

INTERCEPTOR
STELLAR CLASS
COST 5

CRUISER
RECON CLASS
COST 5

DREADNOUGHT
VENATOR CLASS
COST 8

STARBASE
MAGLATA CLASS
COST 3

ADVANCED MINING

0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8	
0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8	
0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8	

THE BUGS

I HAVE THE PERFECT ARTWORK. JUST WAITING ON ARTIST APPROVAL

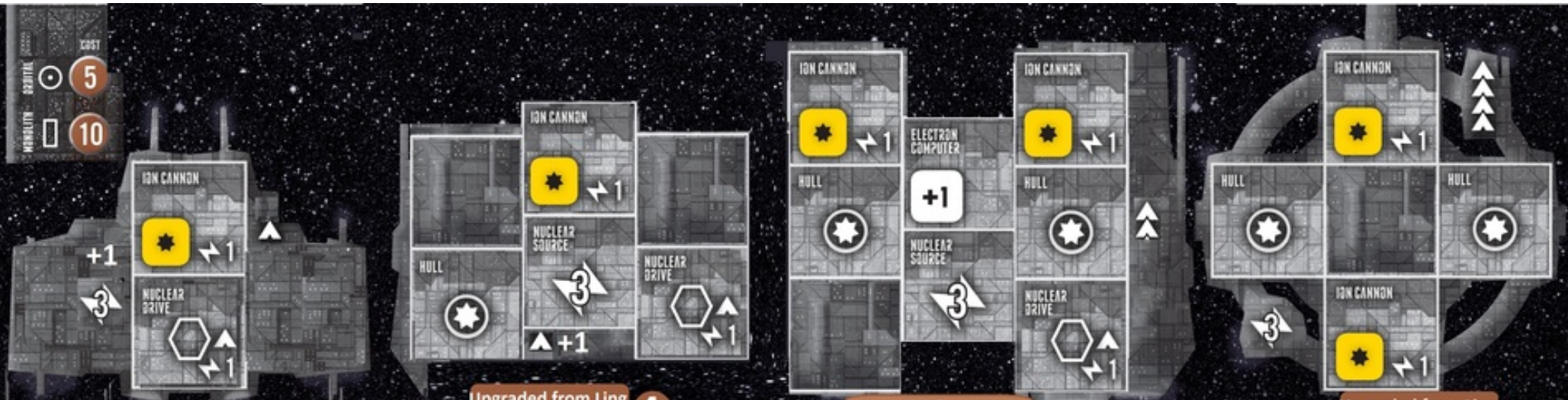
28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2

EXP INF RES UPG BUI MOV

-30	-25	-21	-17	-13	-10	-7	-5	-3	-2	-1	0	0
-30	-25	-21	-17	-13	-10	-7	-5	-3	-2	-1	0	0

40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

0
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14



Ling Class

3 = 2

Mutalisk Class

Upgraded from Ling 4

Broodlord Class

Upgraded from Muta 4

Spore Colony

Upgraded from Ling 2

The Swarm of the Reach



28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2

EXP INF RES UPG BUI MOV

-30	-25	-21	-17	-13	-10	-7	-5	-3	-2	-1	0	0
-----	-----	-----	-----	-----	-----	----	----	----	----	----	---	---

- 0
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COST 5
 COST 10



CRUISER CLANG CLASS COST 5
DREADNOUGHT ESCALIBUR CLASS COST 10
STARBASE BUSTER CLASS COST 3

- 0
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0	0	0	0	1	2	3	5
0	0	0	0	1	2	3	5
0	0	0	0	1	2	3	5

-1 -2 -3 -4
 -1 -2 -3 -4
 -1 -2 -3 -4



28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2

EXP INF RES UPG BUI MOV

-30 -25 -21 -17 -13 -10 -7 -5 -3 -2 -1 0 0

347
 3 → 1

- 40
- 39
- 38
- 37
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- 16
- 15

COST 5
 WEAPONRY 10

INTERCEPTOR
 STELLAR CLASS
 COST 4

CRUISER
 DEEPWATER CLASS
 COST 6

DREADNOUGHT
 VENATOR CLASS
 COST 9

STARBASE
 NUCLEATA CLASS
 COST 3

- 0
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- 10
- 11
- 12
- 13
- 14

ADVANCED MINING

0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8	
0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8	
0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8	



28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2

ANY TWO OF THESE ACTIONS

EXP INF RES UPG/30%/MOV

-30	-25	-21	-17	-13	-10	-7	-5	-3	-2	-1	0	0
-30	-25	-21	-17	-13	-10	-7	-5	-3	-2	-1	0	0

- 40
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- 19
- 18
- 17
- 16
- 15

