Species A Breakthoughs

Adaptability, general logistics, and massive hand-size manipulation.

[0 : 1] Deep Scan: Look at an opponent's hand.

[3 : 0] Core Sampling: Draw 2 cards.

[5 : 0] Rapid Expansion: Play 2 planets to your deployed zone.

[1 : 4] Kessler Syndrome: All players discard their hands and draw 4 cards.

[3 : 3] Genesis Protocol: Return 1 planet from the void discard directly to your hand.

[4 : 5] Network Malfunction: Discard your hand; then choose an opponent to discard all deployed rocks, propulsion and planetery sats.

Species B Breakthoughs

Heavy gravity, pulling objects, and impenetrable planetary defense.

[0 : 1] Deep Scan: Look at an opponent's hand.

[0 : 2] Kinetic Salvage: Return 1 rock or sat from the void discard to your hand.

[0 : 4] Mass Driver: Return up to 3 rocks from the void discard to your hand.

[3 : 2] Point Defense: Return 1 sat from the void discard directly to your deployed zone tucked under a habitable planet.

[2 : 5] Data Subversion: Take control of 1 of your opponent's tucked sats and tuck it in your deployed zone.

[4 : 3] Gravity Well: Perform an attack action without discarding a sat for propulsion.

Species C Breakthoughs

Extreme speed, stealing resources, and unpredictable strikes.

[0 : 1] Deep Scan: Look at an opponent's hand.

[1 : 2] Kinetic Siphon: Choose an opponent to shuffle their hand and you draw the topmost card.

[1 : 4] Orbital Bombardment: Choose an opponent and discard one of their deployed rocks.

[0 : 5] Shrapnel Cloud: Choose an opponent to shuffle their hand and you discard the top 3 cards of it.

[5 : 3] Relativistic Strike: Perform an attack action; your rock's class has +1 for this attack.

[2 : 4] Target Lock: Perform an attack action that cannot be deflected; it must be absorbed.

Space Rocks Rules Reference Card. Card A

Setup
- Shuffle the species homeworld cards and deal one to each player face up and place their breakthroughs card next to it. Remove the other species and breakthrough cards from the game.
- Place 3 planets (one of each of the habitable types as indicated on the species card in player's deployed zones.
- Shuffle the remaining singularity cards and deal 5 to each player.
- The turn order is determined by the species card A-F

Turn Start
You may choose from 4 actions on your turn; Deploy, Reload, Attack and Mission.

Deploy Action
Place a card from your hand into your deploy zone in front of you next to your homeworld card. The type of card determines where you can place it in your zone.

- **Habitable planet**, planets that match your habitable planets as stated on the bottom of your homeworld and go next to your homeworld, these are colony worlds. You may draw a card when you play a habitable planet.
- **uninhabitable planets**, those planets not listed on your homeworld card get tucked underneath your homeworld as research planets.
- **Rocks**, these are asteroids that go to the right of your worlds, rocks in this zone are being mined for minerals.
- **Satellites**, may be tucked underneath your habitable planets or rocks, they act as planetary defence sats and propulsion sats respectively.

Reload Action & Maximum Hand Size
Draw a card for each planetary defence sat that is tucked under a habitable world you have +2 (flat bonus) up to a maximum of 8 cards. If you already have that many cards in hand you do not draw any cards. Even if a mission would cause you to draw more than 8 cards you ignore drawing those extra cards. Tucked sats are networked.

Species D Breakthoughs

Brutal asteroid mining and devastating, brute-force kinetic impacts.

[0 : 1] Deep Scan: Look at an opponent's hand.

[1 : 1] Recalibrate: Swap 1 card in your hand with 1 card in the void discard.

[0 : 3] Asteroid Mining: Reveal the top 4 cards of the deck. Put all Rocks deployed this way into your hand and discard the rest.

[1 : 5] De-orbit Burn: Discard 1 of your opponent's deployed habitable planets.

[4 : 4] Precision Strike: Discard an opponent's last tucked research planet.

[5 : 5] Omnicide Event: Discard 2 of your opponent's deployed planets, either habitable or research.

Species E Breakthoughs

Deep tech-engine building, stalling, and manipulating the draw deck.

