

DEAD IN SPACE!

When this directive comes into play:

Flip the special part card, then place the now visible objective marker on top of the interplanetary tile above *Tree*. As long as one of your craft is on the top space of that tile, you may flip the marker back and put the special part into that craft.

If this directive is failed, the **game ends!**

To fulfill this directive, a craft carrying the special part must be on *Tree*'s orbit space. Once there, remove the special part from play.



A micrometeorite struck one of our supply vessels, destroying its main thruster and rendering the craft derelict. Reactor output is minimal, we need to save the crew before their power runs out and they die!

DOOMSDAY!

When this directive comes into play:

Add the special part to your known parts, then find the closest planetoid without an outpost by counting unavoidable  between *Tree* and each candidate location. This planetoid is your target.

If this directive is failed, the **game ends!**

To fulfill this directive, land a crewed craft carrying the special part on the target planetoid. Once the craft has landed on the target, remove the special part from play.

*An asteroid collision in the Belt has altered the trajectory of a minor planetoid and it is now on a collision course with *Tree*! We are all doomed unless you can stabilize its trajectory again!*



All of Squeakind is counting on you, save us!

CATASTROPHE!

When this directive comes into play:

Remove a built installation from an outpost of your choice, except on *Mun*, and place it on the special part to form one new combined part of class *installation* (sum , text on both cards applies). Add this to your known parts. You fail the directive if no such outpost exists.

If you fail this directive and the combined part is in play, the **game ends!**

To fulfill this directive, the depot-section of the outpost you selected must contain the combined part. Once this is the case, remove the special part from play and then restore the installation.



There was an accident at one of our outposts and dozens of lives are at stake. Quickly, send a relief spacecraft there!

ALIEN TORCHSHIP

When this directive comes into play:

Take the special tile, flip it until it shows the *decelerating alien vessel* and place it directly below the track tile. In addition, add the special part to your known parts.

If this directive is fulfilled or failed, the **game ends** afterwards.

To fulfill this directive, a crewed craft carrying the special part must be on the *Alien Vessel* space on the special tile.



We have detected a fast moving unknown object traveling towards our solar system and it actually seems to be decelerating on its own! It can only be an interstellar vessel, powered by incredibly advanced alien technology. Prepare for first contact!

EXTRASOLAR

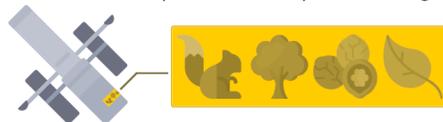
When this directive comes into play:

Immediately flip the track tile to reveal the *Sol Exit* space. In addition, add the special part to your known parts.

If this directive is fulfilled or failed, the **game ends** afterwards.

To fulfill this directive, an uncrewed craft carrying the special part must reach the *Sol Exit* space on the flipped tile.

In the vast emptiness between the stars, well outside of the oort-cloud surrounding our solar system, new interstellar probes will be able to search the cosmos for signs of intelligent life. And each such probe will carry our message:



PHYSON SWARM

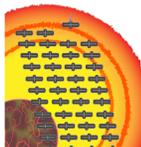
When this directive comes into play:

Take the special tile, flip it until it shows the planet *Charr* and place it below the sol tile. In addition, add the special part to your known parts.

If this directive is fulfilled or failed, the **game ends** afterwards.

To fulfill this directive, a crewed craft carrying the special part must land on the planet *Charr* on the special tile.

Over a century ago, the physicist Freesqueak Physon proposed the concept of a satellite swarm capable of redirecting a part of our star's energy to serve our needs.



*Today, we embark on this great endeavour! We will be deploying a satellite construction hub onto *Charr*, a dwarf planet near *Sol*.*

ALIEN SATELLITE

When this directive comes into play:

Immediately flip the sol tile to reveal the *Alien Satellite*, then add the special part to your known parts.

If this directive is fulfilled or failed, the **game ends** afterwards.

To fulfill this directive, a crewed craft carrying the special part must be on the *Alien Satellite* space on the flipped tile.

*Another department studying solar flares has made most a startling discovery: An unknown large object is orbiting *Sol*, right at the edge of the stellar corona and it is clearly artificial. The origin and purpose of this satellite is a mystery. Send a team of specialists to investigate this alien structure up close!*



A SPACE FOREST

To fulfill this directive, there must be at least one outpost with three or more installations built there.

