

## ACTIONS (ONLY DURING YOUR OWN TURN)

Karsta 07.12.2014

### 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 ONE TOP CARD OR TWO TOP CARDS FROM DIFFERENT DECKS. OTHER PLAYERS PAY TO YOU IF THEY WIN.

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 FROM A SITE. REFUEL ALL STACKS TO FULL AT A FACTORY.

**CLAIM:** IF ISRU  $\leq$  SITE HYDRATION AND BLACK CUBES  $<$  SITE SIZE, ROLL 1D6  $\leq$  [2+BLACK CUBES] TO CLAIM SITE. TAKE VP TOKEN.

**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 WHETHER TO USE AFTERBURNER, 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)

CHOOSE THRUSTER, DECIDE WHETHER TO USE AFTERBURNER, CALCULATE ACCELERATION.

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

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



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	

### 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.

**AFTERBURNER:** +1 THRUST & COOLING  
FOR ONE MOVE OR L/L-ACTION.

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

**DECOMMISSION:** MOVE CARD TO HAND.

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

PICK AND CHOOSE **TWICE IN SCIENCE SITE**.

**HAZARD ROLL:** 1 DECOMMISSIONS  
CARDS. CREW IS DISCARDED.

**TIGER TEAM:** PAY 4 WT TO  
AVOID ONE HAZARD ROLL.