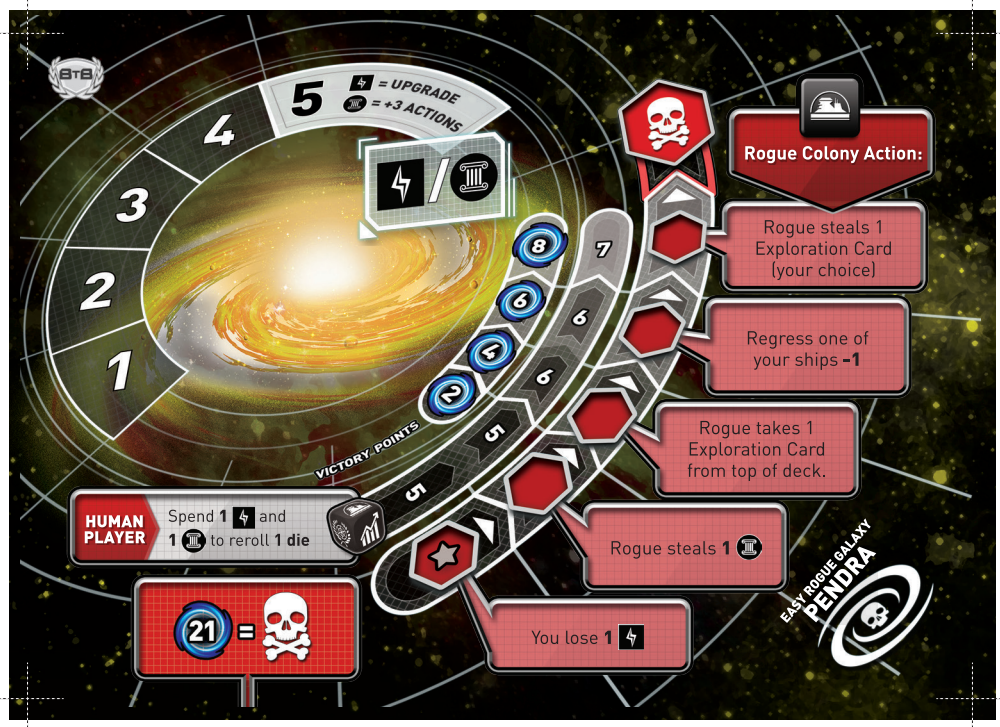
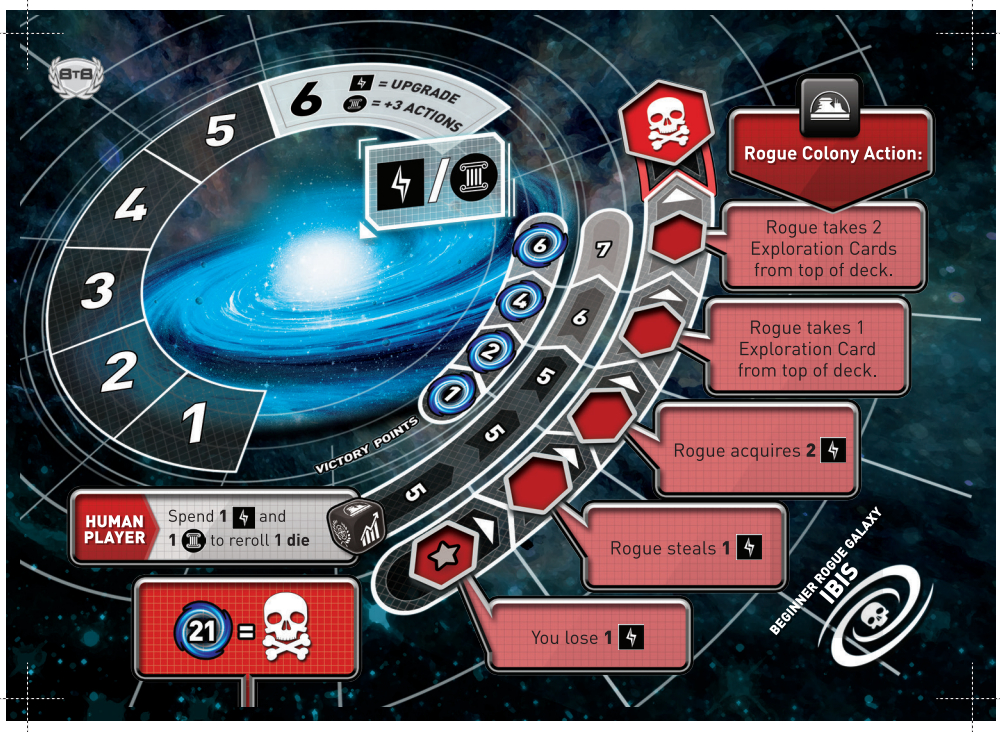

