





**BIOHAZARD**  
The first Ground Force unit to land here is always eliminated while this token remains. Discard this counter after a player successfully invades this planet.



**SETTLERS**  
Return all of your Ground Forces to their Carrier/War Sun. Roll a die. On a result of 6+, place two free Ground Forces on the planet from your reinforcements. On a roll of 1-5, determine a random opponent. That opponent places two free Ground Forces from his reinforcements on the planet. Then discard this counter.



**LAZAX SURVIVORS**  
You may take this counter to receive 3 additional votes towards all future political agendas.

**SPECIAL RULE:**

- When probed, remove the counter from the game. Immediately receives one victory point and you may immediately draw 3 action cards.
- When razed, immediately discard all your Action Cards, exhaust all your planets, and lose all your Trade Goods. In addition, You may not vote on the next Political Agenda.



**RADIATION**  
Kill all the Ground Forces of the initial landing (the planet remains uncontrolled), then remove this counter.



**HOSTILE LOCALS**  
The indicated number of local Ground Forces will fight any invader. If an invasion attempt fails, the locals return to their full indicated strength. May not be bombarded. Discard after a successful invasion.



**TECHNOLOGICAL SOCIETY**  
The player to your left must search through your Technology deck and give you a free technology advance for which you have the necessary prerequisites. Then discard this counter.



**INDUSTRIAL SOCIETY**  
You may immediately place a free Space Dock here. The Planet card for this planet is not exhausted when you receive it. Discard this counter.



**PEACEFUL ANNEXATION**  
The landing proceeds without incident. Discard this counter.



**NATURAL WEALTH**  
Receive the number of Trade Goods indicated, if able. Then discard this counter.



**Scientist**

(p.34)

- A planet that contains a technology specialty and at least one Scientist provides a technology discount of 2 credits rather than 1.
- A planet with at least one Scientist may build a new Space Dock at a cost of 2 rather than 4.
- PDS units on a planet with at least one Scientist receive +1 on all rolls.
- Planets with at least one Scientist and one PDS unit may not be bombarded by a War Sun unit.



**General**

(p.35)

- When a General participates as the attacker in an Invasion Combat the active player may re-roll up to 2 dice during every round of that Invasion Combat.
- Dreadnoughts and War Suns receive -4 to bombardment rolls against a planet that contains at least one General.
- All defending Ground Forces on a planet that contains at least one General receive +1 to their combat rolls during Invasion Combat.



**Admiral**

(p.35)

- When an Admiral participates in a Space Battle, its owner may roll one additional die for the ship that is carrying the Admiral.
- A Dreadnought carrying an Admiral receives +1 movement.
- When attacked by a fleet containing an Admiral, a defending fleet may not retreat unless the defending fleet also contains an Admiral.



**Diplomat**

(p.35)

- If a Diplomat is present on a planet about to be invaded by enemy Ground Forces during the Planetary Invasion step, the Diplomat may delay the invasion by one round. Simply return the enemy Ground Force units to their Carrier's. A planet protected by a Diplomat may not be protected again by a Diplomat for the remainder of the round, or for the next game round.
- A fleet that contains at least one Diplomat may move through systems containing an opponent's ships, but only if the opponent grants his permission for the transit.



**Agent**

(p.35)

- If an Agent is part of an Invasion Combat as an, enemy PDS may not fire at the invading Ground Forces.
- If an Agent is part of a successful Invasion Combat as an attacker the active player may replace any enemy PDS and Space Dock on the planet with his own similar units.
- An Agent may be sacrificed at any time to act as a "Sabotage" action card. Simply announce the action after another player plays an Action Card, canceling its effects. Then discard both the Action Card and the Agent.



**WORMHOLE DISCOVERY**  
Place this counter in the middle of the system to indicate the presence of the wormhole. This wormhole will connect to its brethren (a or b) following the normal rules for wormholes.



**HOSTAGE SITUATION**  
Pay Trade Goods equal to the number of Ground Forces landing or lose all Ground Forces in the initial landing. Then discard this counter.



**FIGHTER AMBUSH**  
After landing, a Space Battle immediately starts in the system against the indicated number of local Fighters. Players may not use Anti-Fighter Barrage in this Space Battle. If the Space Battle fails, then the planet remains uncontrolled, all landing GF are discarded, and the fighters return to full indicated strength. Discard this counter after a successful Space Battle.



**AUTOMATED DEFENSE SYSTEM**  
Roll 2 dice. For each 6+ lose 1 ship in this system and one landing Ground Force. If no Ground Forces remain on this planet, it remains uncontrolled. The first player to successfully invade this planet removes this counter and may place one free PDS unit on the planet.



**NATIVE INTELLIGENCE**  
Secretly look at any one facedown Domain Counter on any planet of your choice. Then discard this counter.



**HIDDEN FACTORY**  
Immediately receive any number of ships (for free) worth up to 2 resources. Place them in this system, then discard this counter.



**SUPERNOVA**  
When this counter is revealed, it stays in play. All ships in this system are destroyed and this system is now treated as a Supernova system.



**EMPTY SPACE**  
There is nothing of interest here. This token has no effect.



**GRAVITY RIFT**  
When this counter is revealed, it stays in play. This system is now treated as a Gravity Rift system.



**SPACE PIRATES**  
Lose all your Trade Goods or be attacked by a Dreadnought. If you have no Trade Goods, you are attacked. After the battle, or if you paid the Trade Goods, discard this counter.



**DERELICT SHIP**  
The player who reveals this counter may gain 1 Cruiser for free in this system.



**ABANDONED TRANSPORT**  
The player who reveals this counter receives 2 Trade Goods.



**DISCOVERY**  
The player who reveals this counter may draw 1 Action Card.



**PRECURSOR SPACE STATION**  
After this counter is revealed, this counter stays in play. While a player controls this system, he needs 1 less victory point to win.



**ALIEN TECHNOLOGY**  
The player who reveals this counter may research any one Technology that he has the prerequisites for at no cost.

**LEADERS (p.34)**

Failing an invasion on an enemy planet: automatically CAPTURED  
Failing an invasion on a neutral planet: automatically KILLED

**In space**

1-5 -> KILLED  
6-8 -> ESCAPES  
9-10 -> CAPTURED

If a ship is destroyed any time other than during a Space Battle, he is automatically KILLED

**Captive Leaders**

During the Status Phase:

- Transfer the captive leader to another player (including owner)
- Keep the prisoner another round.
- Execute the prisoner.

**Rescuing Captive Leaders**

- Every time you successfully invade an enemy planet, on a 9 or 10 you find a captive leader. Choose if there are more than one, even leaders of an other player (Decide next Status Phase what you want to do with them)
- If you successfully invade a player's last planet, all captive leaders are transferred to the invader.

**On a planet**  
1-5 -> CAPTURED  
6-9 -> ESCAPES  
10 -> KILLED

If a leader is on a planet whose ownership changes for any other reason than invasion, he automatically ESCAPES

