

STARTING FORCES

• 3 PLYR 35 MODS • 4 PLYR 30 MODS • 5 PLYR 25 MODS •

TURN OVERVIEW

A BID FOR TURN ORDER.

B PLAYERS TURN

1 COLLECT ENERGY AND DEPLOY MODS.

2 PURCHASE COMMANDERS (●●●●● EACH) AND SPACE STATIONS (●●●●● EACH).

3 PURCHASE COMMAND CARDS - 4 MAXIMUM (●●●●● EACH).

4 PLAY COMMAND CARDS.

5 INVADE TERRITORIES.

INVADING 3 OCCUPIED TERRITORIES RECEIVES BONUS
(●●● ENERGY + 1 COMMAND CARD).

6 FORTIFY POSITION. MOVE UNITS FROM ONE TERRITORY TO ANOTHER.

C MOVE YEAR COUNTER.



MOD 0.1



MOD 0.3



MOD 0.5



DIPLOMAT

NO ATTACK BONUS
D8 DEFENCE



SPACE

D8 TO/FROM LUNAR
D8 DEFENCE



NUCLEAR

D8 ALWAYS
D8 DEFENCE



NAVAL

D8 TO/FROM WATER
D8 DEFENCE



LAND

D8 TO/FROM LAND
D8 DEFENCE