**TECH**

Blue Tech-

(0) Antimass-

(0) Dark Energy Tap-

(1) Transite Diodes - At the start of your turn, you may exhaust this card to remove up to 4 of your ground forces from the game board and place them on 1 or more planets you control.

(1) Sling Relay-

(2) Gravity Drive- When you move 1 or more of your ships, apply +1 to the move value of 1 of those ships during this tactical action.

(3) LightWave Deflector- During your tactical actions, a number of ships equal to half of the command tokens in your fleet pool, rounded up, may move through systems that contain other players’ ships.

Red Tech-

(0) Plasma Scoring- When 1 or more of your units use a unit ability, 1 of those units may roll 1 additional die.

(0) AI development Algorithm-

(1) Magen Defense- Each planet that contains 1 or more of your structures gains SPACE CANNON 3 ability as if it were 1 of your units. This unit cannot roll additional die.

(1) Duranium Armor-

(2) Self Assembly Routines- Your mechs may be transported out of activated systems that contain no other players command tokens. | After 1 of your mechs is destroyed, gain 1 trade good.

(3) Assault Cannon-

Yellow Tech-

(0) Sarween- When you produce 1 or more units, reduce the combined cost of the produced units by 1.| When paying for the combined cost of producing 1 or more units, if all the sources of resources are necessary to pay for the combined cost, excess resources spent are converted to trade goods.

(0) Scanlink-

(1) Graviton- You may exhaust this card before 1 or more of your units use SPACE CANNON or BOMBARDMENT; rolling a 9 or 10 generates an additional hit; hits produced by those units must be assigned to non-fighter ships or infantry, if able.

(1) Predictive Intelligence- At the end of your turn, you may exhaust this card to redistribute your command tokens. | When casting votes, you may exhaust this card; each planet with 3 or more influence you exhaust to cast votes provides additional votes equal to its influence value. Ready this card if you used its additional votes and the outcome you voted for was resolved.

(2) Fleet Logistics-

(3) Integrated Economy-

Green Tech-

(0) Neural Motivator- You may exhaust this card when you explore to draw 2 additional cards; choose 1 to resolve and discard the rest. | Apply +1 to the move value of your flagship if it starts its movement in a system that contain 1 of your space docks.

(0) Psychoarcheology- You can use technology specialties on planets you control without exhausting them, even if those planets are exhausted. | Apply +3 to the PRODUCTION value of your space docks on or above planets that have technology specialties.

(1) Daxcive Animators- After you win a ground combat, you may place 1 infantry from your reinforcements on that planet. | After 1 or more of your units use BOMBARDMENT against a planet, if you produced 1 or more hits, you may commit 1 infantry from your reinforcements if you invade that planet.

(1) Bio-Stims- You may exhaust this card at any time to ready 1 of your planets that has a technology specialty or 1 of your other technologies.

(2) Hyper Metabolism- During the status phase, gain 3 command tokens instead of 2 and draw 2 action cards instead of 1.

(3) x-89 Bacterial Weapon- At the start of an invasion, if you have 3 or more ships with BOMBARDMENT in the active system, choose 1 planet in the system; all ground forces on that planet are destroyed.

Unit upgrades-

Infantry II- After this unit is destroyed during ground combat, place the unit on this card. Units on this card still roll combat die. After you win the ground combat, return the units to the planet; otherwise, the units are remove.| 1\_7\_-\_-

Space Dock II- This unit’s PRODUCTION value is equal to 5 more than the resource value of this planet. | Up to 2 units produced by this unit may be placed in an adjacent system’s space area that contains no other players’ ships. Then, place a command token from your reinforcements in that system. | Up to 3 fighters in this system do not count against your ships’ capacity. | PRODUCTION X

War Sun I- This unit cannot move| 12\_-\_-\_-

(Green)(Red) Cruiser II-

(Blue)(2)(Green) Carrier II-

(Red)(2)(Blue) Dreadnought II-

Faction Tech-

Arborec:

(Green)(1) Bioplasmosis- At the end of the status phase, you may remove any number of mechs from planets you control and place them on 1 or more planets you control in the same or adjacent systems. | Your mechs are treated as structures.

