

NASA

Good Global Citizen variant

(Government, Western)

-2

Start with [money: 80] plus one resource card. Income [money: (TL)x12].

Benign Hyperpower.

Before you draw the first Global Event on any turn, you may choose to discard one protective Harbinger card from your hand. If you do so, the first black event flipped is ignored and you flip again.

HIGH TRADER

NASA - Good Global Citizen variant

As NPC: One resource card in play. Discard the first three black cards from the Global Events deck and reshuffle the rest.

NASA

Postglobal Nationalist Fever variant

(Government, Western)

-3

Start with [money: 90] plus two resource cards. Income [money: (TL)x12].

Protectionist.

Forbidden to sell resources to other players or NPCs. May not collaborate on missions with other players.

HIGH TRADER

NASA - Postglobal Nationalist Fever variant

As NPC: Bid at start of game on NASA's patronage. Bids are in VPs, minimum 3. Winner gets two resource cards.

ESA (European Space Agency)

Status Quo variant

(Government, Western)

-2

Start with [money: 90] plus one resource card. Income [money: (TL)x12].

Politically sensitive.

Gain [money: 5] each time a white Global Event turns up, lose [time: 5] (though not below zero) each time a black Global Event turns up.

HIGH TRADER

ESA - Status Quo variant

As NPC: One resource card in play. Discard the first three white cards from the Global Events deck and reshuffle the rest.

ESA (European Space Agency)

Balkanized States variant

(Government, Western)

-1

Start with [money: 80] plus one resource card. Income [money: (TL)x12].

Internecine strife.

For each black Global Event turned up this turn, roll a die; on a 2-3, you take time and money income as though the clock were one year less; on a 1, you take incomes as though the clock were two years less.

HIGH TRADER

ESA - Balkanized States variant

As NPC: One resource card in play. Doomsday Clock rolls are all +1 during this game.

CNSA (China National Space Administration)

Long Leap Forward variant

(Government, Eastern)

-2

Start with [money: 72] plus one resource card. Income [money: (TL)x11].

Long view.

Colony achievements are worth +1 VP each to you.

HIGH TRADER

CNSA - Long Leap Forward variant

As NPC: One resource card in play. 'Largest Colony' achievement has a minimum size of Large Colony.

CNSA (China National Space Administration)

Outwardly Perfect Face variant

(Government, Eastern)

-2

Start with [money: 27] plus two resource cards. Income [money: (TL)x11].

Discontentment from within.

Anytime you are forced to abort or delay a mission, you take a -1VP loss of face counter.

HIGH TRADER

CNSA - Outwardly Perfect Face variant

As NPC: Two resource cards in play. The first time a Doomsday Clock roll is ten or higher, randomly select one of these resources and remove it from play. Abort all current missions which accessed this resource.

ISRO (Indian Space Research Organization)

India ascendant

(Government, Eastern)

-1

Start with [money: 55] plus one Earth Boost resource card (draw two and pick one). Income [money: (TL)x7].

Emerging knowledge society

Your native Research cost is [money: 1][time: 3] > [research: 1]. You begin with Science Station tech.

HIGH TRADER

ISRO - India ascendant

As NPC: One Earth Boost resource card in play. Do not draw it; after all other draws, players vote on which remaining Boost card, break ties by d6.

Glavkosmos

Baikonur reawakening

(Government)

+0

Start with [money: 45]. Income [money: (TL)x9]. At any time you may take [money: 4d6x5] and a -1VP privatization chit.

Stockpiles from the glory days.

Up to three times a turn, you may roll 1d6 for an item. If the result is greater than or equal to the item's research cost, you already have one built (on Earth).

HIGH TRADER

Glavkosmos - Baikonur reawakening

As NPC: Once per turn, each player may roll 1d6 for an item. If the roll is greater than or equal to the item's research cost, you may buy a prebuilt one on Earth for cash equal to half its half of its total costs (macro + nano + research).

JAXA (Japan Aerospace Exploration Agency)

Amaterasu's ambition

(Government, Eastern)

+0

Start with [money: 44] plus one Power resource card. Income [money: (TL)x4].

Electronics industries

Your in-house Nano equation is [money: 1.5][time: 1.5] > [nano: 1].

HIGH TRADER

JAXA - Amaterasu's ambition

As NPC: Bid at start of game on JAXA's alliance. Bids are in clock multipliers (incomes), minimum x3. Winner gets a Power resource card.

Srivananaj J.R.B. Rana Aerospecial

Nepalese bureaucracy-riddled agency

(Government, Eastern)

+0

Start with [money: 5d6x2] plus one Earth Boost resource card. Income [money: (TL)x(2d6)] (roll each turn).

Altitude, nepotism and baksheesh.