INTERCEPTOR MORAL CLASS COST 10

ION CANNON NUCLEAR SOURCE NUCLEAR DRIVE

CRUISER APRILIAN CLASS COST 5

ION CANNON HULL NUCLEAR SOURCE NUCLEAR DRIVE

DREADNOUGHT ETESIAN CLASS COST 8

ION CANNON HULL NUCLEAR SOURCE NUCLEAR DRIVE

STARBASE NOCTURNE CLASS COST 3

ION CANNON HULL HULL ELECTRON COMPUTER +1 IMPULSE CANNON

STARBASE 4/3

0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8	
0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8	
0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8	

LANGOLS OF CHRONOMUS

PROCESSING

24	21	18	15	10	6	2
24	21	18	15	10	6	2
24	21	18	15	10	6	2

EXP RES UPG BUI MOV

4 → 1

-30	-25	-21	-17	-13	-10	-7	-5	-3	-2	-1	0	0
-30	-25	-21	-17	-13	-10	-7	-5	-3	-2	-1	0	0

40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15
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14

5
 10
 COST

INTERCEPTOR
 VASSAL CLASS
 COST 3

CRUISER
 BARON CLASS
 COST 5

DREADNOUGHT
 SOVEREIGN CLASS
 COST 8

STARBASE
 KEEP CLASS
 COST 3

0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		
0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		
0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		

28 24 21 18 15 12 10 8 6 4 3 2
 28 24 21 18 15 12 10 8 6 4 3 2
 28 24 21 18 15 12 10 8 6 4 3 2

EXP INF RES UPG BUI MOV

-30 -25 -21 -17 -13 -10 -7 -5 -3 -2 -1 0 0

40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15

THE UNITED KINGDOMS OF ADASAF

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INTERCEPTOR
WASP CLASS
COST 3

CRUISER
WASP CLASS
COST 6

DREADNOUGHT
HARNET CLASS
COST 9

STARBASE
SCORPION CLASS
COST 3

0
1
2
3
4
5
6
7
8
9
10
11
12
13
14

NEUTRON BOMBS 2/2

STARBASE 4/3

0	0	0	0	1	2	3	5
-2	-3	-4	-6	-8			
0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		
0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		

THE UYANI HIVE

28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2

EXP INF RES UPG BUI MOV

-30	-25	-21	-17	-13	-10	-7	-5	-3	-2	-1	0	0
-30	-25	-21	-17	-13	-10	-7	-5	-3	-2	-1	0	0

40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15

INTERCEPTOR ESCORT CLASS COST 3

CRUISER CORVETTE CLASS COST 5

DREADNOUGHT WAR SHIP CLASS COST 8

STARBASE PLATFORM CLASS COST 3

Equipment icons include: ION CANNON, HULL, ELECTRON COMPUTER, NUCLEAR SOURCE, NUCLEAR DRIVE, and various movement/ability icons like '+1', '-1', and movement arrows.

- 0
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14

STARBASE 0 0 0 1 2 3 5

FUSION SOURCE 0 0 0 1 2 3 5

FUSION DRIVE 0 0 0 1 2 3 5

PSILON TECHNOCRACY

28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2

EXP INF RES UPG BUI MOV

-30 -25 -21 -17 -13 -10 -7 -5 -3 -2 -1 0 0

40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15

COST 5
 PRODUCTION 10

INTERCEPTOR
 GREENLIN CLASS
 COST 3

CRUISER
 GOOLIN CLASS
 COST 5

DREADNOUGHT
 DARE CLASS
 COST 8

STARBASE
 TROLL CLASS
 COST 3

0 -1 -2 -3 -4 -6 -8
 0 -1 -2 -3 -4 -6 -8
 0 -1 -2 -3 -4 -6 -8

GNOLAM TRADE FEDERATION

28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2

EXP INF RES UPG BUI MOV

-30 -25 -21 -17 -13 -10 -7 -5 -3 -2 -1 0 0

40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15

INTERCEPTOR
WASP CLASS
COST 3

CRUISER
HORNET CLASS
COST 5

DREADNOUGHT
SCORPION CLASS
COST 8

STARBASE
SPIDER CLASS
COST 3

- 0
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14

ADVANCED MINING

0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8	
0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8	
0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8	

KLACKON HIVE

28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2

EXP INF RES UPG BUI MOV

-30	-25	-21	-17	-13	-10	-7	-5	-3	-2	-1	0	0
-30	-25	-21	-17	-13	-10	-7	-5	-3	-2	-1	0	0

40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

INTERCEPTOR QUARTZ CLASS COST 5

CRUISER TOURMALINE CLASS COST 5

DREADNOUGHT EMERALD CLASS COST 8

STARBASE TOPAZ CLASS COST 3

Equipment icons include: ION CANNON, HULL, NUCLEAR SOURCE, ELECTRON COMPUTER, NUCLEAR DRIVE, and a +1 bonus icon. Movement arrows indicate range and direction.