(Infantry II) Letani Warrior II- After this unit is destroyed during ground combat, place the unit on this card. Units on this card still roll combat die. After you win the ground combat, return the units to the planet; otherwise, the units are removed. | 1\_7\_-\_- | PRODUCTION 2

Barony:

(Yellow)(0) L4 Disruptors- During an invasion, other players’ units cannot use SPACE CANNON against your units.

Creuss:

(Blue)(3) Wormhole Generator- ACTION: Exhaust this card to place or move a Creuss wormhole token into either any non-home system or a system adjacent to a planet you control.

Empyrean:

(Green)(1) Voidwarch- During their tactical actions, other players must have action cards to move their ships into systems that contain 1 or more of your units. After movement, they must give you one of their action cards

Hacan:

(Green)(2) Production Biomes- ACTION: If you have 10 trade goods or less, you may [exhaust](https://twilight-imperium.fandom.com/wiki/Readied_and_Exhausted) this card and spend 1 [token](https://twilight-imperium.fandom.com/wiki/Command_Tokens) from your [strategy pool](https://twilight-imperium.fandom.com/wiki/Command_Sheet) to gain 6 [trade goods](https://twilight-imperium.fandom.com/wiki/Trade_Goods_%26_Commodities) and choose 1 neighbor; that player gains 2 trade goods.

Jol-Nar:

(Blue)(2) Spatial Conduit Cylinder- You may [exhaust](https://twilight-imperium.fandom.com/wiki/Readied_and_Exhausted) this card after you [activate](https://twilight-imperium.fandom.com/wiki/Activation) a system that contains 1 or more of your [units](https://twilight-imperium.fandom.com/wiki/Units); that system is [adjacent](https://twilight-imperium.fandom.com/wiki/Planets_and_Systems#_blank) to all other systems that contain 1 or more of your units during this tactical action. You may ready this card at the end of your tactical action if the active system contains no other players units.

L1Z1X:

(Yellow)(1) Inheritance Systems- You may [exhaust](https://twilight-imperium.fandom.com/wiki/Readied_and_Exhausted) this card when you research a technology; spend 2 additional [resources](https://twilight-imperium.fandom.com/wiki/Spending_Resources_and_Influence) or discard an action card to ignore all of that technology's prerequisites.

(Red)(2)(Blue) Super-Dreadnought II-

Mahact:

(Green)(1) Genetic Recombination- You may exhaust this card when a player casts votes; that player must cast at least 1 vote for an outcome of your choice or place 1 command token from their fleet pool in a system that contains your ships; resolve game effects as if you had won a space combat against that player in that system.

(Infantry II) Crimson Legionnaire II- After this unit is destroyed, gain 1 commodity or convert 1 of your commodities to a trade good. Then, place this unit on a planet you control in your home system or remove it; if this unit is destroyed during ground combat, instead place the unit on this card. Units on this card still roll during ground combat. At the end of the ground combat, if you won, place all units on this card onto the planet; otherwise, place each unit on this card on a planet you control in your home system or remove it. | 1\_7\_-\_-

Muatt:

(Red)(2) Magmus Reactor- Your units can move into supernovas. | Supernovas are adjacent to systems with your war suns.

Naaz-Rokha:

(Red)(2) Supercharge- At the start of a combat round, you may exhaust this card to apply +1 to the result of each of your unit's combat rolls during this combat round. After making combat rolls, if you produced more hits than your opponent, ready this card.

Nomad:

(Yellow)(0) Temporal Command Suite- After any player's agent becomes exhausted, you may exhaust this card to ready that agent; if you ready another player's agent, you may perform a transaction with that player.

Saar:

(Space Dock II) Floating Factory II- This unit is placed in the space area instead of on a planet. This unit can move and retreat as if it were a ship. If this unit is blockaded, it is destroyed. | Up to 2 units produced by this unit may be placed in an adjacent system’s space area that contains no other players’ ships. Then, place a command token from your reinforcements in that system. | PRODUCTION 8

(Blue)(1) Chaos Mapping- Other players cannot activate asteroid fields that contain 1 or more of your ships. | During your tactical actions, apply +1 to the move value of each of your structures that starts its movement in an anomaly.

