OBJECT

1) Control 15 Territorial Zones at the end of any turn
2) Control the last Leader on the board at any time
3) Convince everyone else to surrender
4) Control most Territorial Zones at end of the turn in which Earth returns to its start space, thus completing a 1 year revolution around the Sun. In case of tie the player with most zones at end of any future turn wins.

SETUP   *2 and 3 player setup is on Page 3*

- Place each Planet Marker *sun side up* on the SSD Space Zone matching their abbreviation
- Each player chooses a Faction tray and Leader
- Deal each player 6 Territory cards
- Put one of your Control Markers in each of these 6 Zones

Starting Units (18)

1 Leader	8 Troopers	1 Transport
2 Factories	2 Gennies	4 Fighters

Place Starting Units

- Roll 1d10 for start player, then move clockwise
- Each player in turn places 3 units onto any single Territorial Zone with one of their Control Markers
- Continue for 6 turns until all 18 Starting Units have been placed
- No Zone may contain more than 6 units during Setup (later there is no limit)
- Unit placement must be legal (ie, Troopers may not be placed in Orbit)

Advanced Game: Determine start player by dealing out Turn Order cards.

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4 Turn Phases – Complete each phase in order

Turn Setup
Movement
Combat
Building

Definitions

SSD: Solar System Display (center of board)
Space Zone: Dot on the SSD
**Territorial Zone (42):** Any land space on a planet, moon, satellite, or asteroid; *All* Territorial Zones are adjacent to the nearest Orbit Zone.
Chips: When stacked, Red is 5 units, White is 1 unit.

PHASE 1 – Turn Setup

a) Planetary Movement

On the SSD, slide each Planet Marker 1 Space Zone counter-clockwise along its orbit, then flip the Planet Marker (on the 1st turn *all* Planet Markers will be flipped to their moon side). Units do *not* move along with a Planet Marker.
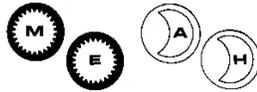
b) Player Turn Order

Basic Game: Each player rolls 1d10, high roller is new start player. If high roll is even then movement turn goes clockwise; if high roll is odd then movement goes counter-clockwise (player to the right is next).
Advanced Game: Each player takes a secret random Turn Order card. Players reveal their card when their turn order number is announced in Phase 2.

PHASE 2 – Movement

- Each player moves in turn, in the above *turn order*.
- Move any number of units, each up to their movement allowance.
- Any Zone may hold any number of units.
- All ships can move from Near Orbit to Far Orbit, and from Far Orbit onto the SSD (and vice versa).

Planet Markers on the SSD are always adjacent to their planet's Far Orbit.
Asteroids: Use the SSD to move from 1 asteroid to another; the asteroid field arrows are *not* used for movement but merely represent their ordinal situation. Move from an asteroid to its Orbit, then to the SSD.
Enemy Units: Ships moving through Orbit or Space Zones containing enemy units can continue moving, and multiple Factions may coexist within Orbit or Space Zones. All units must stop on entering a Territorial Zone containing enemy units. Territorial Zones may not be occupied by more than 1 player at

the end of a turn but may coexist until Combat leaves only 1. If your unit begins movement in a Territorial, Orbit, or Space Zone occupied by enemy then your unit may move out and thus avoid combat there.

Advanced Game – Pass-Through Fire

1st type of *Pass-Through Fire* is optional. When ships are moved through an Orbit or Space Zone occupied by another Faction, the occupier may take a free shot at the ships as they pass through and leave the Zone. The moving player cannot counterattack.

2nd type of *Pass-Through Fire* can occur anywhere. It happens when a player moves into and stops in a Zone occupied by units belonging to a player with a higher Turn Order number. The higher Turn Order player will move later this turn – if that player moves any existing units out of this Zone then the other player may use Pass-Though Fire on them with any ships he or she moved into the Zone earlier.

Advanced Game – Unit Movement

Instead of all ships moving 4, use the following tables.

A good alternate option is to use any table but allow Transports to move 4.

Advanced Rule	
Unit	**Zones**
Fighter	5
Battler	4
Transport	3

More Balanced	
Unit	**Zones**
Battler	5
Fighter	4
Transport	3

Optional	
Unit	**Zones**
Trooper	2
Gennie	1

PHASE 3 – Combat

Combat is mandatory in Territorial Zones, but optional in Space and Orbit Zones. Resolve combat from the center of the Solar System outward (Mercury, Venus, Earth, Mars, Asteroids). Beginning with Mercury, follow the steps below.