The Exploratory Branch of the United Forests Space Program was created to reach the other planets in our solar system and to eventually establish permanent research outposts there. Under your management, this mission was not only accomplished, no, it succeeded on a level far beyond everybody's expectations.

Now, it is time to take the next hop. We have managed to survive on other worlds. Let's see if we can also live and settle there.



NEW WORLDS

To fulfill this directive, there must either be three or more different tiles with at least one outpost on each of them or fulfilling the former condition must be impossible due to component limitations when this card is drawn.

*The famous theoretical physicist Stiphi Phieping once stated that if Squeakind does not become a truly interplanetary species, some major catastrophe or simply the damage we inflicted onto *Tree*'s ecosystem and climate in previous decades will inevitably be our end.*



If we are to continue as a people, we must become interplanetary and exist on many different worlds in significant numbers. As one species, unified in peace, we shall face this great challenge.

RESEARCH ONCE FOR FREE NOW, THEN UPGRADE THAT PART.

DIRECTIVE FULFILLED

ACT IV: CRISIS

(USE ONLY ONE CARD)

DIRECTIVE FAILED

RESEARCH ONCE FOR FREE NOW, THEN UPGRADE THAT PART.

DIRECTIVE FULFILLED

ACT IV: CRISIS

(USE ONLY ONE CARD)

DIRECTIVE FAILED

RESEARCH ONCE FOR FREE NOW, THEN UPGRADE THAT PART.

DIRECTIVE FULFILLED

ACT IV: CRISIS

(USE ONLY ONE CARD)

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT VI: EPILOGUE

(USE ONLY ONE CARD)

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT VI: EPILOGUE

(USE ONLY ONE CARD)

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT VI: EPILOGUE

(USE ONLY ONE CARD)

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT V: INTERPLANETARY

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT V: INTERPLANETARY

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT VI: EPILOGUE

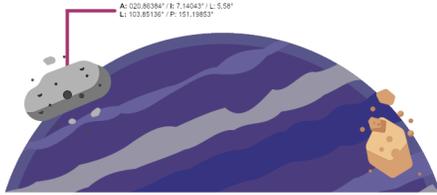
(USE ONLY ONE CARD)

DIRECTIVE FAILED

FAR OUT

To fulfill this directive, at least two celestial objects located on the leftmost planetary tile must have been explored. (Note that locations without discoveries cannot be explored and do not count.)

With the distance to even the nearest star being insurmountable, our solar system's outermost planet represents the final frontier for Squeakind's exploration of space right now. Preliminary surveys were done decades ago by primitive probes, but modern technologies will surely paint a much more detailed picture.

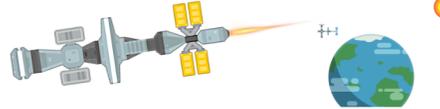


OUTWARDS!

To fulfill this directive, a crewed craft must be on a space on any planetary tile belonging to the outer solar system.

Before the first Squeak could hop on the Mun, there were many other missions. Back then, we first took photos, dropped probes, even crashed an old satellite into its surface. We prepared, measured and analyzed before finally sending the first munar landing craft.

Compared to the distance between Tree and the outer planets, the accomplishments of our Mun Landings decades ago feel like little more than a quick hop from bough to bough. And that long journey is only half the challenge.



INWARDS!

To fulfill this directive, a crewed craft must be on a space on any planetary tile belonging to the inner solar system, except the tile showing planet Tree.

Our neighboring planets have always stirred the imagination: Many of our ancient civilizations interpreted them as gods. Centuries later they inspired Hixi Giire Phellps to write his book "War of the Worlds". And before the Venerix-probe send back the first images only a few decades ago, scientists assumed our closest inward neighbor was probably a younger version of our own planet, home to gigantic sharptooths similar to Tree's jurassic period. Many Squeaks dreamed about visting these planets... soon, that dream will be realized!



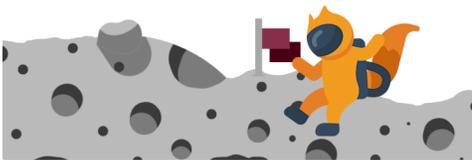
ROCKHOPPERS

To fulfill this directive, a crewed craft must land on an unexplored planetoid.