Sardakk:

(Red)(1) Valkyrie Particle Weave-After making combat rolls during a round of ground combat, if your opponent produced 1 or more hits, you produced 1 additional hit.

(Red)(2)(Blue) Exotririme II-

Sol:

(Infantry II) Spec Ops II- After this unit is destroyed during ground combat, place the unit on this card. Units on this card still roll combat die. After you win the ground combat, return the units to the planet; otherwise, the units are removed. | 1\_6\_-\_-

(Blue)(2)(Green) Advanced Carrier II-

Titans:

(Green)(Red) Hel-titan II-

Vuil’Raith:

(Space Dock II) Dimensional Tear II- This system is a gravity rift; your ships do not roll for this gravity rift. Place a dimensional tear token beneath this unit as a reminder. | Up to 2 units produced by this unit may be placed in an adjacent system’s space area that contains no other players’ ships. Then, place a command token from your reinforcements in that system. | Up to 12 fighters in this system do not count against your ships’ capacity. | PRODUCTION 8

Winnu:

(Blue)(2) Lazax Gate Folding- During your tactical actions, treat the Mecatol Rex System as adjacent to systems that contain 4 or more of your non-fighter ships. | You do not have to exhaust planets in your home system to cast their votes during the agenda phase.

(Red)(1) Hegemonic Trade Policy- Exhaust this card when 1 or more of your units use PRODUCTION; swap the resource and influence values of 1 planet you control during that use of Production.

Yin:

(Yellow)(2) Impulse Core- Abilities that are triggered at the end of combat rounds may also be used at the start of combat rounds. | After you activate a system, you may destroy any number of your ground forces in any systems. For each ground force destroyed, apply +0.5 to the move value of a ship in that system.

(Green)(1) Yin Spinner- After you produce units, place up to 2 infantry from your reinforcements on any planet you control or in any space area that contains 1 or more of your ships.

**Agendas**

Arms Reduction(Directive)- **For:** Each player destroys all but 2 of each type of their non-fighter ships. **Against:** Each player purges half of each type, rounded down, of their non-fighter ships that are in their reinforcements.

Fleet Regulations(Law)- **For:** Each player’s strategy and tactic pools cannot have more tokens than their fleet pool. Players must return any excess command tokens to their reinforcements. **Against:** Each player places or returns command tokens from their reinforcements so that their fleet pools have 2 tokens.

Homeland Defense Act(Law)- **For:** When placing a PDS unit on a planet they control, playes may place an additional PDS from their reinforcements on that planet, if able. **Against:** In each system that contains 2 of more of a player’s PDS, that player must remove PDS until that system contains only 1 PDS.

Ixthian Artifact(Directive)- **For:** The speaker rolls 1 die. If the result is 6-10, each player may research 2 technologies. If the result is 1-5, destroy all units in Mecatol Rex's system, and each player with units in systems adjacent to Mecatol Rex's system destroys 3 of their units in each of those systems. **Against:** Each player that voted "Against" or predicted “For” purges one of their agents and promissory notes in their hand.

Minister of Exploration(Law)- **Elect Player:** The elected player gains this card. | When the owner of this card gains control of a planet, that planet is gained readied.

Minister of Policy(Law)- **Elect Player:** The elected player gains this card. | When a player plays an action card, the owner of this card may exhaust this card to cancel that action card.

New Constitution(Directive)- When this agenda is revealed, if there are no laws in play, discard this card and reveal another agenda from the top of the deck. | **For:** Discard all laws from play. At the start of the next strategy phase, each player exhausts each planet in their home system. **Against:** At the start of the next agenda phase, place the 4 agendas at the bottom of the deck on top.

Publicize Weapon Schematics(Law)- **For:** All players may ignore all prerequisites on war sun technologies. The cost of war suns is reduced to 8. **Against:** Each player gains a war sun technology.

Regulated Conscription(Law)- **For:** When a player produces units, they produce only 1 fighter or infantry for its cost instead of 2. **Against:** Each player that voted “For” gains a fighter or infantry technology, their choice.