[0 : 1] Deep Scan: Look at an opponent's hand.

[3 : 0] Core Sampling: Draw 3 cards.

[2 : 2] Sabotage: Look at an opponent's hand and discard their highest class sat from it.

[4 : 1] Scuttling Charge: Destroy 1 of your own tucked research planets to draw 5 cards.

[5 : 4] Supply Cut: Choose an opponent to discard a deployed planet.

[5 : 2] Time Fractal: Shuffle each rock and sat in the void discard into the singularity deck (1st discard pile).

Species F Breakthoughs

Complete orbital disruption, choking the opponent's economy.

[0 : 1] Deep Scan: Look at an opponent's hand.

[1 : 0] Static Interference: Look at the top 3 cards of the singularity deck and discard up to 2 of them.

[3 : 1] Tractor Beam: Move 1 of your opponent's deployed rocks to your deployed zone and any card tucked underneath it.

[4 : 2] Network Override: Look at an opponent's hand and discard 1 card of your choice from it.

[3 : 4] Orbital Blockade: Choose an opponent to discard cards equal to the number of their deployed habitable planets.

[5 : 4] Atmospheric Ignition: Choose an opponent to either discard their entire hand or a deployed planet you choose.

Space Rocks Rules Reference Card. Card B

Attack Action
You may attack a number of times equal to your technology level which is the number of research planets you have (planets tucked under your homeworld) when you take this action. In order to attack you must discard a sat and a rock, you may choose a sat tucked under a rock in your zone and attack with that pair or pairs from your hand or a sat in your hand and a rock you have deployed. For each pair you attack with the class of the sat must be equal to or higher than the rock's class. Finally you choose a target for each of your attacks which is a habitable planet in your opponents zone. You may not target their homeworld until they have no other habitable targets. Your opponent has the chance to either deflect or absorb each attack against them one by one in any order by discarding the planetary sat of a planet that is under attack or by discarding a sat from their hand, the deflecting sat must be of equal or higher class to the rock being used to attack. If a player deflects they now attack immediately with the deflected rock as a slingshot backfire. If a player can not or does not wish to deflect they may absorb the attack by discarding the planet under attack. If a homeworld discarded the player whose homeworld it is is eliminated, this is external collapse, a threat from outside your species.

Mission Action
Discard a single sat from your hand to perform an unlocked action from your species breakthroughs card. The action is unlocked if you meet it's requirements in brackets [Technological Level : Mining Asteroids] from your deployed zone. Note that your Technological level is your number of research planets and your mining asteroids is the number of deployed rocks you have.

Discarding & Overdrawing
Make sure to discard planet cards to a seperate discard pile. If you would draw a card from an empty deck shuffle the discarded sats and rocks back into the deck and continue drawing cards until you reach your target draws.

