


21 BUCK ROGERS



I
II
III
\$
IV
V

III: May be used once to take a Gene-World from another player. That player receives cards from your hand equal to the World's original VP value.

21 WILMA DEERING



I
II
III
\$
IV
V

III: May be used once to take a Military Rebel-World from another player. That player receives cards from your hand equal to the World's defense value minus 3.


21 DOCTOR HUER



I
II
III
\$
IV
V

IV: May be used once to force another player to give you up to 4 VP. You must give the other player VP minus 2 cards from your hand as compensation.

21 BLACK BARNEY



I
II
III
\$
IV
V

V: May be used once to take a good from another player's World. When sold, the good has a value equal to the cost of a randomly drawn card. The victim receives one card from the card supply as the good was insured against theft.

21 ARDALA VALMAR IMPERIUM



I
II
III
\$
IV
V

IV / \$: Whenever a player trades or consumes at least one Novelty good in Phase IV, you receive one card from the card supply (multiple cards are possible.)


21 KILLER KANE IMPERIUM



I
II
III
\$
IV
V

III: May be used once if you have SPACE TROOPS, MERCENARY TROOPS or EXPEDITION TROOPS in your card tableau. You may then take a Novelty Goods World with a cost / defense value up to 2 from another player.

21 SIMUND HOLZERHEIN IMPERIUM



I
II
III
\$
IV
V

V: You gain 1 VP whenever at least one player produces any kind of good in Phase V.

RACE FOR THE GALAXY - INOFFICIAL "BUCK ROGERS" EXPANSION

This expansion is meant to add a bit of interaction to the game, but a few details need to be explained.

All characters are played like normal development cards. However they do not for the 12 cards game end limit.

All characters except Black Barney belong to a certain group - either IMPERIUM or the New Earth Organization (NEO - small symbol in the upper right corner). A player may not have characters of different groups in his card tableau. Being a Space Pirate, Black Barney will join a player with any of the two groups.

Apart from ARDALA VALMAR and SIMUND HOLZERHEIN all character abilities may only be used if the player has played the corresponding action card of the required phase.

Special abilities may not be used against a player with a character of the same group in his card tableau.

All special abilities are used at the end of the corresponding phase.

Start worlds may not be taken from another player

All conquered worlds are directly placed at the player's card tableau.

Goods on a conquered worlds are lost.