5
= UPGRADE
= +3 ACTIONS
4
3
2
1
Rogue Colony Action:
Rogue steals 1 Exploration Card (your choice)
Regress one of your ships -1
Rogue takes 1 Exploration Card from top of deck.
Rogue steals 1
You lose 1
VICTORY POINTS
HUMAN PLAYER
Spend 1 and 1 to reroll 1 die
21 =
EASY ROGUE GALAXY
PENDRA

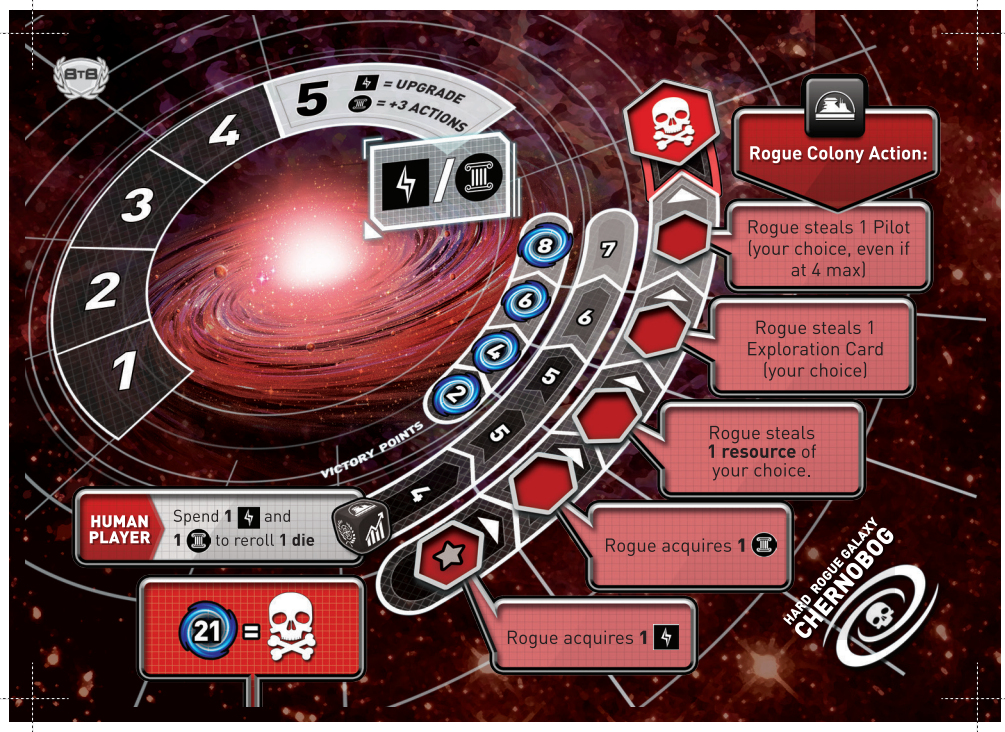

INTREPID
AMBITION
OR
NEXUS
Hire any Pilot
? = ? = ?
AURORA
OR


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


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


epic
Galaxies
Beyond the Black


epic
Galaxies
Beyond the Black


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


epic
Galaxies
Beyond the Black


epic
Galaxies
Beyond the Black

RARE METAL MOON
Acquire 2

RARE METAL MOON
Acquire 2

epic
Galaxies
Beyond the Black

epic
Galaxies
Beyond the Black


RARE METAL MOON
Acquire 2


DISCOVER NEW LIFE
Acquire 2


EPIC
GALAXIES
BEYOND THE BLACK


EPIC
GALAXIES
BEYOND THE BLACK


DISCOVER NEW LIFE
Acquire 2


DISCOVER NEW LIFE
Acquire 2


epic
Galaxies
Beyond the Black


epic
Galaxies
Beyond the Black


DERELICT STATION
Acquire 1 and 1


DERELICT STATION
Acquire 1 and 1


epic
Galaxies
Beyond the Black


epic
Galaxies
Beyond the Black


DERELICT STATION
Acquire 1 and 1

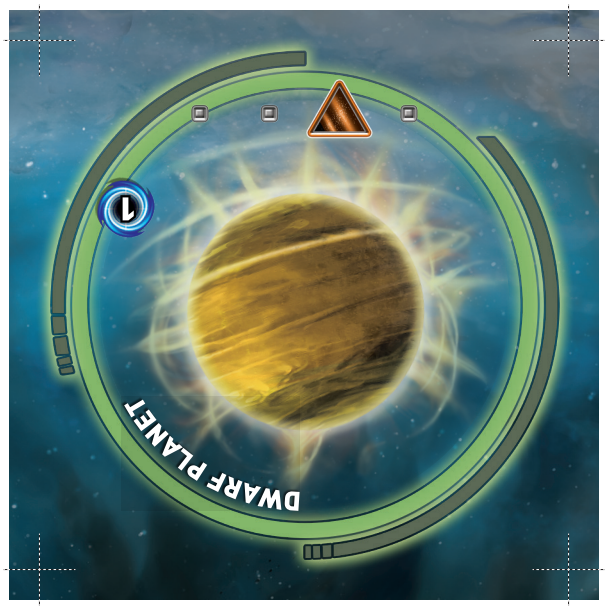

DERELICT STATION
Acquire 1 and 1

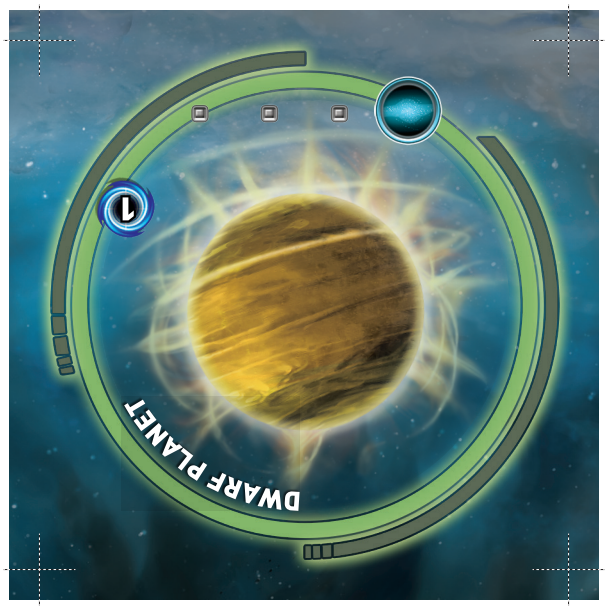

BEYOND THE BLACK
GALAXIES
EPIC


BEYOND THE BLACK
GALAXIES
EPIC


tiny
epic
Galaxies
BEYOND THE BLACK


tiny
epic
Galaxies
BEYOND THE BLACK


DWARF PLANET


