

Expansion Modules components - page 1

1 Randomized player powers

Warp Boost

2 free Warp jumps during your Command Phase, ignore Damage from

Long range scan

place 2 new Location tile unexplored spot, receive for each Recruiting Location

Galactic trader

trade 2:1 during your Command Phase

Economic boost

receive the OR printed on your current Location tile

Terraform

build an Embassy for 2 during your Command

Subspace gateway

teleport all Resources from Embassies with a Collectible Spaceship OR take 1

Death ray

Damage a Spaceship

Raiding party

steal 2 from a Spaceship

16 Player Power tiles

3 Hazard locations



6 Hazard Location tiles

2 Endgame objectives



9 Endgame Objective cards

4 Legendary locations



7 Legendary Location tiles



7 Legendary Crew Members

Expansion Modules components - page 2

5 Artifact locations



4 Artifact Location tiles



7 Artifact cards

Nothing bad happens



12 extra Encounter cards

6 Galactic events



8 Galactic Event cards
(4 with number 1, 4 with number 2)



16 Galactic Event tokens



4 Monster cards



4 Defector cards

Solo Mode



1 Movement card

3 Round 1/2
Drone action card

4 Round 3/4
Drone action card

5 Round 5/6
Drone action card

6 Round 7/8
Drone action card

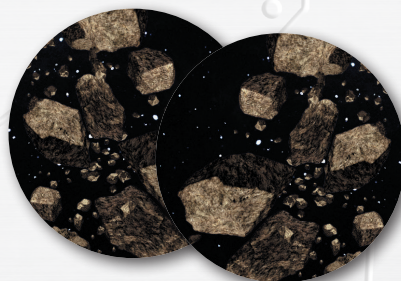
Extra tokens



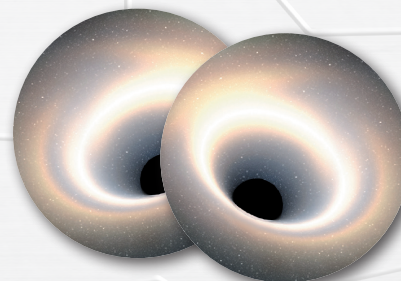
1 Extra First Player token



1 Round Tracker token



2 Asteroid tokens
Possibly used in future scenarios



2 Wormhole tokens
Possibly used in future scenarios



2 Gate Standees
Possibly used in future scenarios



4 Space Gate tokens
You can use these to mark your special ability on your Dashboard



4 Engine Failure tokens
You can use these to mark that your ship can't move



4 No Production tokens
You can use these to mark that your Embassy will not produce Raw Materials



1 Influence and 1 Crystal token
Possibly used in future scenarios