

### Ally Abilities



Ally Abilities are indicated by a faction icon in the text box. On your turn, an Ally Ability may be used as soon as you have another Ship or Base of that faction in-play. Ally Abilities may be used at any time during your Main Phase.

### Scrap Abilities



Some Ships and Bases have a Scrap Ability, indicated by a trash can icon in the text box. Any time during the Main Phase you may use a card's Scrap Ability by immediately removing it from play and placing it in the Scrap Heap. Cards in the Scrap Heap do not return to your deck, so consider carefully if the card's Scrap Ability is worth junking it!

### Scrapping Cards

Some card abilities allow you to scrap other cards from your hand, your Discard Pile or the Trade Row. Whenever a card is scrapped, place it in the Scrap Heap. If a card is scrapped for any reason other than its Scrap Ability, that Scrap Ability does not trigger. If an Explorer would be placed in the Scrap Heap for any reason, instead place it face-up in the Explorer pile.

The Trade Row should always have five cards in it, so if you scrap a card from the Trade Row, immediately replace it with the next card from the Trade Deck.

### Acquiring Cards

Some card abilities will give you Trade. When you gain Trade, it goes into a Trade Pool which you may add to and use over the course of your Main Phase.

Trade is used to acquire cards from the Trade Row or the Explorer pile. A card's cost is found in the Trade symbol in its upper right hand corner. To acquire a card, subtract Trade from your Trade Pool equal to the card's cost and put the card into your Discard Pile. Acquiring a card doesn't count as playing it, so it doesn't go into play and you don't use its abilities. Any remaining Trade is saved and can be used to acquire additional cards during the Main Phase.

Sometimes a card's ability will instruct you to "Acquire a card." In this case you immediately acquire the card without paying its cost.

Remember, the Trade Row should always have five cards in it, so if you acquire a card from the Trade Row, immediately replace it with the next card from the Trade Deck.

### Attacking

Some card abilities will give you Combat. When you gain Combat, it goes into a Combat Pool which you may add to and use over the course of your Main Phase. You may use Combat to attack your opponent or their Bases.

To attack a Base, subtract Combat from your Combat Pool equal to the Base's Defense. That Base is destroyed and goes to your opponent's Discard Pile.

Sometimes a card's ability will instruct you to "Destroy target base." In this case you destroy the Base without using Combat.

To attack your opponent, subtract any amount of Combat from your Combat Pool and lower your opponent's Authority by that amount.

If your opponent controls any Bases with the Outpost designation, these must be destroyed before you can attack/target your opponent's non-outpost bases or attack your opponent directly.

### Discard Phase

Whenever you discard a card or acquire a new card from the Trade Row, place it face-up in your Discard Pile. Any player may look through your Discard Pile at any time.

During your Discard Phase you:

- Lose any Trade remaining in your Trade Pool.
- Lose any Combat remaining in your Combat Pool.
- Put all in-play Ships into your Discard Pile.
- Put any cards left in your hand into your Discard Pile.

### Draw Phase

During your Draw Phase you:

- Draw five cards, then your turn ends.

Note: if you need to draw a card and your personal deck is empty, shuffle your Discard Pile and place it face-down as your new personal deck.

Example: At the beginning of your Draw Phase you have three cards left in your deck. Draw those three cards, shuffle your Discard Pile into a new personal deck, then draw two more cards.

### Icon Reference List



Blob faction icon



Trade Federation faction icon



Star Empire faction icon



Machine Cult faction icon

When one of these icons is found in the upper-left hand corner of a card, this indicates the card's faction. When this icon is found in a card's text box, this indicates an Ally Ability.



Authority

Players start the game with a score of 50 Authority. If your Authority is reduced to zero or below, you lose the game. When this icon is found in a card's text box, this indicates an amount of Authority you gain.



Combat

When this icon is found in a card's text box, this indicates an amount of Combat you gain.



Trade

When this icon is found in the upper-right hand corner of a card, this indicates the card's cost. When this icon is found in a card's text box, this indicates an amount of Trade you gain.



Scrap

When this icon is found in a card's text box, this indicates a Scrap Ability.

**OUTPOST** Outpost

This Base is an Outpost. If a player has an Outpost in-play, they may not be attacked and their non-outpost Bases may not be attacked or targeted by an opponent until all of their Outposts are destroyed.



Defense

A Base's Defense is the amount of Combat that it must be hit with in a single turn to destroy it.