Order Of Battles
a) Killer Satellites get all their free attacks
b) Battlers in orbit bomb the surface
c) Resolve any Territorial Zone battles
d) Resolve any Near and Far Orbit battles
e) Resolve any Space Zone battles along the planet's SSD orbital path

Each battle consists of rounds. Combat in a round is simultaneous, each unit except Leaders attack once.

Combat Round
Each Combat Round, starting with the participant with the lowest turn order, each player:
a) Announce 1 unit to attack with
b) Announce target unit (may not target an escorted Transport, may not target a Leader)
c) Find hit number needed on Combat Result Table Roll 1d10, add +2 if your Leader is present, needing equal or greater than the hit number
d) If target is hit then 'tap' it to signify that it will be destroyed at the end of the Combat Round
e) Repeat a) thru e) with another unit, until all your units have attacked or all enemy are destroyed.
f) Next player in combat does steps a) thru f) above

Multiple Participants: Combat may occur between more than 2 factions – any side may target any unit (within the other restrictions noted in this section).

End Of Combat Round: Remove all destroyed units. If 2 sides have units remaining at the Zone another Combat Round may begin: Territorial Zone battles **must** be fought to the death until only 1 side has units remaining or all units on all sides are destroyed. Orbit and Spaces Zone battles can be called off at the end of any Combat Round **if all sides** agree.

Transports may not be targeted until they are the *only* units (including KilSats, et al) left on that side.

Leader Bonus: Each unit may receive at most one +2 Leader bonus even if you have 2 Leaders at the battle.

Basic Game – Defeating Leaders
A Leader is defeated if left alone among the enemy with no friendly units. If a Zone contains only Leaders then all Leaders there are defeated. Remove any defeated Leaders from the board.

Rendering A Faction Inert: If a Faction's only Leader is defeated then **all** units of that Faction are *rendered inert.* Faction loses the rest of *this current turn* and also all 4 phases of the *entire next turn* and can do nothing but defend if attacked.

Optional House Rule: Ignore **Render Inert** rules.

Advanced Game – Defeating Leaders
Defeated Leaders are merely held captive. At the end of **2 full turns** the original owner can place their Leader back into the game anywhere on the board.

End Of Combat – Territorial Zone Victory: Victor puts 1 Control Marker in the Zone. A Control Marker may exist on its own with no other units.

End Of Combat – Factory Sabotage: If all your units are eliminated from a Territorial Zone containing a Factory then your Factory falls into enemy hands. The enemy can use it immediately to build and gets any units already in production. You can attempt sabotage by rolling 1d10: 7+ and the Factory is destroyed, along with any units in production.

Advanced Game – Control Markers In Combat
Representing indigenous population, Control Markers cannot be targeted until all other units of that Faction have been targeted. All friendly units must attack once before a Marker can fight. The Marker must be defeated before the Zone can be conquered, and the conqueror must have at least 1 Trooper, Gennie, Fighter, or Transport in the Zone to take control – else the Zone becomes uncontrolled by anyone.

PHASE 4 – Building

Players in turn order declare the type of unit each of their Factories produce then place the new unit on the board. A Factory may not produce if

- It is loaded onto a Transport
- It is in the same Zone as another Factory
- It was built this turn

Each Factory can produce *1* of the following in a turn:

2 Troopers	1 Fighter	A Factory may not produce
2 Gennies	1 Transport	1 Trooper *and* 1 Gennie.

Black Market: A player with *no Factories* may acquire a single Trooper or Fighter. A Factory may be acquired instead by waiting 2 turns. These units may be placed in any zone the player controls.

Each Factory may produce *1* of the following in *2* turns (Use *In Production* marker on the 1st build turn):

1 Battler	Place in closest Near Orbit Zone
1 Factory	Put in adjacent friendly Territorial Zone *or* leave here to be transported later
1 Killer Satellite	Place in closest Near Orbit Zone (see *Killer Satellite* under *Units*)

Units *In Production* may not be attacked. If an enemy takes the Factory then any *In Production* units become theirs. *In Production* units are destroyed if the Factory is destroyed, sabotaged, or dismantled.

Dismantling Factories: At the beginning of the Build Phase, before building, a player may voluntarily destroy any of their own Factories. Destruction is certain, there is no die roll.

Number Of Players

Play the game normally with 4, 5, or 6 players.
With 2 or 3 players, make the following changes.

3 PLAYERS

➤ Distribute Leaders as in the table below. Leaders only grant one +2 bonus, regardless of the number of Leaders in a Zone.

