



This four-tile, unofficial expansion to the print-and-play game *Space Junkyard* centers around the movement and resource management mechanics at the heart of the game. My intention was to experiment with the choices that the greenhorn salvagenauts have to make in the game while still leaving the elegant core of the game intact. Cargo bays full of credit and thanks to Gilad Yarnitzky and Orlando Ramirez for designing this scrap-filled corner of the galaxy.

- The Mi-Go 13



THE STRANGE NEBULA

Spaceships may move across or stop on **The Strange Nebula**. A spaceship that moves onto **The Strange Nebula** must discard one resource of any type that the spaceship's owner chooses. One resource must be discarded each time a spaceship moves onto this tile.



THE COSMIC ANOMALY

Spaceships may NOT end their turn on **The Cosmic Anomaly** but they may end their movement on **The Cosmic Anomaly** provided they move off of it before their turn ends. It costs no movement points to move onto this tile.



THE BLACK HOLE

Spaceships can never move onto **The Black Hole**. Never. It's a dangerous place and you're best just to fly around it.



THE GALACTIC EXCHANGE™ PLATFORM

Spaceships may NOT end their turn on **The Galactic Exchange™ Platform** but they may pause in their movement (*docked*) on **The Galactic Exchange™ Platform** provided that they move off of it before their turn ends. A player whose spaceship is docked may exchange any two of their resources of a single type with one resource of a different type from the resource pool.

