

COLOR POWERS

GREEN (Construct) - Take the current smallest piece of any one color from the Bank and add it as a ship to a system where you have another ship of the same color.

BLUE (Trade) - Trade to the Bank a ship of one color for one of a different color that is the same size.

RED (Capture) - Capture a ship by turning it around. To capture you must have a ship of the same size or larger in the system.

YELLOW (Travel) - Move a ship to an existing system in which there are no stars of equal size to any in its current system, or, place a new star of unequal size from the Bank and move a ship there (discovery).

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HOMEWORLDS

TURN REFERENCE

On your turn perform 1 Basic Action or Sacrifice 1 ship.

BASIC ACTION - Use a Color Power in a system where either a ship you control or a star matches the color of the power.

SACRIFICE - Return a ship to the Bank to use the matching Color Power a number of times equal to the piece's pips in any system (or systems) where you still control a ship.

CATASTROPHE - At any time during your turn if a system has 4 or more pieces of the same color (ships or stars) you may declare a catastrophe and return them to the Bank.

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