Player	Leaders
1	Buck, Wilma
2	Killer Kane, Ardala
3	Black Barney, Doc Huer

➤ Deal each player 9 Territory cards instead of 6.
➤ Each player uses 2 Faction trays, and builds, moves, and fights using both colors during their turn as if they were a single Faction. Both color units may coexist in a single zone.
➤ Each color uses the standard Starting Units. Each player has 12 setup placement turns – during each they may place 3 units of *a single color*. Different color units cannot coexist in a Zone during setup. The 6 units per zone limit does not apply.
➤ **Object:** Control 20 Territorial Zones instead of 15. All other victory conditions remain unchanged.

2 PLAYERS

➤ Distribute Leaders as in the table below. Leaders only grant one +2 bonus, regardless of the number of Leaders in a Zone.

Player	Leaders
1	Buck, Wilma, Black Barney
2	Killer Kane, Ardala, Doc Huer

➤ Deal each player 12 Territory cards instead of 6.
➤ Each player uses 3 Faction trays, and builds, moves, and fights using all 3 colors during their turn as if they were a single Faction. All 3 color units may coexist in a single zone.
➤ Each color uses the standard Starting Units. Each player has 18 setup placement turns – during each they may place 3 units of *any single color*. Different color units cannot coexist in a Zone during setup. The 6 units per zone limit does not apply.
➤ **Object:** Control 25 Territorial Zones instead of 15. All other victory conditions remain unchanged.

Advanced Game for 2 or 3 Players

Draw a separate Turn Card for each color each player controls. Move one color at a time instead of moving as one unified Faction. Colors may share Zones and fight as allies, but their movement is staggered.

UNITS

LEADER

Move up to 4 Zones of any type. Can travel in space with no ship. May not end move alone in a Zone containing enemy units.

Defeated Leader: A Leader is defeated if it is in a Zone with enemy units and no friendlies. If this is your only Leader then you miss the rest of this turn and the

Buck Rogers   Wilma Deering   Killer Kane
Ardala   Black Barney   Doc Huer

entire next turn; your units may still defend. ***Optional House Rule:*** Turn is not lost when a Leader is defeated.

Advanced Game – Defeated Leader
Defeated Leaders are merely held captive. At the end of ***2 full turns*** the original owner can place the Leader back anywhere on the board.

Leader Ability: +2 to d10 rolls of all accompanying units.

Advanced Game – Leader Ability

Instead of the +2 to accompanying friendly units, Leaders have special abilities which may be used *once* per turn (not once per combat round).

Buck Rogers: During Combat, Retreat, or *Pass-Through Fire*, all Fighters in the Zone with Buck destroy any enemy on a roll of 4 or better.

Wilma Deering: Fighters, Battlers, and Transports accompanying Wilma are immune to *Pass-Through Fire*, Retreat fire, and *free* Killer Satellite attacks (KilSats may target Wilma's friendlies during standard combat after the free attack).

Doc Huer: Any Battlers, Transports, and Fighters with Huer can move 2 extra Zones. *Or*, he may choose to roll the dice, and move up to that many Zones instead.

Killer Kane: Units with Kane get 1 free attack before combat begins. Opponent's get no counterattack. This happens before the *free* KilSat attack.

Ardala: Has 2 powers but may only use 1 each turn.

1) She uses seduction to steal 2 units from other players. She can take any combination of Troopers, Fighters, and unloaded Transports, both units from 1 player or 1 unit each from 2 players. Stolen units are placed with Ardala. This happens before *any* moves.

2) Ardala takes control of another player's Leader. She can move this Leader up to the usual 4 Zones. If this Leader dies then *she* suffers the consequences: Ardala is removed, her Faction may be *Rendered Inert*, and the other Leader goes back to its owner who places the Leader anywhere with friendly units.

Black Barney: Once per turn the leader of the space pirates captures ships in battle instead of destroying them. He must be in the Combat Zone and win the battle. Convert the ships to his color after all combat in the Zone is complete.

CONTROL MARKER

Signifies control of a Territorial Zone. No other unit is required in a Territorial Zone.
Move Cannot move
Basic Game: No combat required to take over a Zone with a Control marker – just walk a unit into it.
Advanced Game: The Control Marker must be defeated in Combat to take over a Territorial Zone.