When our ancestors gazed upwards into the sky and began mapping the movements of the heavens, their eyes and instruments could only see the very largest of celestial objects. And so they named them after their deities.

But our sun is orbited by countless objects, many as valid a target for your exploration missions as our neighboring planets.

These will be the keyforks in our efforts to transform into an interplanetary species.



A SPACE DREY

To fulfill this directive, there must be at least one outpost with two or more installations built there.

Space is a treeless place, not a single bough to hold us, not a single leaf to shield us. No seeds that grow, no nuts to feed on. And yet, we have chosen to accept this great challenge. We venture forth onto the vast and barren surfaces of other worlds, not because it is easy, but precisely because it is hard.

Every journey starts with a single hop and our ability to maintain and expand any established outpost will be critical for the future exploration of our solar system.

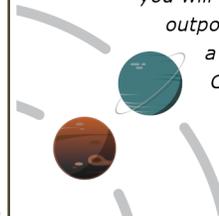


ADAPTING

To fulfill this directive, at least two different tiles of the solar system must each have at least one outpost on them.

The primary directive of the Exploratory Branch of the United Forests Space Program remains the same as it was during its inception: Explore the other planets and planetoids of our solar system for the good of all Squeakind.

But sending probes or even brave Squeaks can only achieve so much. To truly succeed, you will have to set up permanent outposts, centers of research in a most hostile environment. Only through discovery and learning all we can will we be able to overcome the challenges of the future.



SURVEY TASK

While this directive is in play:

Ready the special part. When any craft lands on a planet or moon in the outer solar system that has no outpost and has a transition requiring one or more ▲, you may put this part into that craft.

To fulfill this directive, a craft carrying the special part must be in orbit of planet Tree. Remove the special part from play after you have fulfilled or failed this directive.

The Materials Research Branch has issued a special request: They need us to extract a sufficiently large quantity of raw soil from the outer solar system and bring that back to Tree for a more thorough analysis in the lab.



SURVEY TASK

While this directive is in play:

Ready the special part. When any craft lands on a planet or moon in the inner solar system except the *Mun*, that has no outpost and has some transition requiring two or more ▲, you may put the special part into that craft.

To fulfill this directive, a craft carrying the special part must be in orbit of planet Tree. Remove the special part from play after you have fulfilled or failed this directive.



The Materials Research Branch has issued a special request: We must obtain a soil sample from inner solar system and bring that back to Tree for a more thorough analysis there.

SURVEY TASK

While this directive is in play:

Ready the special part. When any craft lands on a comet, you may put the special part into that craft.

To fulfill this directive, a craft carrying the special part must be in orbit of planet Tree. Remove the special part from play after you have fulfilled or failed this directive.

The Organics Research Branch has issued a special request: They need us to extract a sufficiently large quantity of ice from one of the larger comets in our solar system and then transport everything back to Tree for analysis. They hope for new insights into how the earliest amino acids came to be on Tree.



DIRECTIVE FULFILLED

ACT I:
EXPLORATION

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT I:
EXPLORATION

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT V:
INTERPLANETARY

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT III:
EXPANSION

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT III:
EXPANSION

DIRECTIVE FAILED

DIRECTIVE FULFILLED

ACT I:
EXPLORATION

DIRECTIVE FAILED

DIRECTIVE FULFILLED
RESEARCH ONCE FOR FREE NOW.

ACT II:
SURVEY

(USE ONLY ONE CARD)

DIRECTIVE FAILED

DIRECTIVE FULFILLED
RESEARCH ONCE FOR FREE NOW.

ACT II:
SURVEY

(USE ONLY ONE CARD)

DIRECTIVE FAILED

DIRECTIVE FULFILLED
RESEARCH ONCE FOR FREE NOW.

ACT II:
SURVEY

(USE ONLY ONE CARD)

DIRECTIVE FAILED

SOLAR FLARES

To fulfill this directive, an uncrewed craft must perform a move over the transition between the two spaces of the sol tile.

Sol, our sun, is constantly emitting streams of charged particles, which our scientists have named "solar winds". Sometimes, the star even flares up, greatly increasing the amount of protons and other hazardous particles radiated into space. While on Tree, such flares are mostly harmless since the planet's magnetic field protects us. In space however, solar flares represent a significant danger to our crews and our equipment alike. Your next assignment will finally allow us to study this phenomenon more closely, giving us the chance to increase the accuracy of our prediction models.