Shield and armor grid:

0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		
0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		
0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		

Resource and action buttons:

EXP INF RES UPG BUI MOV

Resource values: 28 24 21 18 15 12 10 8 6 4 3 2

Cost values: -30 -25 -21 -17 -13 -10 -7 -5 -3 -2 -1 0 0

THE SILICOID

261

5 → 1

Grid numbers 0-14 on the right side.

INTERCEPTOR (BYGGER CLASS) COST 5
 HULL COST 10

CRUISER (BYGGER CLASS) COST 6

DREADNOUGHT (BYGGER CLASS) COST 9

STARBASE (BYGGER CLASS) COST 4

0 0 0 0 1 2 3 5

-1 -2 -3 -4 -6 -8

0 0 0 0 1 2 3 5

-1 -2 -3 -4 -6 -8

SENTIENT HULL +1

0 0 0 0 1 2 3 5

-1 -2 -3 -4 -6 -8

28 24 21 18 15 12 10 8 6 4 3 2

28 24 21 18 15 12 10 8 6 4 3 2

28 24 21 18 15 12 10 8 6 4 3 2

28 24 21 18 15 12 10 8 6 4 3 2

-30 -25 -21 -17 -13 -10 -7 -5 -3 -2 -1 0 0

40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15

MEKLAR ASSEMBLY

EXP INF RES UPG BUI MOV

257

3 → 1

0

1

2

3

4

5

6

7

8

9

10

11

12

13

14

HEALTH 5
ENERGY 10
COST

INTERCEPTOR
 VASSAL CLASS
 COST 3

CRUISER
 BARON CLASS
 COST 5

DREADNOUGHT
 SOVEREIGN CLASS
 COST 8

STARBASE
 KEEP CLASS
 COST 3

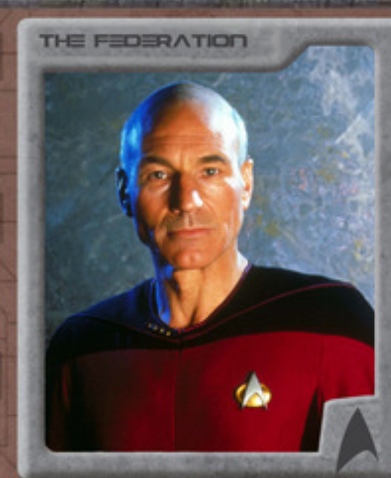
0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		
0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		
0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		

28 24 21 18 15 12 10 8 6 4 3 2
 28 24 21 18 15 12 10 8 6 4 3 2
 28 24 21 18 15 12 10 8 6 4 3 2

EXP INF RES UPG BUI MOV

-30 -25 -21 -17 -13 -10 -7 -5 -3 -2 -1 0 0

40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15



0

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14

Game board showing ship classes and their components:

- INTERCEPTOR** (WASP CLASS, COST 3): REPUTATION THEFT (1), NUCLEAR SOURCE (3), NUCLEAR DRIVE (1).
- CRUISER** (HORNET CLASS, COST 5): HULL (1), ION CANNON (1), NUCLEAR SOURCE (3), ELECTRON COMPUTER (+1), NUCLEAR DRIVE (1).
- DREADNOUGHT** (SCORPION CLASS, COST 8): REPUTATION THEFT (1), HULL (1), ION CANNON (1), NUCLEAR SOURCE (3), ELECTRON COMPUTER (+1), NUCLEAR DRIVE (1).
- STARBASE** (SPIDER CLASS, COST 3): HULL (1), ION CANNON (1), ELECTRON COMPUTER (+1).

Shield and Cloaking Device upgrade grid:

0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		
0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		
0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		

THIEVES OF SHIRAZI

Resource and Action interface:

- Resource grid:

28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2
- Action buttons: EXP, INF, RES, UPG, BUI, MOV.
- Cost/Action buttons: -30, -25, -21, -17, -13, -10, -7, -5, -3, -2, -1, 0, 0.
- Resource icons: EXP (hexagon), INF (cylinder), RES (square), UPG (square), BUI (wrench), MOV (arrow).

Vertical grid on the right side of the board:

0
1
2
3
4
5
6
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11
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14

INTERCEPTOR
 WRECK CLASS
 COST 3

CRUISER
 HORNET CLASS
 COST 5

DREADNOUGHT
 SCORPION CLASS
 COST 8

STARBASE
 SPIDER CLASS
 COST 3

Components shown on ships include: ION CANNON, HULL, NUCLEAR SOURCE, ELECTRON COMPUTER, NUCLEAR DRIVE, and various movement and action icons.

- 0
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14

A grid of 30 shield icons arranged in 3 rows and 10 columns. Each shield has a number indicating its cost or value.