Your cost to Earth Boost (time or money, whichever is larger) is reduced by 0.5 per [boost:1]. Every time a mission using your boost resource resolves, flip the top card of the Harbinger deck. If this is a [shuttle icon] disaster, it is played on the mission immediately.

HIGH TRADER

S.J.R.B. Rana Aerospecial

As NPC: Bid at start of game on S.J.R.B. Rana's alliance. Bids are in clock multipliers (incomes), minimum x3. Winner gets an Earth Boost card with the same discounts & risks as on the PC section of this card.

AEB (Agência Espacial Brasileira)

Brazilian Space Agency

(Government, Western)

+1

Start with [money: 49] plus one Nano resource card. Income [money: (TL)x7].

Fated for misfortune.

After cards have been played on your mission, turn over the top card of the Harbinger deck. Any other player may purchase this card at the normal rates, and insert it directly into your stack to be suffered this turn. Otherwise discard the flipped card.

HIGH TRADER

AEB - Brazilian Space Agency

As NPC: Bid at start of game on AEB's alliance. Bids are in free cards per turn for everyone but you. Winner gets a Nano resource card.

Lockheed-Martin-Mercedes Space

Diversification of existing strengths

(Commercial, Western)

+0

Start with [money: 95]. Income [money: (TL)x6].

Space is the new product line.

Double VP for facility achievements. Your income is increased by [money: (TL)x2] for every Factory or Nanofab you possess.

HIGH TRADER

Lockheed-Martin-Mercedes Space - Diversification of existing strengths

As NPC: Bid at start of game on Lockheed-Martin's alliance. Bids are in clock multipliers (incomes), minimum x3. Winner gets a Macro resource card.

Shikoku Karibasen

Zaibatsu merger with a vision

(Commercial, Eastern)

+0

Start with [money: 21] plus two resource cards.

Still shaking out the merger

On the first turn, you treat the turn length as one less during the income phase.

HIGH TRADER

Shikoku Karibasen - Zaibatsu merger with a vision

As NPC: Two resource cards in play. Each one has an automatic first commit of 10 (to itself) every turn.

Schmitt Gaftlesk Holdings

Juggernaut financier

(Commercial)

+1

Start with [money: 125]. Income [money: (TL)x25].

Core competencies.

Your default resource equations all cost triple money and time. Collaborate or die.

HIGH TRADER

Schmitt Gaftlesk Holdings - Juggernaut financier

As NPC: Any player, at any time, may accept a -1 VP chit from Schmitt Gaftlesk in exchange for [money: 50] instantly.

Daimler-Chrysler-Ford Aerospace

Once giants, to become giants once again

(Commercial, Western)

+0

Start with [money: 20] and a separately tracked debt of [money: 72] to the bank. You can pay it off all at once or in pieces. Income is [money: (TL)x16] if your debt has been paid off, or [money: (TL)x8] if it has not.

Mass production is what we do.

Your default Macro time costs are halved, but only for objects you've built before.

HIGH TRADER

Daimler-Chrysler-Ford Aerospace - Once giants, to become giants once again

As NPC: Offers macro at [money: 0.5][time: 0.5][boost: 1] > [macro: 1], but only for objects which someone has built before.

Hyperion Interplanetary

Heavily capitalized startup

(Commercial)

+1

Start with [money: 150]. Burn rate of [money: (TL)x -6]

Venture capital funding milestones.

Each time you claim an Achievement chit from the bank or another player, gain [money: 30] per VP it is worth.

HIGH TRADER

Hyperion Interplanetary - Heavily capitalized startup

As NPC: Will pay to rent resource cards (like Earth does) at a x1 higher multiplier than the standard Earth rates.

Take You To The Limit, Inc.

Space tourism startup

(Commercial)

+2

Start with [money: 90]. Burn rate of [money: (TL)x -3]

The new big thing.

Keep track of your own personal best achievements for every achievement tile – your own Most Distant Exploration, etc. Each time you perform a manned, Earth-return mission which would have captured VP against those missions – other player's missions are ignored for this – you receive [money: 20] per VP they would have earned.

Take You To The Limit, Inc. - Space tourism startup

As NPC: Any mission may agree to add a Hab full of tourists to it. NPC builds and boosts the hab and as much dedicated life support as you specify. Tourists do not provide guidance or crew actions. You get [money: 15] per VP the mission captures. If Hab is destroyed, take three -1VP lawsuit chits, each of which can be removed for [money: 50].

HIGH TRADER

Five Really Smart Guys, Inc.

Very small tech startup

(Commercial)

+2

Start with [money: 27], plus a Research resource. Burn rate of [money: (TL)x -1].

Bright idea.

As part of your first turn, you may buy any one technology at a cost of [money: 0.5][time: 0] > [research: 1].

