

INFOWAR CONTRACT

- » **Setup:** +1 table and (5) ComSats.
- » **Scan a Comsat:** Hack it. If it was already hacked, it becomes unhacked by the player that previously hacked it.



- » **Each phase:** from **round 2**, the CEO with the most hacked ComSats (roll off if tied) unhacks one of their hacked ComSats, **gains \$** from the top ♠ then discards it. Repeat this process until there are no hacked ComSats.



INDUSTRIAL ESPIONAGE

- » **Setup:** +1 table. (5) container ships. Each has stats as a Medium Utility Ship and is escorted by the CEO with most ships in scan range of it. The lowest remaining ♣ is the **specimen**.
- » **End phase**, moving C from the CEO that is escorting the most container ships, CEOs who is escorting 1+ container ships draw ♣ cards equal to the Round #. When everyone has drawn, reveal and discard the cards. If the specimen is revealed, **gain \$** from all cards in the ♣ discard pile then remove from the game.
- » **Destroy a container ship:** lose 5\$.
- » **End of round 2**, discard all cards from the ♣ deck except the specimen.



SHIPPING CONTRACT

- » **Setup:** 1 ♦ planetoid.
- » **Scan the ♦ planetoid with a utility ship battlegroup:** Draw a ♦ and place (m) **Cargo token(s)** on each ship in battlegroup. Battlegroups may carry any number of Cargo tokens. Cargo tokens are not lost unless the entire battlegroup is destroyed.
- » **Scan a friendly jump point or jump out** and reveal a ♦ card with a value less than or equal to the number of cargo tokens on the battlegroup: **Gain \$** from the revealed card and discard that many cargo tokens from the battlegroup.



EVACUATION CONTRACT

- » **Setup:** 1 ♥ planetoid.
- » **End of round 1**, moving C from the CEO with Initiative, place a lifeboat in contact with the planetoid until there are (5) lifeboats.
- » **Scan a lifeboat:** If there are no enemy ships within 3" of it, gain control of it.
- » **Jump out a lifeboat:** Gain \$ from the top ♥ then discard it.
- » **Destroy a lifeboat:** Lose 5\$.
- » **End of round 2**, lifeboats not controlled by a CEO move 4" directly away from the centre of the planetoid.
- » **End of round 3** remove all lifeboats from play.



CORE SYSTEMS CONTRACT



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PATROL CONTRACT

- » **Setup:** 2 public jump points. These cannot be damaged and only independent ships considered them to be friendly.
- » **Start of the tactical phase,** if the total of suspicious and criminal ships in play is < 5, take turns to place a suspicious ship within jump range of a random public jump point until there are 5.
- » **End of the tactical phase,** moving C from CEO with Initiative, activate a suspicious or criminal ship until all have moved as close as possible to the other jump point. Ships within jump range of any jump point jump out at the end of the activation.
- » **Scan a suspicious ship:** roll a D3 for each ship in the scanning battlegroup in scan range (2D3 if the battlegroup is a recon wing). If any result is less than or equal to Round #, the ship becomes a criminal ship.
- » **Destroy a criminal ship:** gain \$ from the top ♠ then discard it.
- » **Destroy a suspicious ship:** lose 5\$.



RHEXIS HARVESTING

- » **Setup:** 1 Rhexis Pearl anywhere in play.
- » The lowest remaining ♣ is the **catalyst**.
- » **Scan the Pearl** with a utility ship battlegroup: for each scanning ship in scan range gain Ⓜ **maglock** tokens.
- » **End phase:** whoever has the most maglock tokens chooses a CEO to draw first. Moving C, each CEO with 1+ maglock tokens draws and discards a ♣ card. If the catalyst is discarded, **gain \$ from all cards in the ♣ discard pile** then remove from game. Repeat until S/3 cards have been drawn.
- » **End of round 2:** discard all cards in the ♣ deck except the catalyst. At the end of each round, discard all maglock tokens.



MINING CONTRACT

- » **Setup:** +1 table and 5 asteroids.
- » **Scan an asteroid.** If this is the first time it has been scanned by any CEO: draw ♦.
- » **Destroy an asteroid:** before removing it, reveal a ♦ and place **ore tokens** equal to the value of the card in contact with it.
- » **Scan an ore token with a utility ship battlegroup:** Each ship may collect up to 2 Ⓜ ore tokens in scan range from space. Ships can carry up to 2 Ⓜ ore tokens.
- » **Scan a friendly jump point or jump out** to discard all ore tokens from the battlegroup. **Gain \$** equal to the A♦ for each ore token discarded.



SUPPLY CONTRACT

- » **Setup:** 1 ♥ planetoid.
- » **Scan the ♥ planetoid** with a utility battlegroup: Dock the battlegroup. Docked ships can't move but may undock at the start of their activation.
- » **Scan the ♥ planetoid** with a docked battlegroup: Gain Ⓜ supply tokens for each scanning ship in scan range.
- » **End phase:** moving C from a CEO chosen by the CEO with the most supply tokens, CEOs may discard supply tokens equal to the value of the top ♥ to **gain that card's \$** and discard it. Repeat until no CEO can score the top ♥.
- » **End of round 3:** discard the ♥ deck.



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DEMOLITION CONTRACT

- » **Setup:** +1 table and ☹ Mass 3 facilities, each with one **AI core** token.
- » **Scan a facility:** Remove its AI core.
- » **Destroy facility** with an AI core: **gain half \$** from the top ♠, discard it, then the facility explodes.
- » **Destroy facility** without an AI core: **gain \$** from the top ♠ then discard it.
- » **End of round 2:** remove all AI cores from play.
- » **End of round 3:** all remaining facilities explode.



COUNTER-INTELLIGENCE

- » **Setup:** ☹ facilities.
- » **End phase:** the CEO with the greatest combined Ⓜ of non-utility ships within 3" of a facility draws the top ♣ and places a **captured spy token** on one of their battlegroups within 3" of the facility. Repeat for each facility.
- » **Jump out** a battlegroup carrying a captured spy: Reveal and **gain \$** from a ♣ in your hand.
- » **End of round 2:** discard all cards in the ♣ deck.
- » **End of round 3:** discard all ♣ from hands.



WHALING CONTRACT

- » **Setup:** +1 table and ☹ space kraken.
- » **End of the tactical phase:** each kraken targets the ship with the highest cost within 12", or the closest ship if none is within 12". It moves its thrust directly towards and as close as possible to its target, suffers passive attacks, then attacks target's battlegroup.
- » **Scan a kraken:** draw a ♦.
- » **Destroy a kraken:** place a kraken heart token within 2" of it then remove it.
- » **Scan a heart with Utility Ship b/g:** Move up to Ⓜ kraken hearts in scan range from space to ships in the battlegroup. Ships may carry up to Ⓜ hearts.
- » **Scan a friendly jump point or jump out,** and reveal a ♦ for each kraken heart on the activated battlegroup: **Gain \$** from each revealed card then discard the hearts.



QUARANTINE CONTRACT

- » **Setup:** +1 table and ☹ infected facilities.
 - » **Scan an infected facility with a Utility Ship battlegroup:** place a **medical team token** on the facility and the battlegroup takes a 2D6 (damage 1) passive attack.
- \$
- » **Scan an infected facility with a Utility Ship battlegroup** and discard a friendly medical team token from the facility: **Gain \$** from the top ♥, discard it, and the facility is uninfected.
 - » **End of round 3:** discard the ♥ deck.



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