0	0	0	0	1	2	3	5	0	-1	-2	-3	-4	-6	-8
0	0	0	0	1	2	3	5	0	-1	-2	-3	-4	-6	-8
0	0	0	0	1	2	3	5	0	-1	-2	-3	-4	-6	-8

Below the shield grid is a resource management section with three rows of numbers:

28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2

Below the numbers are icons for EXP, INF, RES, UPG, BUI, and MOV.

At the bottom is a row of 11 circular buttons with values: -30, -25, -21, -17, -13, -10, -7, -5, -3, -2, -1, 0, 0.



A small tactical map or grid showing movement paths and icons.

Includes icons for movement (arrows), actions (wrench, gun), and resource management (diamond, circle, square).

- 40
- 39
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- 36
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- 20
- 19
- 18
- 17
- 16
- 15

INTERCEPTOR COST 4

ION CANNON (+1, 1)
 NUCLEAR SOURCE (3)
 NUCLEAR DRIVE (1)

DREADNOUGHT COST 9

ION CANNON (+1, 1)
 HULL (+1)
 ELECTRON COMPUTER (+1)
 NUCLEAR SOURCE (3)
 NUCLEAR DRIVE (1)

STARBASE COST 4

ION CANNON (+1, 1)
 HULL (+1)
 ELECTRON COMPUTER (+1)
 NUCLEAR DRIVE (1)

- 0
- 1
- 2
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- 4
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TRACTOR BEAM

0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		
0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		
0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		

EXACTOR SYNDICATE

28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2

EXP INF RES UPG BUI MOV

-30	-25	-21	-17	-13	-10	-7	-5	-3	-2	-1	0	0
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- 20
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- 17
- 16

BRUTAL 5

WEALTH 10

2

3

0

CRUISER 5
MOBILE PLATFORM MEDIUM

STARBASE 3
STATIONARY PLATFORM

NUCLEAR SOURCE 3

NUCLEAR DRIVE 1

ION CANNON 1

ELECTRON COMPUTER +1

HULL 1

ION CANNON 1

HULL 1

ELECTRON COMPUTER +1

HULL 1

INTERCEPTOR 3
MOBILE PLATFORM SMALL

DREADNOUGHT 8
MOBILE PLATFORM LARGE

1

2

3

4

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6

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14



0	0	0	0	1	2	3	6
-1	-2	-3	-4	-5	-6	-8	
0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		
0	0	0	0	1	2	4	
-1	-1	-2	-4	-6			



28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2

EXP INF RES UPG BUI MOV

-30	-25	-21	-17	-13	-10	-7	-5	-3	-2	-1	0	0
-30	-25	-21	-17	-13	-10	-7	-5	-3	-2	-1	0	0

221/223/225
227/229/331

2 → 1

40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15

INTERCEPTOR Explorer Class COST 5

CRUISER Fighter Class COST 3

DREADNOUGHT Armor Class COST 5

STARBASE Defender Class COST 10

STARBASE Defender Class COST 4

Tortugan Monarchy TM

EXP INF RES UPG BUI MOV

40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14



INTERCEPTOR CORRA CLASS COST 5
CRUISER LIGHT CLASS COST 3
DREADNOUGHT ELEPHANT CLASS COST 10
STARBASE BEARING CLASS COST 4



28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2

229

EXP INF RES UPG BUY MOV

3 → 1

1 / 1

40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15

COST 5
 COST 10
INTERCEPTOR COST 3
CRUISER COST 5
DREADNOUGHT COST 8
STARBASE COST 3

APTARI

0	0	0	0	1	2	3	5
-1	-2	-3	-4	-6	-8		
0	0	0	1	2	3	5	
-1	-2	-3	-4	-6	-8		
0	0	0	1	2	3	5	
-1	-2	-3	-4	-6	-8		

28 24 21 18 15 12 10 8 6 4 3 2
 28 24 21 18 15 12 10 8 6 4 3 2
 28 24 21 18 15 12 10 8 6 4 3 2

EXP INF RES UPG BU MOV
 4 → 1

-30 -25 -21 -17 -13 -10 -7 -5 -3 -2 -1 0 0

40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15

INTERCEPTOR (STELLAR CLASS) COST 2
CRUISER (BEYOND CLASS) COST 3
DREADNOUGHT (VINTAGE CLASS) COST 4
STARBASE (MACULATA CLASS) COST 1

STARBASE 4/3
INTERCEPTOR BAY 9/7
ORBITAL 8/5

Reconstructors of Antares

28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2
28	24	21	18	15	12	10	8	6	4	3	2

EXP INF RES UPG BUI MOV REC

-30 -25 -21 -17 -13 -10 -7 -5 -3 -2 -1 0 0

40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14