TROOPER

Build 2 Troopers in 1 turn
Move 1 Territorial Zone
Transport Can load onto

GENNIE

Build 2 Gennies in 1 turn
Move 1 Territorial Zone
Transport Cannot load onto
Can never leave their Planet, Moon, Satellite, or Asteroid

TRANSPORT

Build 1 turn
Move 4 Space, Orbit, and/or Territorial Zones
May move from *any* Territorial Zone either to Near Orbit or to an adjacent Territorial Zone and vice versa.
Carry Up to 5 **Troopers** *or* 1 **Factory**
A Factory can't produce while begin transported.

Transport Loading & Unloading

Loading/Unloading Troopers and Factories are free actions, requires no movement, and can be done multiple times by the same Transport at any point along its move. No unit may be transported more than once per turn. Units are Unloaded as soon as a Transport ends its current move at a Territorial Zone.

A Trooper can move before loading but may not move after unloading. Unloaded Troopers may fight immediately.

An unloaded Factory may immediately produce. A Factory in the middle of producing a 2-turn unit may not Load unless the *In Production* counter is voluntarily destroyed (along with the half-built unit).

Transports In Combat

A Transport cannot be attacked until all other friendly units in its Zone are destroyed. All transported are destroyed if their Transport is destroyed. A Killer Satellite may target an escorted Transport during its *free* attack, but not during its normal attack.

BATTLER

Build 2 turns
Move 4 Space and/or Orbit Zones, ***not*** Territorial Zones. A Battler may never land at or move through any Territorial Zone.
May Bombard any Territorial Zone from Near Orbit before regular Combat: Once per turn each Battler may target any 1 Trooper, Fighter, Transport, or Factory, where a 1d10 result of 7+ succeeds.

FIGHTER

Build 1 turn to build
Move 4 Space, Orbit and/or Territorial Zones
May move from *any* Territorial Zone either to Near Orbit or to an adjacent Territorial Zone and vice versa.

KILLER SATELLITE (KilSat)

Build 2 turns (build in Near Orbit)
Move Cannot move

Building A Killer Satellite

To begin building 1) the owner must control *all* surface Zones of the nearby Planet (or all of Earth's Moon) or 2) build at any Asteroid owner controls. Also, the Near Orbit *must* be free of enemy units. Once built it may be deployed even if enemy ships are in Near Orbit.

Deploying A Killer Satellite

A Killer Satellite gets deployed to Near Orbit around any Planet, Asteroid, or Earth's Moon. Only 1 Killer Satellite may be deployed to a given Near Orbit. *Entering enemy ships freeze in place until Combat.*

Maintaining A Killer Satellite

If the owner loses *complete* control of the planetary surface then any existing KilSats, and any that are *In Production*, become **uncontrolled**: They remain in orbit, but cannot be used (nor finished being built). 1ˢᵗ player to gain complete control of the planetary surface then gains control of any uncontrolled KilSats.

Free Attack

Before any other combat a KilSat gets 1 free attack at *every* enemy ship in its Near Orbit Zone, including Transports. Targeted ships get no counterattack. Later during regular combat the KilSat fights like any other unit: it gets 1 attack per round and may be targeted by other units.

FACTORY

Build 2 turns
Move Cannot move
Combat Has no combat ability
Transport May load onto

Advanced Game – Factory Limits

Each Planetary System has a limit as to how many Factories may be built within, including satellites there.

System	Factories	Notes
Mercury	4	Max 2 on planet surface
Venus	4	
Earth/Moon	9	Max 5 on Earth, 2 on the Moon
Mars	5	
Asteroids	9	1 Factory per Asteroid

Advanced Game – Combined Factory Production

2 Factories in adjacent Territorial Zones can combine their output to produce a Battler, KilSat, or Factory in 1 turn. The new unit can be placed in either Factory Zone. Asteroids are considered adjacent for combining production if they are next to each other.

Other Advanced Rules

RETREAT

At the end of any Combat Round, after all losses have been removed, surviving units can try to leave. The player with the lowest Turn Order gets to retreat first.

Retreating Units can move 1 Zone away from the Combat Zone, and may only enter a Zone they could normally enter. The retreat Zone must be free of enemy. All units in combat don't have to be retreated, and the ones that do don't have to run to the same Zone. Units which don't or can't move cannot retreat.

Retreating Units are subject to *Pass-Through Fire* from enemy in the Combat Zone. Each enemy unit gets 1 free shot at the retreating units (who get no counterattack). After *Pass-Through Fire* these enemy are still able to participate in the next Combat Round.

SURRENDER

You can always surrender to the enemy at the start of any Combat Round. If the enemy accepts then your forces are replaced by identical units of the enemy.

