Player Reference Card – Ship Chart

Type	Name	CP Cost	Attack Strength	Defense Strength	Hull Size	Notes
SC	Scout	6	E3 (A6-8)	0	1	• May have increased firepower *versus fighters* depending on level of point defense technology - A6 at PD1, A7 at PD2, A8 at PD3.
DD	Destroyer	9	D4	0	1	• Must have Ship Size Technology of 2 or more to build. • Can detect cloaked ships (raiders) depending on level of scanning technology.
CA	Cruiser	12	C4	1	2	• Must have Ship Size Technology of 3 or more to build. • Can be equipped with Exploration Technology.
BC	Battlecruiser	15	B5	1	2	• Must have Ship Size Technology of 4 or more to build.
BB	Battleship	20	A5	2	3	• Must have Ship Size Technology of 5 or more to build.
DN	Dreadnaught	24	A6	3	3	• Must have Ship Size Technology of 6 to build.
CO	Colony Ship	8	0	0	1 (0 Maint.)	• Can colonize planets. • Always has a movement tech of 1. • Is destroyed instantly *during movement* or combat if there are enemy combat ships present and there are no friendly combat ships. • Can not retreat.
Base	Base	12	A7	2	3 (0 Maint.)	• Must have Ship Size Technology of 2 or more to build. • Cannot move. • Only one Base can be in any system. • Bases pay no maintenance. • Is not built by SYs – a producing colony can build one base/turn • Bases are automatically upgraded to the highest technology for free.
Miner	Mining Ship	5	0	0	1 (0 Maint.)	• Can pick up minerals and Space Wrecks. • Always has a movement tech of 1. • Is destroyed instantly *during movement* or combat if there are enemy combat ships present and there are no friendly combat ships. • Can not retreat.
Decoy	Decoy	1	*	*	0	• Automatically removed in combat. • Purchased during the economic phase at friendly colony.
Colony	Colony	*	0	0	0	• Defends at strength of 0 and can not fire. • Only one round of fire is allowed at a colony.
SY	Ship Yard	6	C3	0	1 (0 Maint.)	• Allows ships to be built. • May only be built at a colony that produced income. • Only one may be built at any one colony per economic phase. • SYs are automatically upgraded to the highest technology for free (obviously limited by hull size).
Advanced Game Ships						
R	Raider	12	A/D4/5	0	2	• Can only build when at cloaking technology 1+. • Attacks at D4 against groups with a scanner ship, A4 without. • Attack strength increases to A5/D5 if at cloaking technology level 2. • Raiders get +1 to their attack rating the first round of combat when attacking ships without appropriate scanner technology. • Raiders get no benefits from their cloaking technology while in nebulae.
CV	Carrier	12	E3	0	1	• Can carry up to 3 fighter squadrons. • Must have fighter technology to build. • The carrier may participate in combat, but can not be targeted until *all* friendly fighters (not just those on that particular carrier) present in the battle are destroyed.
F	Fighter 1	5	B5	0	1	• Must have fighter 1 technology.
F	Fighter 2	5	B6	0	1	• Must have fighter 2 technology.
F	Fighter 3	5	B7	1	1	• Must have fighter 3 technology.
MS Pipeline	MS Pipeline	3	0	0	1 (0 Maint.)	• Always has a movement tech of 1. • Can give a CP bonus from trade and a movement bonus to ships. • Is destroyed instantly *during movement* or combat if there are enemy combat ships present and there are no friendly combat ships. • Can not retreat.
Mines	Mines	5	*	*	1 (0 Maint.)	• After mines have been swept, each mine destroys one ship of the mine player's choice and is itself removed. • Never carries any additional technology. • Always has a movement rate of 1. • Can not attack.
SW	Mine Sweeper	6	E1	0	1	• Must have Mine Sweeper Technology of 1 or more to build. Ship removes some mines before combat.

