
5 = UPGRADE
= +3 ACTIONS
4
3
2
1
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
BLIOUIS


0
1
2
3
4
5
6
7
8
9
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11
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21
22
23
24
25
26
27
28
29
30


5 = UPGRADE
= +3 ACTIONS
4
3
2
1
VICTORY POINTS
8
7
6
5
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
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


4 = UPGRADE
= +3 ACTIONS
3
2
1
VICTORY POINTS
7
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
7
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
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11
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30


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


tiny
epic
Galaxies
BEYOND THE BLACK

SPACE ICE

Acquire 1 ϟ

ALIEN TRANSMISSION

Acquire 1

RARE METAL MOON

Acquire 2 ϟ

DISCOVER NEW LIFE

Acquire 2

DERELICT STATION

Acquire 1 ϟ and 1

DERELICT STATION

Acquire 1 ϟ and 1

SPACE ICE

Acquire 1 ϟ

ALIEN TRANSMISSION

Acquire 1

RARE METAL MOON

Acquire 2 ϟ

DISCOVER NEW LIFE

Acquire 2

DERELICT STATION

Acquire 1 ϟ and 1

DWARF PLANET

1

SPACE ICE

Acquire 1 ϟ

ALIEN TRANSMISSION

Acquire 1

RARE METAL MOON

Acquire 2 ϟ

DISCOVER NEW LIFE

Acquire 2

DERELICT STATION

Acquire 1 ϟ and 1

DWARF PLANET

1


tiny
epic
Galaxies
BEYOND THE BLACK

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

DANGER

SOLAR STORM

Lose **2 resources** of your choice

DANGER

SUPERNOVA

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

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

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

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

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


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 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 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 .

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 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



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

ANALYST



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

POLITICIAN



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

OPPORTUNIST



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

MONK



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

SPEED DEMON



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

PEACE KEEPER



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

MAESTRO



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

CELEBRITY



LT. ANDY WEIR

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

NETWORKER



CAPT. TIM SCHAFER

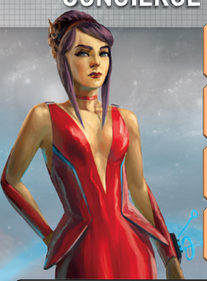
At the start of your turn if this ship is landed on a planet, you may freely move it to another planet and then perform that planet's action.

GAMELYN



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

CONCIERGE



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

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.

MARSHALL



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

DAREDEVIL



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

DISPATCHER



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

VICEROY



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

SECRET MISSION

SECRET MISSION

SECRET MISSION

SECRET MISSION

SECRET MISSION

SECRET MISSION

tiny epic™ Galaxies

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tiny epic™ Galaxies


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.

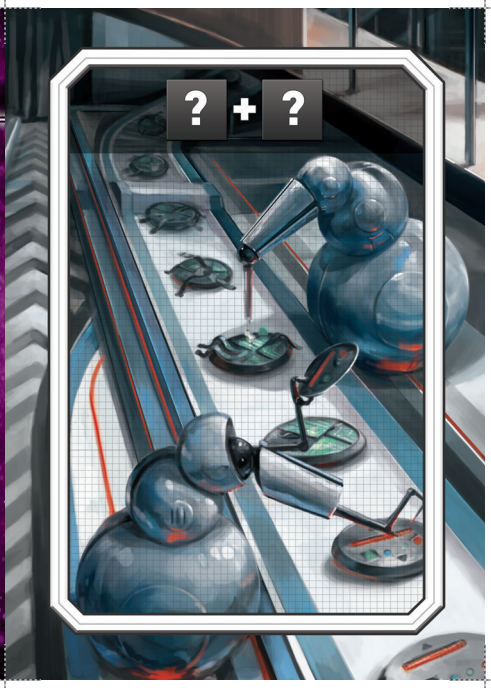

SCIENTIST
Gain 1 for each set of 4 different Exploration Badges you have. (Max 3)


? + ?
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