Species A Homeworld

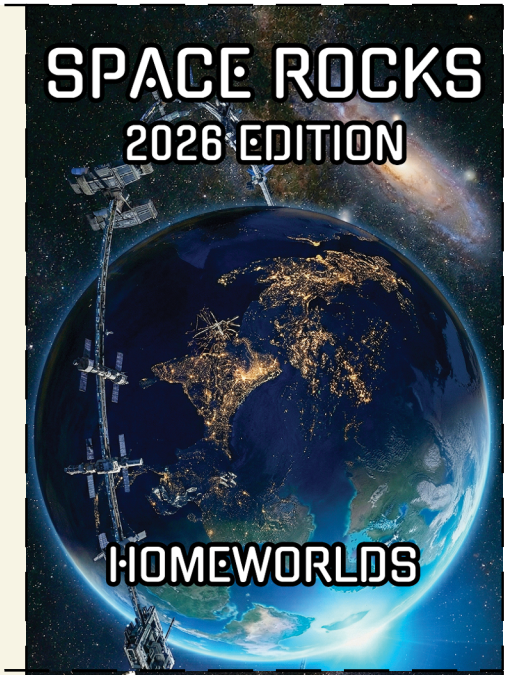
Habitable Planets
U, V, W

Species B Homeworld

Habitable Planets
U, V, Y

Species C Homeworld

Habitable Planets
U, W, X



Species D Homeworld

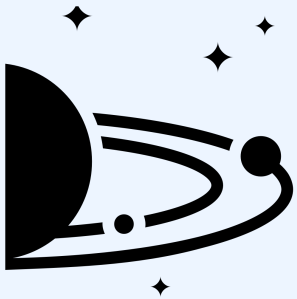
Habitable Planets
W, X, Z

Species E Homeworld

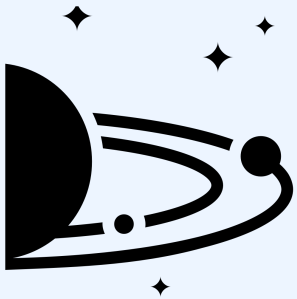
Habitable Planets
V, Y, Z

Species F Homeworld

Habitable Planets
X, Y, Z



Planet U



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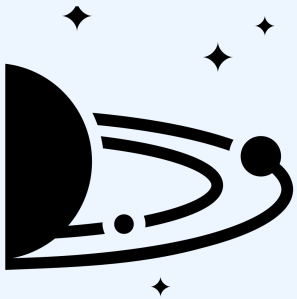

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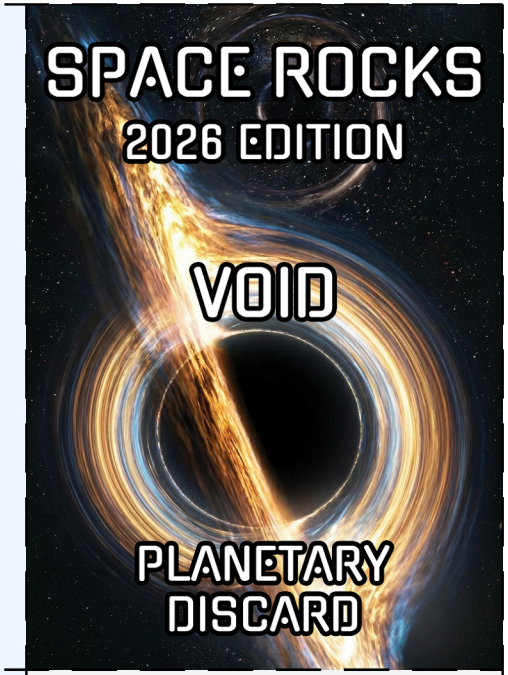

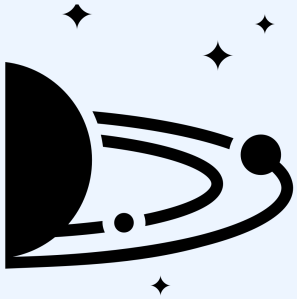

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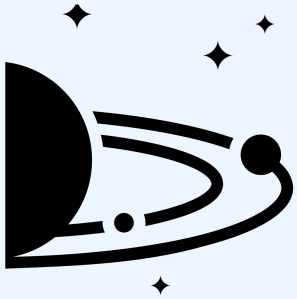

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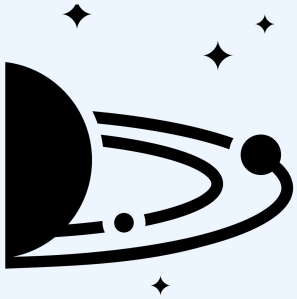


Planet Z

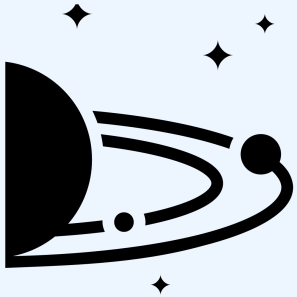
Space Rocks Multiplayer 3-6 Rules and Story.

Adding More Players
You may add up to 4 additional players to the game by shuffling in more copies of the 60 card singularity deck (planets, sats & rocks). 3-4 players require 1 additional deck while 5-6 requires 2.