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


BEYOND THE BLACK
GALAXIES
EPIC
TM


BEYOND THE BLACK
GALAXIES
EPIC
TM


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


BEYOND THE BLACK
GALAXIES
EPIC

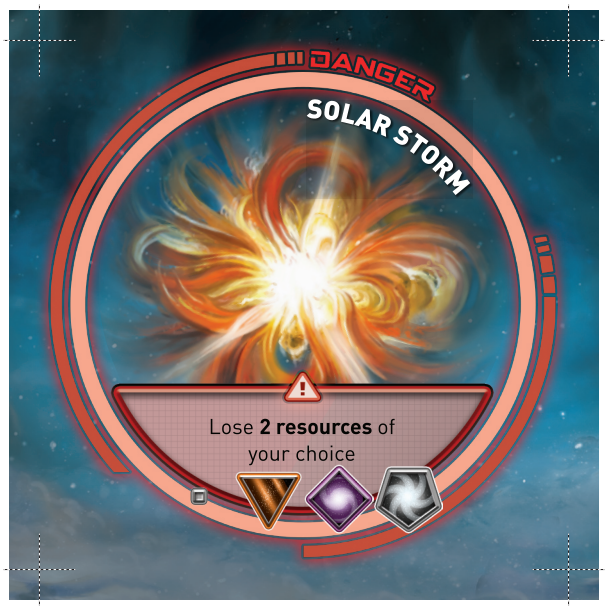

BEYOND THE BLACK
GALAXIES
EPIC

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

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

epic
Beyond the Black
Galaxies

epic
Beyond the Black
Galaxies


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


epic
Galaxies
Beyond the Black


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


PILOT


PILOT


PILOT


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


PILOT
EPIC
GALAXIES
BEYOND THE BLACK


PILOT
EPIC
GALAXIES
BEYOND THE BLACK


PILOT
EPIC
GALAXIES
BEYOND THE BLACK


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


PILOT


PILOT


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


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


PILOT


PILOT


PILOT


BTB
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


BTB
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


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


PILOT
epic
GALAXIES
BEYOND THE BLACK


PILOT
epic
GALAXIES
BEYOND THE BLACK


PILOT
epic
GALAXIES
BEYOND THE BLACK


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


PILOT
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GALAXIES
BEYOND THE BLACK


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GALAXIES
BEYOND THE BLACK


PILOT
epic
GALAXIES
BEYOND THE BLACK


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


PILOT
epic
GALAXIES
BEYOND THE BLACK


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GALAXIES
BEYOND THE BLACK


PILOT
epic
GALAXIES
BEYOND THE BLACK


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


PILOT
epic
GALAXIES
BEYOND THE BLACK


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epic
GALAXIES
BEYOND THE BLACK


PILOT
epic
GALAXIES
BEYOND THE BLACK


BTB
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


BTB
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


BTB
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


PILOT
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GALAXIES
BEYOND THE BLACK


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GALAXIES
BEYOND THE BLACK


PILOT
epic
GALAXIES
BEYOND THE BLACK


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


BTB
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


BTB
MONK
AURORA
AMBITION
INTREPID
NEXUS
At the end of your turn, if this ship is in Unexplored Space you acquire 1 .
1


PILOT
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GALAXIES
BEYOND THE BLACK


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GALAXIES
BEYOND THE BLACK


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epic
GALAXIES
BEYOND THE BLACK


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


PILOT


PILOT


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
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