INSTALLATION
CANNOT BE BUILT IF THIS LOCATION LACKS ANY **DISCOVERY**



RESEARCH LABORATORY
UPGRADE KNOWN PARTS MATCHING THIS OUTPOST FOR COST 4

INSTALLATION
CANNOT BE BUILT IF THIS LOCATION LACKS ANY **REFUEL**



AUTOMATED REFUELING STATION
LANDED CRAFT OR CRAFT IN ORBIT MAY REFUEL FOR 5 PER

INSTALLATION
CANNOT BE BUILT IF A **TRANSITION** EXISTS



SPACE ELEVATOR WITH BASE STATION
IGNORE ANY **TRANSITION** OR TO THIS OUTPOST

INSTALLATION
CAN ONLY BE BUILT AT AN ALREADY EXISTING OUTPOST



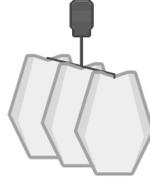
SPACE PROBE LAUNCH SITE
YOU MAY CREATE NEW UNCREWED CRAFT AT THIS OUTPOST

INSTALLATION
IF CONVERTING DEPOT TO AN OUTPOST BY BUILDING THIS PART: COST OF ACTION IS 0



CONSTRUCTION FACILITIES
CONSTRUCT OR LAUNCH SUPPORT AND EQUIPMENT PARTS AT NO COST

THRUSTER
0 PER
USE ONLY IN INNER SOLAR SYSTEM
MOVE ACTION LIMITED TO OVERALL



POSITRONIC SOLAR SAIL

THRUSTER
2 PER
KOURI-CLASS PROPELLANT DRIVER



KOURI-CLASS PROPELLANT DRIVER

THRUSTER
1 PER
NEEDS LUMBGEN TO BE USABLE



QUASIHYDROGENIC LUMBGEN BURNER

THRUSTER
1 PER
NEEDS LUMBGEN TO BE USABLE



DE'SASSAFRAS-TYPE LUMBGEN ENGINE

THRUSTER
0 PER
USE ONLY IN INNER SOLAR SYSTEM
MOVE ACTION LIMITED TO OVERALL



MAGNETRONIC SOLAR SAIL

THRUSTER (COOLING)
4 PER
PROVIDES COOLING WHILE NOT USED TO MOVE THIS CRAFT



WILDFIRE-POWERED CHEMICAL THRUSTER

THRUSTER
3 PER
EVERRED PINE-IC CHEMICAL THRUSTER



EVERRED PINE-IC CHEMICAL THRUSTER

THRUSTER (COOLING)
3 PER
PROVIDES COOLING WHILE NOT USED TO MOVE THIS CRAFT



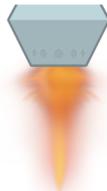
NEEM-NOZZLE PROPULSION ENGINE

THRUSTER
2 PER
NEEDS FIETOPES TO BE USABLE



FIETOPOMABLE FLAME THRUSTER

THRUSTER
1 PER
NEEDS COOLING TO BE USABLE



VON'BASSWOOD-CLASS MASS EXHAUSTER

THRUSTER
1 PER
NEEDS COOLING TO BE USABLE



ANTISPRUCED NEEDLE-THRUSTER

THRUSTER

1 PER ● ▲ 1

NEEDS COOLING TO BE USABLE

▲▲



THRIFTFIRE-POWERED CHEMICAL THRUSTER

ROBOTIC FACTORY COMPLEX

CONSTRUCT OR LAUNCH THRUSTER, EQUIPMENT AND SUPPORT PARTS AT NO COST

THRUSTER

2 PER ● ▲ 1

PROVIDES COOLING WHILE NOT USED TO MOVE THIS CRAFT

▲▲▲



EVERRED CONE-IC CHEMICAL THRUSTER

ROBOTIC FACTORY COMPLEX

CONSTRUCT OR LAUNCH THRUSTER, EQUIPMENT AND SUPPORT PARTS AT NO COST

THRUSTER

