


Tiles to be Played Immediately (green outline)

If you see one of these icons, immediately reveal the tile to the other players, perform the actions below, and then remove the Station tile from the game.




Take a Spawn token that had been set aside and place it on the open space that had been occupied by the Station tile. Any Drifter on that open space is removed from the game. If no Spawns are available, do not place one, and Drifters are spared.



Take a Warrior token that had been set aside and place it on the open space that had been occupied by the Station tile. If no Warriors are available, do not place one.




Take a Fighter token that had been set aside and place it on the open space that had been occupied by the Station tile. If that tile contained one or more Crew tokens, place one of them on board the Fighter (chosen by the active player).



Take an Escape Pod token that had been set aside and place it on the open space that had been occupied by the Station tile. If that Station tile contained one or more Crew tokens, place them on board the Ship. If the open space contained more than three Crew tokens, it is the player who has revealed the Station tile who chooses which ones get on board.



Black Hole: Remove from the game all Drifters, Queens, Spawns, Warriors, Ships and Crew from the open space the Station tile used to occupy, as well as from all adjacent open spaces.



Core Breach: refer to the "End of Game" section



Exchange the places of two Crew tokens on Ships. May belong to you or other players.



Move a Drifter onto an adjacent Station tile.



Move a drifter onto a ship in the same or adjacent space with an empty slot.



Fire any Laser Turret, whether you have a Crew token there or not.



Move an empty Ship to an empty space (a space not containing any creatures, drifters, or ships).



Teleport any Creature to an empty space.



Move a fighter occupied by any player, and keep any Creatures killed.



Place a Warrior in an empty space next to a Queen, and a Spawn in an empty space next to a different Queen. Use unused tokens first. If there are none, use one that is on the board. If neither of these are possible you may not use this tile.



Evolve a Spawn into a Warrior or a Warrior into a Spawn.




Evolve a Spawn or Warrior into a Queen.



Evolve a Queen into a Spawn or Warrior.

Tiles to be Played Outside of your Turn (Yellow outline)



When you are attacked by a Warrior, play this tile to move the Warrior up to four spaces.



When you are attacked by a Spawn, play this tile to move the Spawn up to three spaces.




When you are attacked by a Queen, play this tile to move the Queen up to two spaces.



Steal Creature: When another player captures one or more Creatures with a single action you get them instead.

Tiles to be Played During Movement (red outline)



Exchange the places of two Crew tokens on Station tiles. May belong to you or other players.

Tiles to be Played after you roll the Creature Die (Blue outline)



Move the creature you rolled one extra space.