COMMANDO OPERATIONS

A successful Commando raid will destroy an enemy Factory. To mount, you must have Troopers or Gennies in the Factory's Territorial Zone. Before the 1st round of Combat at that entire planetary system begins, announce you're mounting a Commando Raid and allocate Troopers and Gennies in the Zone to the raid – up to all of them, or as few as 1. New units may not be added to this forced once combat begins.

Allocated units attempt to destroy the Factory each round until they succeed or are destroyed.

Combat proceeds normally, except the commandos can't fight other units – they may *only* attack the Factory, *or* Retreat; after the Factory is destroyed they may *only* Retreat *or* do nothing. They can be targeted by enemy in the Zone, but can't counterattack. Other friendly non-commando units may be present that can attack normally, and also be targeted by the enemy.

After each round of normal combat, each surviving commando can attempt to destroy the Factory: Roll 1d10, on a 6+ the Factory is destroyed.

Official Optional Rules (for Basic or Advanced Game)

STARTING SETUP – UNIT PLACEMENT
Place units 1 at a time instead of 3 at a time.

STARTING SETUP – UNIT PLACEMENT
The 3 units in each placement turn don't have to be placed in the same Zone. Units produced later by Factories can be placed in any Zone you control. Any 2 Factories anywhere on the board can combine their output to produce 2-turn units in a single turn.

STARTING SETUP – LEADERLESS FACTIONS
Start the game with no Leaders. Leaders are acquired later by controlling the planet each is associated with. Control means every Zone on the planet, or use the optional *Majority Control* rule.

System	Leader
Mercury	Doc Huer
Venus	Ardala
Earth	Buck Rogers
Moon	Wilma Deering
Mars	Killer Kane
Asteroids	Black Barney

GENNIE ABILITIES – Based On Their Home

System	Notes
Mercurian Gennies	Add +1 to all Combat die rolls
Venusian Gennies	Add +1 to the hit number needed to hit them (10 always hits)
Earth Gennies	Produce 3 per turn, instead of 2
Lunar Gennies	Can target units in the Near Lunar Orbit Zone, 8+ hits any unit there
Martian Gennies	Can move up to 2 Territorial Zones per turn through friendly and uncontrolled Zones
Asteroid Gennies	Can move to the Asteroid's Orbit Zone. *Option:* Gennies and Battlers need 9 to hit each other

MAJORITY CONTROL
Majority Control allows you to build a Killer Satellite, and has other meanings in some optional rules and scenarios.

System	Zones
Mercury	4 of 6
Venus	4 of 7
Earth/Moon	7 of 13
Mars	4 of 7
Asteroids	5 of 9

FAR ORBIT & SPACE ZONES → SAME ZONE
Each planet's Planet Marker and Far Orbit Zone are now considered the same location. A unit sitting on a Planet Marker is simultaneously on that planet's Far Orbit Zone. All units at either will participate in Combat within this single Zone. When the planets move, ships in the Far Orbit Zone stay with the planet, while those on the SSD Planet Marker are left behind. Planetary transit will be faster with 1 less Zone to move through.

SLINGSHOT MANEUVER
Units on the SSD can increase their speed by slingshotting around the Sun or a planet (Mercury, Venus, Earth, Mars). The unit can't begin its move at the Sun Zone or Planet Marker it will use. A unit may attempt multiple Slingshots in a turn.

Zone	Move	Success	Fail
Planet	+2	1 - 9	10
Sun	+4	1 - 7	8 - 10

Once the unit has moved to the Planet Marker roll 1d10: on a 10 the ship crashes into the planet and is destroyed. Otherwise the ship moves 2 extra Zones.

Once at the Sun roll 1d10: on an 8, 9, or 10 the ship crashes into the Sun and is destroyed. Otherwise the ship moves 4 extra Zones.

For a group of ships, each unit can attempt to Slingshot independently or make a single roll for the group, decided before any rolls are made.

TRANSPORT HOPPING

If a Transport ends it move in a Zone with a 2ⁿᵈ Transport which hasn't moved this turn, then units aboard the 1ˢᵗ can jump to the 2ⁿᵈ. The 2ⁿᵈ can carry those units up to its full remaining move and can again transfer them to another Transport, and so on.

TRANSPORTS – MOVEMENT AFTER UNLOADING

Troopers aboard a Transport can move 1 Zone after unloading. Ignore any movement prior to loading, and ignore the Transport movement – all units aboard a Transport can move 1 Zone after being unloaded.