- +1 to all of your ships' attack strengths in a battle if your force outnumbers the opposition by 2:1 or more at the start of a round.
- Asteroids: all attack technology levels (not attack strengths) are considered zero regardless of research. *All* ships fire at "E", even raiders.
- Nebulae: all defense technology levels (not defense strengths) are considered zero regardless of research. *All* ships fire at "E", even raiders. Cloaking does not work in Nebulae.
- Space Wreck Technology: 1-2: Ship size   3-4: Attack   5-6: Defense   7: Tactics   8-9: Move   10: Shipyard

Player Reference Card - Research Chart Version 1.2

Technology	Cost	Benefit
Ship Size 1	At Start	Can build SC, CO, SY, Miner, Decoy, MS Pipeline.
Ship Size 2	10 CPs	Can build DD, Base.
Ship Size 3	15 CPs	Can build CA.
Ship Size 4	20 CPs	Can build BC.
Ship Size 5	20 CPs	Can build BB.
Ship Size 6	20 CPs	Can build DN.
Attack 0	At Start	Add 0 to a ship's attack rating when in battle.
Attack 1	20 CPs	Add 1 to a ship's attack rating when in battle.
Attack 2	30 CPs	Add 2 to a ship's attack rating when in battle (up to the ship's limit).
Attack 3	25 CPs	Add 3 to a ship's attack rating when in battle (up to the ship's limit).
Defense 0	At Start	Add 0 to a ship's defense rating when in battle.
Defense 1	20 CPs	Add 1 to a ship's defense rating when in battle.
Defense 2	30 CPs	Add 2 to a ship's defense rating when in battle (up to the ship's limit).
Defense 3	25 CPs	Add 3 to a ship's defense rating when in battle (up to the ship's limit).
Tactics 0	At Start	When opposing ships both have the same fire rating (E, D, C, etc.), the side with the higher tactical rating fires first. If the tactical rating is also tied, then the defender fires first. This rating is not limited by the technology limit (hull size) of a ship!
Tactics 1	15 CPs	
Tactics 2	15 CPs	
Tactics 3	15 CPs	
Move 1	At Start	Can move 1 hex per turn.
Move 2	20 CPs	Can move 1 hex in each of the first two turns and two hexes in the third turn.
Move 3	25 CPs	Can move 1 hex the first turn and two hexes in each of the second and third turns.
Move 4	25 CPs	Can move 2 hexes per turn.
Move 5	25 CPs	Can move 2 hexes in each of the first two turns and three hexes in the third turn.
Move 6	20 CPs	Can move 2 hexes the first turn and three hexes in each of the second and third turns.
Move 7	20 CPs	Can move 3 hexes per turn.
Terraform 0	At Start	Can only colonize non-barren planets.
Terraform 1	20 CPs	Can colonize any unoccupied planet.
Exploration 0	At Start	Exploration as normal.
Exploration 1	15 CPs	CAs may be equipped with special exploration technology which allows them to flip one adjacent System Marker *before* they move.
SY 1	At Start	Can build 1 hull point per SY.
SY 2	20 CPs	Can build 1.5 hull points per SY (rounded down).
SY 3	25 CPs	Can build 2 hull points per SY.
Advanced Technologies		
Fighter 0	At Start	
Fighter 1	25 CPs	Can build CVs and fighter 1.
Fighter 2	25 CPs	Can build and upgrade to fighter 2.
Fighter 3	25 CPs	Can build and upgrade to fighter 3.
Point Defense 0	At Start	
Point Defense 1	20 CPs	Scouts fire at fighters at A6.
Point Defense 2	20 CPs	Scouts fire at fighters at A7.
Point Defense 3	20 CPs	Scouts fire at fighters at A8.
Cloaking 0	At Start	
Cloaking 1	30 CPs	Can build raiders.
Cloaking 2	30 CPs	Raiders increase in strength and become harder to detect.
Scanner 0	At Start	
Scanner 1	20 CPs	Destroyers can detect Raiders with cloaking technology 1.
Scanner 2	20 CPs	Destroyers can detect Raiders with cloaking technology 2.
Mines 0	At Start	
Mines 1	30 CPs	Can build mines.
Mine Sweep 0	At Start	
Mine Sweep 1	10 CPs	Can build mine sweepers. Each Mine Sweeper sweeps 1 mine before combat.
Mine Sweep 2	15 CPs	Each Mine Sweeper sweeps 2 mines before combat.