Five Really Smart Guys, Inc. - Very small tech startup

As NPC: Research resource in play. Bid at start of game for bright idea license. Bids are in turn multipliers (incomes), minimum x1. Winner may buy one tech at [money: 0.5][time: 0] > [research: 1] on turn one.

HIGH TRADER

Kutai 'Crank' Nariji-Chung.

Billionaire spaceflight junkie

(Citizen)

+0

Start with [money: 250]. Start with Kutai's Hab, a standard Hab in LEO.

Space is my playground.

Gain double VP for any missions Kutai's Hab is present for. If Kutai's Hab is ever destroyed, you are out of the game.

Kutai 'Crank' Nariji-Chung. - Billionaire space junkie

As NPC: Any manned mission which includes return to Earth may agree to accept Kutai as one of its crew. Tie goes to first launch. Available again as soon as Kutai returns to Earth. You get [money: 20] per VP the mission captures. If Kutai dies, take two -1VP lawsuit chits, each of which can be removed for [money: 100].

HIGH TRADER

Simeon Barnard Haines, Sr.

Billionaire recluse

(Citizen, Commercial)

+1

Start with [money: 100]. After all other resource draws, draw two resource cards and choose one.

A rich man's retreat.

Gain double VP for any one colony which includes Simeon's Mansion. This luxurious Small Colony requires [macro: +5] and [nano: +8]; these extra resources can only come from Earth. If Simeon's Mansion is ever destroyed, you are out of the game.

Simeon Barnard Haines, Sr. - Billionaire recluse

As NPC: One resource card in play. Any one player may build a luxury colony ([macro: +5] and [nano: +8]; these extra resources can only come from Earth) and trade it for this resource card plus 50 money per colony size, +50 if this is Most Distant Colony. The colony and any VP it carries become property of this NPC.

HIGH TRADER

Sister Joanna, Our Lady of Starflight

Religious visionary

(Citizen, Religious)

+1

Start with [money: 0] and [time: 36]. Start with Chapel Prime, a special Hab (mass 5, indefinite life support, unduplicatable) in LEO. Anytime a Doomsday roll is made, you gain [money: 5] times the roll's result. Your VPs are always considered zero for Religious Surge events.

To seek the infinite.

At the start of each turn, every other player rolls 1d6. You get a 3.5. Discard all matching dice. High roll chooses a location; low roll chooses a number N from 1 to 7. The first time Chapel Prime visits that location, you may take the top N cards of the Event deck and rearrange or discard any of them as you see fit.

HIGH TRADER

Our Lady of Starflight - Religious visionary

As NPC: Chapel Prime is located in a stable orbit at L5. If a manned mission matches orbits with Chapel Prime (and this crew has not been here before), mission's owner gains [research: 3d6] usable next turn on the items of his choice.

The Flame of Zoroaster

Well-funded nihilist megalomaniacs

(Nihilist, Religious)

+2

Start with [money: 66] and four extra cards. Each time any player loses an Achievement (to anyone or no one), you gain [money: 10] per VP it is worth.

Prophecies of disaster.

Each time a black Global Event comes up, you may spend up to [time: 12] and gain [money: 1d6] per two months spent. If the game ends with no winner (such as by everyone lacking colonies at Armageddon), you win the game.

HIGH TRADER

The Flame of Zoroaster - Nihilist megalomaniacs

As NPC: Each time a grey Global Event card is drawn, draw again; if this card is a black event, it replaces the original event, otherwise this second card is discarded without additional effect.

Pioneers of the New Frontier

International citizen's movement

(Citizen)

+1

Start with [money: 40]. Income [money: (TL)x3].

You can't take my sky from me.

Special facility: Hardscrabble Infrastructure. Macro 5, Nano 3, Research 0. Counts as Outpost Infrastructure for Pioneers colonies only; such colonies are -1 Size, -1 Cool, and -10 Distance for purposes of scoring.

HIGH TRADER

Pioneers of the New Frontier - Citizen's movement

As NPC: Every player gains an additional income of [money: (TL)x3].

GNASA (GNASA's Not A Space Agency)

Open-source hardware enthusiasts

(Citizen)

+3

Start with [money: 10]. Income [money: (TL) + 1d6] and [time: (TL) + 1d6].

All bugs are shallow.

You have the following special set of in-house costs, usable only on your own missions:

[money: 0.25][time: 3][boost: 1] > [macro: 1]

[money: 0.25][time: 2] > [nano: 1]

[money: 0][time: 4] > [research: 1]

[money: 2.5][time: 4] > [boost: 1]

[money: 1] > [power: 1]

HIGH TRADER

GNASA - Open-source hardware enthusiasts

As NPC: At the very end of each turn, each player selects a different technology. The research cost of that technology is reduced by one for the rest of the game.