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| **Agent of Knowledge**  While drafting, you may purge this card to look at the components in the bag of the player to your left. | **Agent of Acquisitions**  While drafting, you may purge this card to draft 2 items of the same type. You still may not exceed the component limit when drafting. | **Booster Bag**  Reveal this after Franken abilities are revealed. Place any 1 draft component from the supply into each draft bag. Then purge this card. | **Cabal Emissary**  While drafting, after your original draft bag returns to you, purge this card. Then each player picks a draft component at random, and places said component in your bag. |
| **Hacan Merchant Station**  At the end of drafting but before you reveal components, you may purge this card to reveal one component from your hand. Each other player may then offer a trade with any one of their components. If you accept, trade both components, then both players gain 1 trade good. | **Mercenary Network**  When revealing your agent, commander, or faction ability you may purge this card to keep the draft component you would have otherwise discarded. | **Re-Writer**  After revealing all of your draft components but before speaker is decided, you may purge this card. Then replace one of your revealed components with one of the same type from the discard pile. | **Relic of the Archivist**  While drafting, you may purge this card to draft one additional component. |
| **Inheritance Module**  At the start of the first strategy phase, you may purge this card to replace one of your stating technologies with one starting technology of another player. | **Truth Serum**  When the player to your right would pass their bag to their left, purge this card. Then look at the components they kept. You may then force them to return all but one of those components to their bag. They then need to draft new, different components. | **Psycho Recall**  After speaker has been decided but before map creation, you may purge this card. Then switch seats with the player to your right. If that player was the speaker, you now gain the speaker token. | **Anomaly Gate**  Before the map creation step, you may purge this card to replace one red-backed tile with another red-backed tile from the supply. |
| **Reinforcements**  When placing your starting fleet, you may purge this card to place one mech or 2 infantry with your stating fleet. | **Hidden Base**  At the end of the first strategy phase, you may purge this to gain one action card. | **Covert Funds**  At the end of the first strategy phase, you may purge this card to gain 2 commodities. | **Command Center**  At the end of the first strategy phase, you may purge this card to add one token to your fleet pool. |
| **Blackjack**  After you reveal a tile during galaxy creation, you may place that tile in front of you and draw a new place from your bag in its place. Then place the original tile back into your bag. | **Star Fleet**  When placing your stating fleet, you may purge this card to place one destroyer or 2 fighters with your starting fleet. If this would cause you to go over fleet pool, remove one ship. | **Corrupt Judge**  When you would roll for speaker, you may purge this card to roll two additional die. Then choose any of the die to be your result. | **Rapid Development**  At the end of the first strategy phase, you may purge this card to unlock your commander. If you have no commander, gain a secret objective instead. |