Wormhole Reconstruction(Law)- **For:** All systems that contain either an alpha or beta wormhole are adjacent to each other. **Against:** Each player places a command token from their reinforcements in each system that contains a non-delta wormhole and 1 or more of their ships.

**Exploration**

Frontier:

Enigmatic Device- Place this card face up in your play area. | ACTION: You may spend 4 resources and purge this card to research 1 technology.

Gamma Relay- If this system already contains a wormhole, discard this card and draw another from the top of the frontier deck. | Place a gamma wormhole token in this system. Then, purge this card and draw another from the top of the frontier deck.

Ion Storm- Place the ion storm token in this system with either side face up. Then, place this card in your play area. | At the end of a "Move Ships" or "Retreat" sub-step of a tactical action during which 1 or more of your ships use the ion storm wormhole, flip the ion storm token to its opposing side. Only you or other players you allow may use the ion storm.

Unknown Relic Fragment- this card counts as a relic fragment of any type. ACTION: Purge 3 of your relic fragments of the same type to gain 1 relic.

Cultural:

Gamma Wormhole- If this system already contains a wormhole, discard this card and draw another from the top of the frontier deck. | Place a gamma wormhole token in this system. Then, purge this card.

Demilitarized Zone- Move all units on this planet to the space area or to a planet you control in a system that is adjacent to this planet. | ATTACH: Units cannot be committed to, produced on or placed on this planet. During the agenda phase, this planet's planet card can be traded as part of a transaction.

Industrial:

Hidden Ambassadors- Gain the “Sovereign Plenipotentiaries” ability card; that ability card is paired with this planet. ATTACH: This planet’s resource value is increased by 1 and its influence value is increased by

Sovereign Plenipotentiaries- You may exhaust this card after you cast votes on an outcome of an agenda to cast 2 additional votes for that outcome.

**Relics**

Stellar Converter- ACTION: Choose 1 non-home, non-legendary planet other than Mecatol rex in a system that is adjacent to 1 or more of your units that have BOMBARDMENT; destroy all units on that planet and purge its attachments and its planet card. | Then, place the destroyed planet token on that planet and place this card in the common play area. That system is treated as being an asteroid field.

The Crown of Thalnos- When rolling die for unit abilities and combat, a result of 10 produces an additional hit.

The obsidian- You can have 1 additional scored or unscored secret objective.

**Promissory Notes**

Gift of Prescience- At the end of the strategy phase: Place this card faceup in your play area and place the Naalu “0” token on your strategy card; you are first in initiative order. The Naalu player cannot uase their TELEPATHIC faction ability during this game round. | Return this card to the Naalu player at the start of the status phase.

**Leaders and Mechs**

Barony:

Dark Matter Affinity(Hero)- ACTION: Place this card in the common play area; the number of non-fighter ships the Letnev player can have in systems is not limited by laws or by the number of command tokens in their fleet pool.

Mentak:

S’ula Mentarion(Commander)- After you win or draw a space combat during your turn: You may force your opponent to give you 1 promissory note from their hand. Then, you may perform an additional action.

Naalu:

Z’eu(Agent)- ACTION: Exhaust this card to look at the top 2 cards of the agenda, exploration, or action card decks; you may show those cards to 1 other player. Then, you may perform an additional action.

Iconoclast(Mech)- Your fighters may transport this unit. Groups of 3 fighters in this system are treated as having capacity 1 for the purpose of carrying this unit. | SUSTAIN DAMAGE | 2\_6\_-\_-

Vuil’Raith:

Dimensional Anchor(Hero)- ACTION: For each opponent, roll a number of die equal to the number of that opponent’s non-fighter ships that are in or adjacent to a system that contains a dimensional tear; for each 1-3, choose and capture one of these units. If this causes a player’s ground forces or fighters to be removed, also capture those units. | Then, purge this card.

Yin:

Moyin’s Ashes(Mech)- DEPLOY: When you use your INDOCTRINATION faction ability, you may spend 2 additional influence to instead replace your opponent’s mech with this unit. | SUSTAIN DAMAGE | 2\_6\_-\_-