

PANDEMIC

Accident? Weapon? Judgement

Day? Nobody knows.

Play Out

Destroy all colonies launched this turn, damage any launched last turn. Most Colonies and Largest Colony are each worth +1VP. Best Research Resource is worth +1VP.

ENDGAME

ABRUPT CLIMATE CHANGE

Sea levels rise two meters in a year.

Panic & conflict ensue.

Play Out

Colony achievements are worth +1VP each. Any player with all of Macro, Nano, Propellant and Power available offworld gains +1VP.

ENDGAME

THE EVE OF THE HAMMER

Uh... Harry? You should come look at this...

One More Turn

Randomly choose one unoccupied comet on the map (else ignore this and keep playing). Moving the comet one dot (it has mass 400) gains 5VP, or destroying it with five nukes gains 2VP, or else nobody wins.

ENDGAME

ARMAGEDDON

The world will end in fire...

Sudden

Players without colonies may not win. The player(s) with the most weapons gain +1VP. Lose 1VP per resource type (macro, nano, propellant, power) you do not personally possess.

ENDGAME

SUPERSTITION

The Lord created only one way
for man to enter Heaven...

Sudden

All players roll 1d6. If result is over their VPs, they may Play Out this turn. Religious factions gain +3 VPs but add +5 to the roll. Lose 1VP per resource type (macro, nano, propellant, power) you do not personally possess.

ENDGAME

THE POSTSCARCITY AGE

Plentiful, cheap, clean power -
all assumptions change.

Play Out

Facility achievements are worth zero VP. Commercial factions lose 2VP. Citizen factions gain 1VP.

ENDGAME

TRUTH & RECONCILIATION

By hook or by crook, all your
dissents will be set aside.

Play Out

First Disaster Suffered, Worst Disaster Suffered, and its consolation are all worth +2VP. Worst Disaster Inflicted has a value of -1VP, First Piracy/Raid has a value of -3VP, and First Fatality is worth zero.

ENDGAME

A TELEPRESENT WORLD

What's a "person"? How many
eyes can a CCD carry?

One More Turn

Exploration achievements are worth triple VPs from missions launched this turn or next.

ENDGAME

THE GREAT ENDEAVOUR

Ad Astra Per Aspera, baby.

One More Turn

Next turn all players attempt a manned flight to Alpha Centauri or pass. Play Out after this point. Mission gains +6VP if a colony, or +4VP if a facility, or +2VP if an exploration.

ENDGAME

HEGEMONY

In the midst of your efforts comes war... and conquest.

Sudden

All Government factions roll 2d6 plus their VPs. Government NPCs plus one new NPC roll 4d6. Reroll ties. Winner gains +2VPs, other Government factions lose 3VPs.

MALTHUSIAN AGE

The teeming hordes want what your leaders have got.

One More Turn

Next turn all players must get one crew unit (Hab/Colony) off Earth and to a Colony with infrastructure, or cannot win. Citizen factions with a named leader use this leader instead of the Hab.

ENDGAME

IT DOESN'T END THERE

... but our game does. The rest of the story is untold.

Play Out

The VP rules apply without modification.

ENDGAME