

## ACTIONS (ONLY DURING YOUR OWN TURN)

Karsta 29.06.2014

### TERRESTRIAL ACTIONS (1/TURN)

**INCOME:** GAIN 2 WT. IN ADDITION YOU CAN ALSO DISCARD HAND CARDS: 1ST CARD 3 WT, 2ND 2 WT, 3RD 1 WT.

**RESEARCH:** INITIATE AUCTION FOR ANY TOP CARD. YOU CAN ALSO INCLUDE TOP CARDS FROM WHITE SUPPORT DECKS.

PAY 1 WT FOR EACH CARD YOU ALREADY HAVE FROM SAME DECKS. OTHER PLAYERS PAY THIS PENALTY ONLY IF THEY BID.

**BOOST:** MOVE WHITE CARDS FROM HAND TO LEO. PAY 1 WT PER MASS POINT.

### EXTRATERRESTRIAL ACTIONS (NO LIMIT, BUT EACH CREW, ROBONAUT, AND FACTORY CAN ONLY TAKE PART IN ONE ET-ACTION)

**REFUEL:** EXTRACT [HYDRATION+1-ISRU] WT OR ANY AMOUNT OF DIRT FROM SITE. TAKE ANY AMOUNT OF WT OR DIRT FROM FACTORY.

**CLAIM:** IF  $ISRU \leq \text{SITE HYDRATION}$ , ROLL  $1D6 \leq \text{SITE SIZE}$  TO CLAIM SITE. TAKE VP TOKEN AND DISCARD TOP CARD FROM ONE DECK.

**BUILD:** ADD FACTORY TO CLAIMED SITE BY DECOMMISSIONING ROBONAUT, REFINERY, AND THEIR (SHARED) SUPPORTS (EXCEPT RADIATORS).

PROJECT CAN BE BUILT WITH SAME ACTION AS FACTORY OR LATER WITH ANOTHER BUILD ACTION. REMOVE CREW CARD FROM PLAY.

**PRODUCE:** PLACE ONE BLACK CARD TO A ROCKET STACK AT A PREVIOUSLY BUILT FACTORY OF SAME SPECTRAL TYPE.

### MOVE ACTIONS (NO LIMIT, BUT EACH CARD AND FUEL TANK CAN ONLY TAKE PART IN ONE MOVE ACTION)

**GROUND MOVE:** MOVE ALONG YELLOW DASHED LINE WITH BUGGY (FREE) OR WITH THRUSTER (SAME AS LANDING).

**SPACE MOVE:** CHOOSE THRUSTER, DECIDE ON AFTERBURNER (+1 THRUST AND COOLING), CALCULATE ACCELERATION.

MOVE FREELY BETWEEN HOHMANN INTERSECTIONS, BURNS, AND LAGRANGE POINTS, EXCEPT:

1. SPEND FUEL STEPS ACCORDING TO FUEL CONSUMPTION TO ENTER A BURN.
2. ACCELERATION IS THE NUMBER OF BURNS THAT CAN BE ENTERED DURING AN ACTION.
3. CHANGING DIRECTION IN HOHMANN INTERSECTION EQUALS TWO BURNS.
4. MOVEMENT DIRECTION CANNOT BE REVERSED DURING AN ACTION.

### LANDING/LIFT OFF ACTIONS (NO LIMIT, BUT EACH CARD AND FUEL TANK CAN ONLY TAKE PART IN ONE L/L-ACTION)

LANDING AND LIFT OFF POSSIBLE IF  $\text{ACCELERATION} > \text{SITE SIZE}$ . EXPEND FUEL ACCORDING TO TABLE. -----

LIFT OFF AND LANDING POSSIBLE AS ONE ACTION IF THE SITES ARE ADJACENT.

### FREE ACTIONS (AT ANY TIME, EXCEPT NOTHING CAN BE ADDED TO ROCKET STACK DURING MOVE ACTION)

**MANAGE STACKS:** CREATE EMPTY ROCKET STACK ANYWHERE OR REMOVE EMPTY ROCKET STACK.

**TRANSFER CARDS:** MOVE CARDS BETWEEN COLLOCATED STACKS OR DECOMMISSION CARDS.

PAY 1 WT FOR EACH CARD THAT CHANGES OWNER.

**TRANSFER FUEL:** MOVE FUEL BETWEEN COLLOCATED STACKS OR JETTISON FUEL.



SIZE	BURNS	NORMAL ROUNDING TO FULL STEPS
1-4	FREE	
5	1/10	
6	1/5	
8	1/2	
9	1	
10	1-1/2	

**RADIATION:** DECOMMISSION CARDS  
IF RADIATION LEVEL > HARDNESS.

**DECOMMISSION:** MOVE CARD TO HAND.  
YOU CAN ADD EQUAL MASS OF DIRT TO THE STACK.  
CREW CARDS CAN BE DECOMMISSIONED ONLY IN LEO.  
**DISCARD:** MOVE CARD TO THE BOTTOM OF THE DECK.

EXTRA **VP TOKENS** FROM WHICH TO CHOOSE:  
+1 IF SPECTRAL TYPE NOT CLAIMED BEFORE  
+1 IF SPECTRAL TYPE NOT BUILD BEFORE  
+1 IF SCIENCE SITE

**HAZARD ROLL:** 1 DECOMMISSIONS  
CARDS. CREW IS DISCARDED.  
**TIGER TEAM:** PAY 4 WT TO  
AVOID ONE HAZARD ROLL.