FACTORY DEFENSIVE BONUS

All attacks against Troopers and Gennies in Zones containing a friendly Factory have the number needed to hit them increased by +1. A roll of 10 always hits.

FREE FACTORIES

1ˢᵗ Faction to take control of a Planetary System gets a free Factory, placed at the end of that turn's Build phase. It **must** be placed in a legal Zone in which the Faction has no Factory (else discard the Factory). It can build next turn. Only the 1ˢᵗ player to gain control of each Planetary System gets a Factory – taking control from someone else does not earn a Factory.

FACTORIES IN SPACE

A Factory aboard a Transport can produce 1 Fighter each turn, which gets placed in the Transport's current Zone. Factories on Transports may never combine output in any way with any other Factories.

UNIT CONVERSION

Before *any* units move you may convert some to other types through retraining and recycling. There's no limit to the number of conversions. On the table here units can convert right-to-left and/or left-to-right.
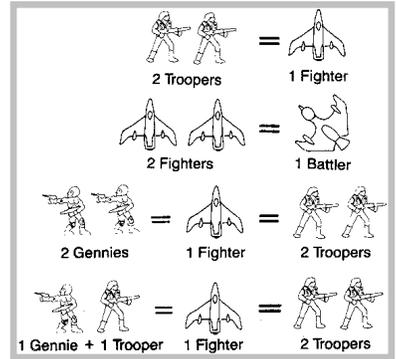
The extra 'fast-and-loose' table has the oddity that Gennies and Troopers can convert to each other.

Convert To Or From	
2 Troopers	⇔ 1 Fighter
2 Fighters	⇔ 1 Battler

Fast-And-Loose	
2 Gennies	⇔ 1 Fighter
1 Trooper + 1 Gennie	⇔ 1 Fighter

SUBVERTING LEADERS

If a Leader is the last unit of its Faction in a Zone, an enemy with units there may roll to *Subvert* the Leader. Each unit they have present adds +1, or +5 for their Leader. On a 15+ the Leader joins the new Faction.

Subversion immediately wears off if the Leader is left alone in a Zone containing enemy units.

Subversion may wear off just before each use of the Leader's ability (***Basic Game:*** each time the Leader participates in combat). Roll 1d10: on 7+ Subversion immediately wears off.

If Subversion wears off, return the Leader to his *original* Faction to place anywhere on the board.

SCENARIOS

1. **Gross Display Of Power:** Object: Control 3 Planetary Systems. Use the *Majority Control* rule.
2. **Battle For Earth And Mars:** Remove Mars and Earth/Moon Territory cards before setup; no one may start with any units there. 1ˢᵗ to control both systems wins. Use the *Majority Control* rule.
3. **Leader, Leader, Who's Got The Leader?:** Win by controlling a majority of Leaders when Earth returns to its start position. Plays well with the optional *Subverting Leaders* rule.
4. **Pick A Unit, Any Unit:** Object is unchanged. Starting Units: 1 Leader, 2 Factories, and 17 units in *any* combination of Transports, Troopers, Fighters, and Gennies. Put these at any Zone you control, ignoring the 6 units per Zone setup limit.
5. **A Day's Work:** Planets don't move on the SSD.
6. **Someplace To Call Home:** Randomly take 1 Territory card for each Planetary System (with 6 players take 1 separately for Earth and Moon). Deal 1 to each player, who then controls all Zones in that system. Players take the Leader and Faction tray below, and place all starting setup pieces in their home systems. 1ˢᵗ to control 2 more systems wins (use *Majority Control* rule).

System	Faction	Leader
Mercury	Yellow	Doc Huer
Venus	Green	Ardala
Earth	Blue	Buck Rogers
Moon	Brown	Wilma Deering
Mars	Red	Killer Kane
Asteroids	Purple	Black Barney

Buck Rogers Components

6 Leaders	356 Minis _per color ↓_		199 Counters _per color ↓_		54 Cards		Other
Buck Rogers	120 Troopers	20	138 Control Markers	23	6 Leader Cards		45 White 1-unit Chips
Wilma Deering	48 Gennies	8	48 Transport Markers	8	6 Turn Order Cards		5 Red 5-unit Chips
Killer Kane	24 Transports	4	2 per Transport		42 Territory Cards		5 Ten-sided dice
Ardala	90 Fighters	15	13 Planet Markers		1 per Territory		1 Gameboard
Black Barney	36 Battlers	6	4 planets				1 Basic Rulebook
Doc Huer	14 Killer Satellites		9 asteroids				1 Advanced Rulebook
	24 Factories						