2 PER ● ▲ 1

PROVIDES COOLING WHILE NOT USED TO MOVE THIS CRAFT

▲▲



FOCUSED NEM-NOZZLE PROPULSION ENGINE

ROBOTIC FACTORY COMPLEX

CONSTRUCT OR LAUNCH THRUSTER, EQUIPMENT AND SUPPORT PARTS AT NO COST

THRUSTER

2 PER ● ▲ 0

NEEDS FIETOPTOPES TO BE USABLE

▲▲



MAGNOCONTROLLED FIETOPTOPES FLAME

ROBOTIC FACTORY COMPLEX

CONSTRUCT OR LAUNCH THRUSTER, EQUIPMENT AND SUPPORT PARTS AT NO COST

THRUSTER

1 PER ● ▲ 1

NEEDS COOLING TO BE USABLE

▲



VON' BASSWOOD-CLASS MASS ACCELERATOR

ROBOTIC FACTORY COMPLEX

CONSTRUCT OR LAUNCH THRUSTER, EQUIPMENT AND SUPPORT PARTS AT NO COST

THRUSTER

1 PER ● ▲ 1

NEEDS COOLING TO BE USABLE

▲▲



SUPER-SPRUCED NEEDLE THRUSTER

ROBOTIC FACTORY COMPLEX

CONSTRUCT OR LAUNCH THRUSTER, EQUIPMENT AND SUPPORT PARTS AT NO COST

THRUSTER

0 PER ● ▲ 2

MOVE ACTION LIMITED TO ●●● OVERALL



INDUCOMAGNOTRONIC SOLAR SAIL

ROBOTIC FACTORY COMPLEX

CONSTRUCT OR LAUNCH THRUSTER, EQUIPMENT AND SUPPORT PARTS AT NO COST

THRUSTER

0 PER ● ▲ 2

USE ONLY IN INNER SOLAR SYSTEM

MOVE ACTION LIMITED TO ●●● OVERALL



POSODELELEUTRONIC SOLAR SAIL

ROBOTIC FACTORY COMPLEX

CONSTRUCT OR LAUNCH THRUSTER, EQUIPMENT AND SUPPORT PARTS AT NO COST

THRUSTER

1 PER ● ▲ 1

▲



AGATHIS-KAURI-CLASS PROPELLANT CATAPULT

ROBOTIC FACTORY COMPLEX

CONSTRUCT OR LAUNCH THRUSTER, EQUIPMENT AND SUPPORT PARTS AT NO COST

THRUSTER

1 PER ● ▲ 1

NEEDS LUMBGEN TO BE USABLE

▲▲



HYDRO-LIQUIDIC LUMBGEN BURNER

ROBOTIC FACTORY COMPLEX

CONSTRUCT OR LAUNCH THRUSTER, EQUIPMENT AND SUPPORT PARTS AT NO COST

THRUSTER

1 PER ● ▲ 1

NEEDS COOLING TO BE USABLE

▲



LUMBO-EMULATING DE'SASSFRAS ENGINE

ROBOTIC FACTORY COMPLEX

CONSTRUCT OR LAUNCH THRUSTER, EQUIPMENT AND SUPPORT PARTS AT NO COST

THRUSTER

0 PER ● ▲ 2

MOVE ACTION LIMITED TO ●●● OVERALL



INDUCOMAGNOTRONIC SOLAR SAIL

ROBOTIC FACTORY COMPLEX

CONSTRUCT OR LAUNCH THRUSTER, EQUIPMENT AND SUPPORT PARTS AT NO COST

ACT III: EXPANSION

DIRECTIVE FULFILLED

DIRECTIVE FAILED

THRUSTER

1 PER ● ▲ 1

CANNOT BE BUILT IF THIS LOCATION LACKS ANY DISCOVERY



OFF-WORLD RESEARCH HUB

UPGRADE KNOWN PARTS MATCHING THIS OUTPOST AT NO COST

THRUSTER

1 PER ● ▲ 1

CANNOT BE BUILT IF THIS LOCATION LACKS ANY



AUTOMATED FUEL PRODUCTION CENTER

LANDED CRAFT OR CRAFT IN ORBIT MAY REFUEL FOR 7 PER