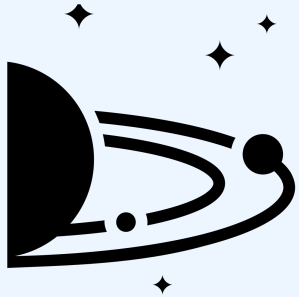
Attacking in 3+ player games
To make the game suit the theory below players should remain as silent as possible while playing and avoid overt communication and direct diplomacy. When you attack in a 3+ player game you must pass the opportunity to deflect using sats in hand clockwise around the table.

Dark Forest Theory
The Dark Forest theory is a proposed solution to the Fermi Paradox, suggesting the universe is silent because advanced civilizations hide to avoid destruction. It posits that the cosmos is like a dangerous "dark forest" where every civilization is a hunter that, for survival, must eliminate any other intelligent life it detects before it poses a threat.

The Story of Space Rocks
For millennia, we looked up at the stars and listened to the silence, wondering if we were alone. The answer did not arrive as a radio greeting. It arrived as a Class 3 kinetic impactor. Across the galaxy, six apex civilizations have simultaneously awoken to a terrifying reality: the void is crowded, and it is hostile. From the crushing depths of Hycean oceans to the freezing surface of rogue ice worlds, the realization is the same. There is no faster-than-light communication. There is no time for diplomacy. There is only the brutal math of orbital mechanics and the absolute instinct to survive. First contact is a preemptive strike. Welcome to the Space Rocks war.



Planet U



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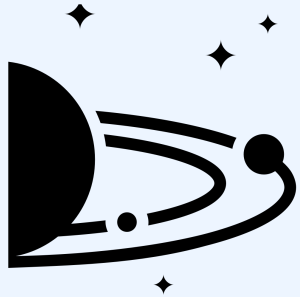

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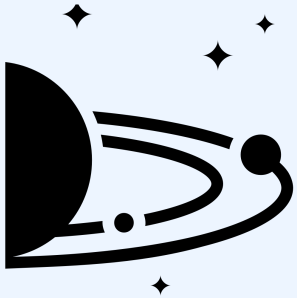

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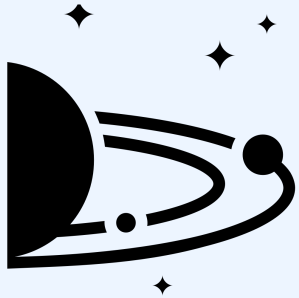

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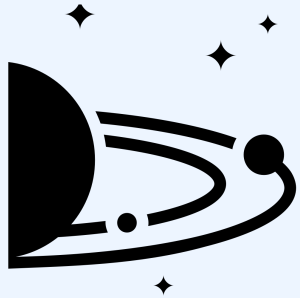

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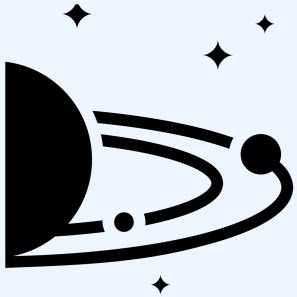

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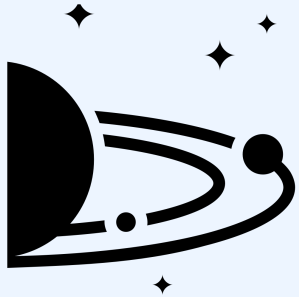

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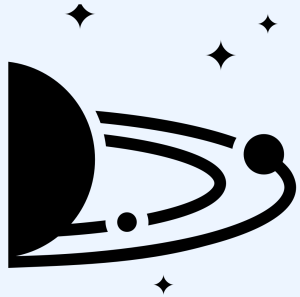

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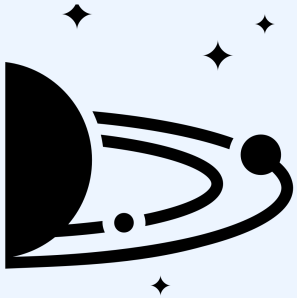

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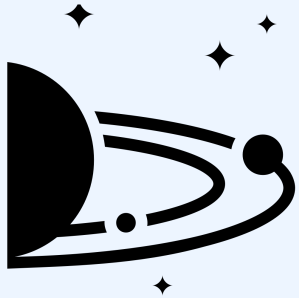