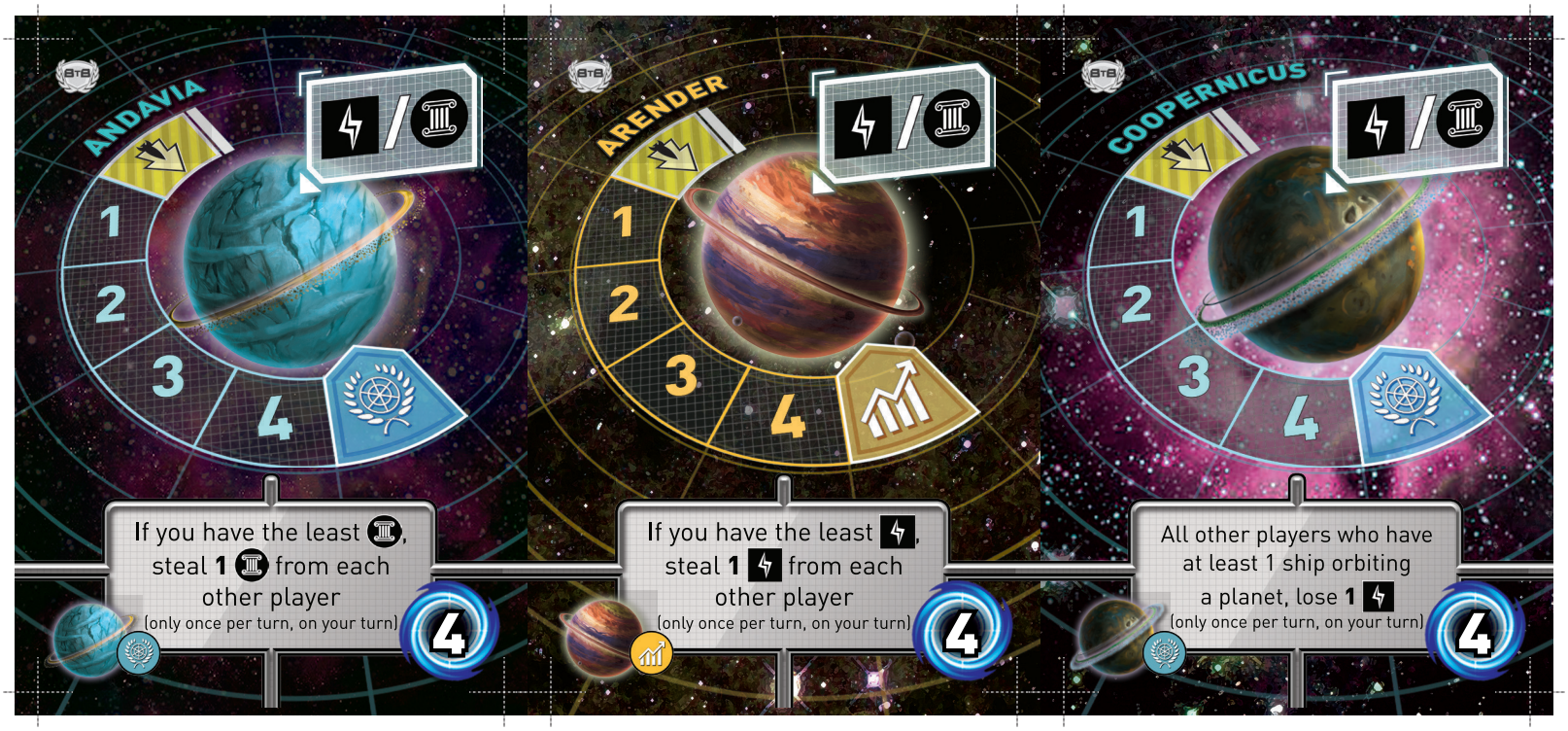

PILOT
PILOT
PILOT


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


Epic Galaxies
Epic Galaxies
Epic Galaxies


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


Epic
Galaxies
Epic
Galaxies
Epic
Galaxies


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


epic
GALAXIES
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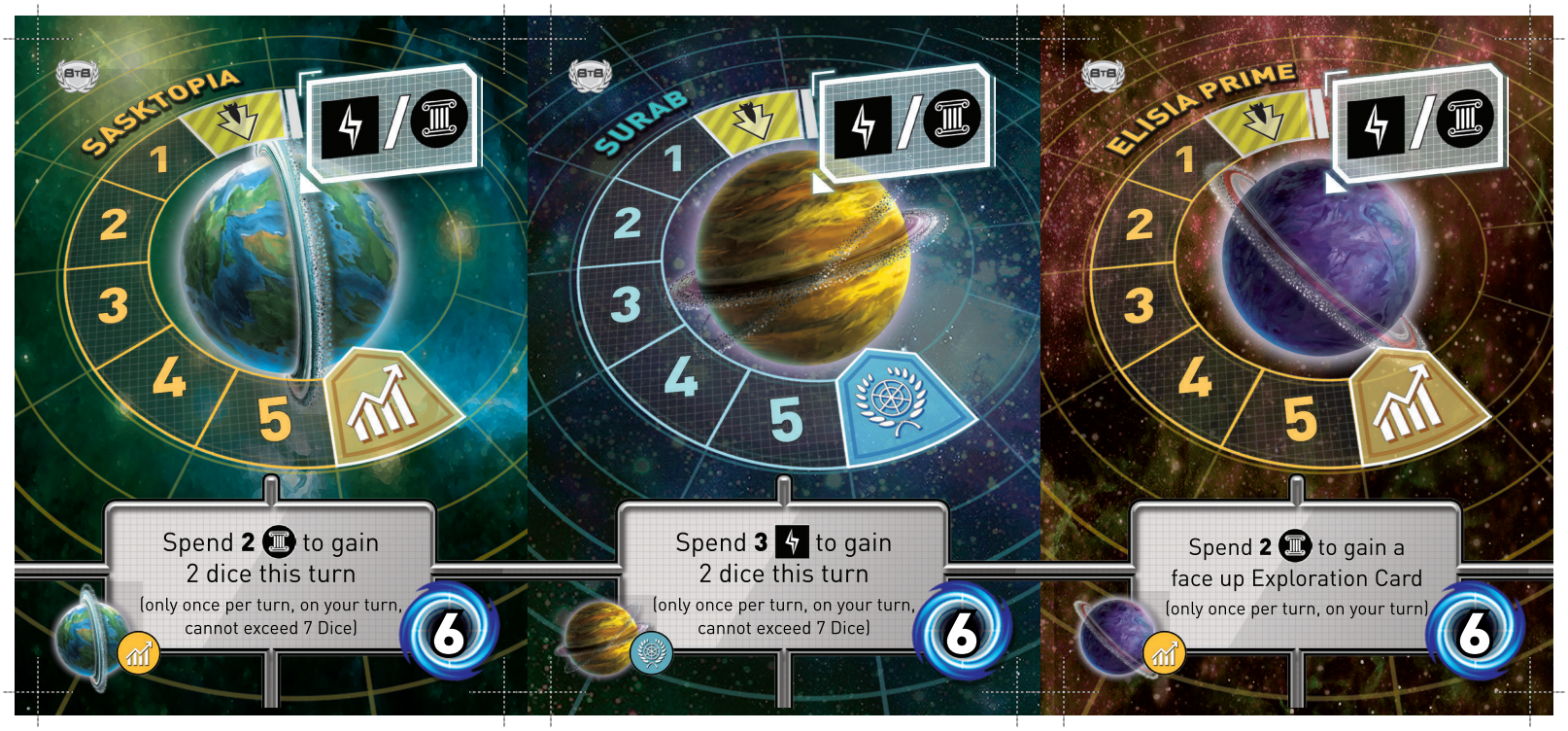
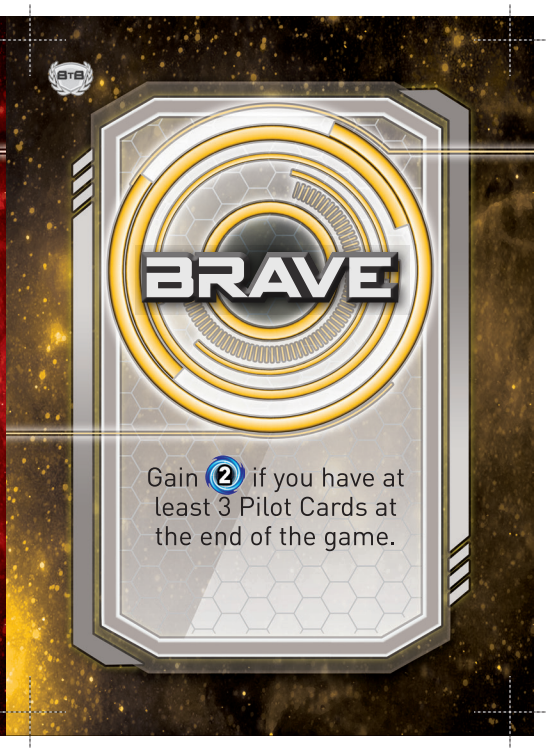
GALAXIES


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
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


Epic
Galaxies
Epic
Galaxies
Epic
Galaxies


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.


SECRET MISSION


SECRET MISSION


SECRET MISSION


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)


SECRET MISSION


SECRET MISSION


SECRET MISSION


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


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


? + ?


SECRET MISSION


SECRET MISSION


¿ + ¿