THRUSTER

0 PER ● ▲ 1

CANNOT BE BUILT IF A ▲▲▲ TRANSITION EXISTS



LIGHTWEIGHT SPACE ELEVATOR

IGNORE ANY ▲, ▲, ▲, OR ● ON TRANSITIONS FROM OR TO THIS OUTPOST

THRUSTER

1 PER ● ▲ 1

CAN ONLY BE BUILT AT AN ALREADY EXISTING OUTPOST



GATEWAY STATION

YOU MAY CREATE NEW CRAFT AT THIS OUTPOST OR ON ITS ORBIT SPACE

THRUSTER

1 PER ● ▲ 1

NEEDS COOLING TO BE USABLE

▲▲



SUPER-SPRUCED NEEDLE THRUSTER

ROBOTIC FACTORY COMPLEX

CONSTRUCT OR LAUNCH THRUSTER, EQUIPMENT AND SUPPORT PARTS AT NO COST

INSTALLATION
CAN ONLY BE BUILT AT AN ALREADY EXISTING OUTPOST



SPACE PROBE LAUNCH SITE

YOU MAY CREATE NEW UNCREWED CRAFT AT THIS OUTPOST

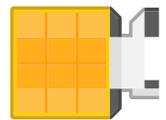
EQUIPMENT
ALMOND-CLASS ON-SITE FUEL EXTRACTOR



ALMOND-CLASS ON-SITE FUEL EXTRACTOR

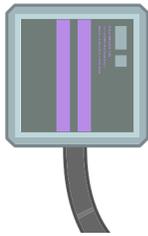
WHEN LANDED, THIS CRAFT MAY REFUEL WITHOUT AN OUTPOST

(COOLING) SUPPORT
>PROVIDES COOLING



CATALPA-TYPE THERMAL RADIATOR

EQUIPMENT
>PROVIDES FIETOPTOPES



FIETOPTOPE-BASED REACTOR FUEL

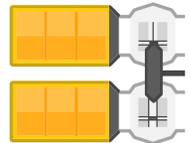
EQUIPMENT
ACACIA-CLASS ON-SITE FUEL EXTRACTOR



ACACIA-CLASS ON-SITE FUEL EXTRACTOR

WHEN LANDED, THIS CRAFT MAY REFUEL WITHOUT AN OUTPOST

(COOLING) SUPPORT
>PROVIDES COOLING



DE' HICKORY-TYPE THERMAL RADIATOR

INSTALLATION
CANNOT BE BUILT IF THIS LOCATION LACKS ANY



AUTOMATED REFUELING STATION

LANDED CRAFT OR CRAFT IN ORBIT MAY REFUEL FOR 5 PER

EQUIPMENT
RUMMAGITRONIC BEAM ARRAY



RUMMAGITRONIC BEAM ARRAY

YOU MAY EXPLORE PLANETIODS AND COMETS FROM ORBIT

(RAD-SHIELD) SUPPORT
PROBABLE QUASCALIC ANTI-RADIATION ARMOR



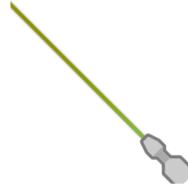
INSTALLATION
CANNOT BE BUILT IF THIS LOCATION LACKS ANY DISCOVERY



RESEARCH LABORATORY

UPGRADE KNOWN PARTS MATCHING THIS OUTPOST FOR COST 4

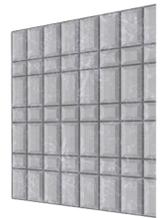
EQUIPMENT
INVESTIGATRONIC RAY PROJECTOR



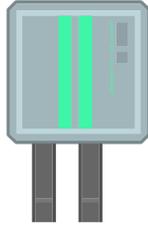
INVESTIGATRONIC RAY PROJECTOR

YOU MAY EXPLORE PLANETS AND MOONS FROM ORBIT

(RAD-SHIELD) SUPPORT
POLYWOOD-CRYSTAL RADIATION ABSORBER



EQUIPMENT
>PROVIDES LUMBOKEN



LIQUID LUMBOKEN FUEL TANKS

MISSION-SPECIFIC
NEITHER PART NOR CRAFT CARRYING IT CAN BE DISCARDED
CHECK DIRECTIVE FOR INSTRUCTIONS



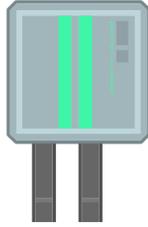