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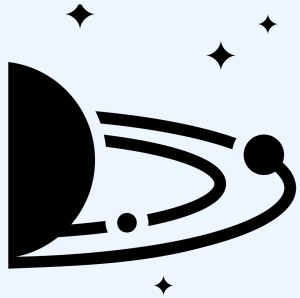

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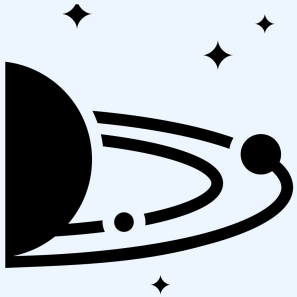

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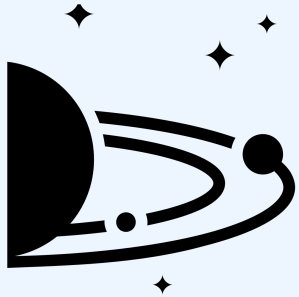

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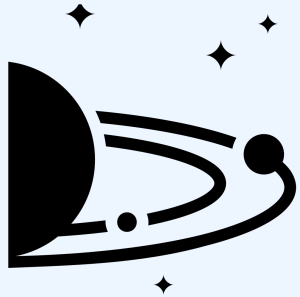

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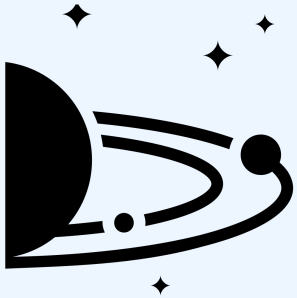

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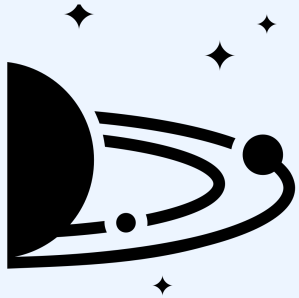

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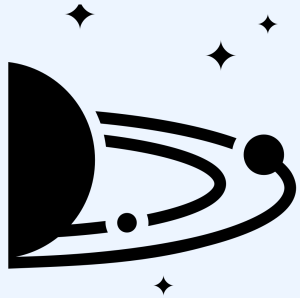
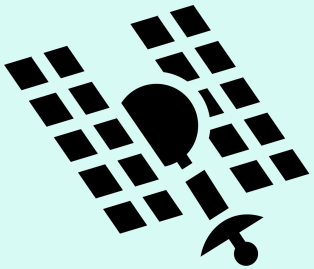


Planet Z

Sat



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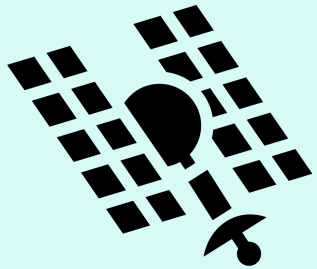

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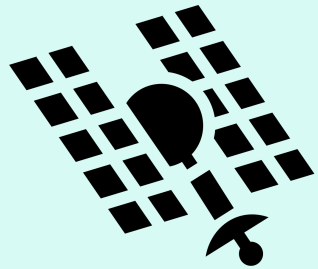

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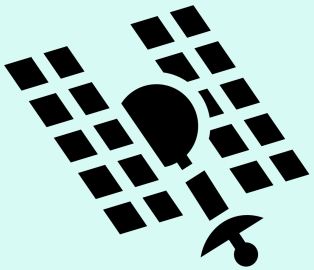

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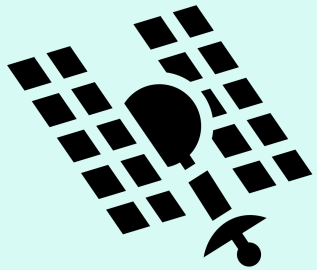

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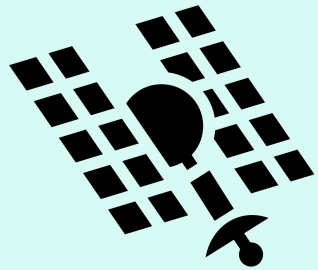

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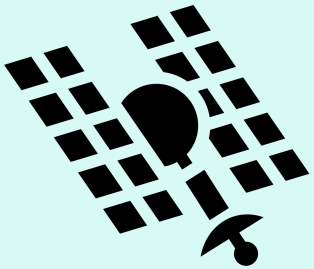

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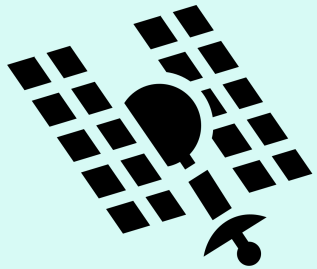

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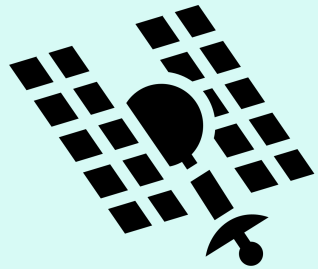

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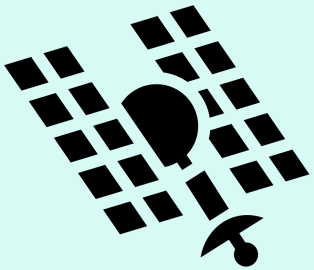

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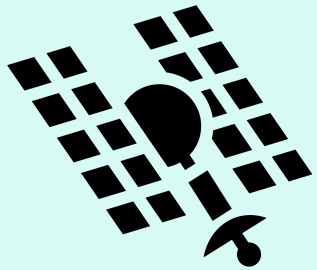

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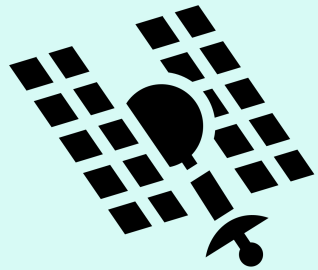

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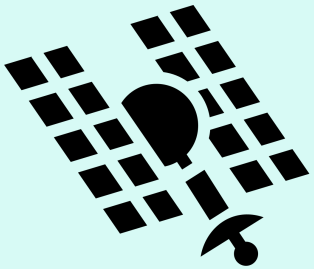
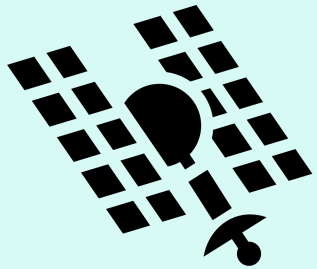


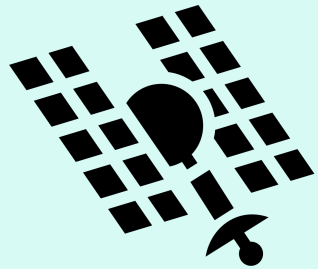
Class 1

Sat



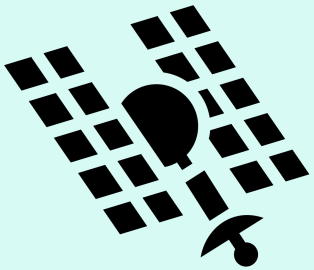
Class 2

Sat



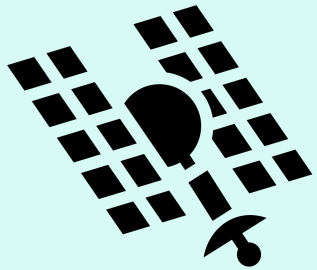
Class 3

Sat



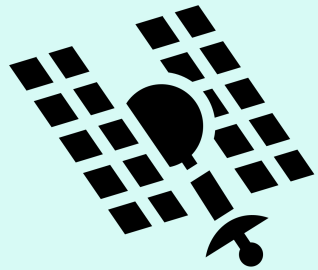
Class 1

Sat



Class 2

Sat



Class 3

Rock

Class 1

Rock

Class 2

Rock

Class 3

Rock

Class 1

Rock

Class 2

Rock

Class 3

Rock

Class 1

Rock

Class 2

Rock

Class 3

Rock

Class 1

Rock

Class 2

Rock

Class 3

Rock

Class 1

Rock

Class 2

Rock

Class 3

Rock

Class 1

Rock

Class 2

Rock

Class 3