SPECIALIZED PAYLOAD

(HEATSHIELD) SUPPORT
IF PART'S IS USED, DISCARD THE PART AFTERWARDS



PIACAVOFIBER-BASED ABLATIVE HEAT SHIELD

EQUIPMENT
>PROVIDES LUMBOKEN



LIQUID LUMBOKEN FUEL TANKS

INSTALLATION
IF CONVERTING DEPOT TO AN OUTPOST BY BUILDING THIS PART: COST OF ACTION IS 0



CONSTRUCTION FACILITIES

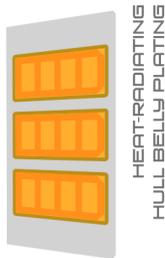
CONSTRUCT OR LAUNCH SUPPORT AND EQUIPMENT PARTS AT NO COST

(HEATSHIELD) SUPPORT
IF PART'S IS USED, DISCARD THE PART AFTERWARDS



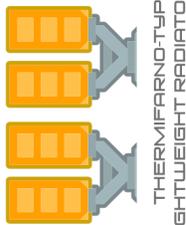
KOBUFARN COATED THERMAL SOAK SHIELD

PROVIDES COOLING
SUPPORT (cooling)



HEAT-RADIATING HULL BELLY PLATING
PART

PROVIDES COOLING
SUPPORT (cooling)



THERMIFANO-TYPE LIGHTWEIGHT RADIATOR
PART

PROVIDES COOLING
SUPPORT (RAD-SHIELD)



ENHANCED QUERSCALIC RADIATION PROTECTION
PART

PROVIDES COOLING
SUPPORT (RAD-SHIELD)



PIACAVO-POLYWOOD-BASED HULL PLATING
PART

PROVIDES COOLING
SUPPORT (HEATSHIELD)



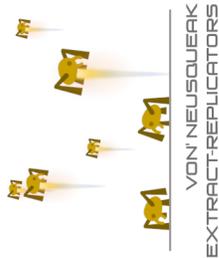
PIACAVOFIBER-COATED ABLATIVE HEAT FILM
PART

PROVIDES COOLING
SUPPORT (HEATSHIELD)



INVINCIFARN COATED THERMAL SOAK SHIELD
PART

EQUIPMENT



VON NEUSQUEAK EXTRACT-REPLICATORS
PART

EQUIPMENT



VON NEUSQUEAK EXTRACT-REPLICATORS
PART

EQUIPMENT



NOVU-SHERLOCKIAN NANOPROBE DISPENSER
PART

EQUIPMENT



NOVU-SHERLOCKIAN NANOPROBE DISPENSER
PART

EQUIPMENT



MISSION-SPECIFIC

INSTALLATION



IF CONVERTING DEPOT TO AN OUTPOST BY BUILDING THIS PART: COST OF ACTION IS 0



ROBOTIC FACTORY COMPLEX
PART

INSTALLATION



CAN ONLY BE BUILT AT AN ALREADY EXISTING OUTPOST

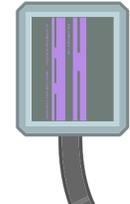


GATEWAY STATION
PART

EQUIPMENT



PROVIDES FIEPOTOPES



DURA-STABILIZED FIEPOTOPE CONTAINER
PART

INSTALLATION



CANNOT BE BUILT IF THIS LOCATION LACKS ANY



AUTOMATED FUEL PRODUCTION CENTER
PART

LANDED CRAFT OR CRAFT IN ORBIT MAY REFUEL FOR 7 PER

INSTALLATION



CANNOT BE BUILT IF THIS LOCATION LACKS ANY DISCOVERY



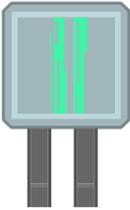
OFF-WORLD RESEARCH HUB
PART

UPGRADE KNOWN PARTS MATCHING THIS OUTPOST AT NO COST

EQUIPMENT



PROVIDES LUMBBOGEN

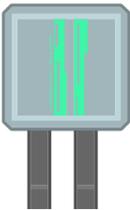


SOLID LUMBBOGEN PELLET STORAGE
PART

EQUIPMENT



PROVIDES LUMBBOGEN



SOLID LUMBBOGEN PELLET STORAGE
PART