

DISCORDANT STARS

GENERAL CLARIFICATIONS

Any game effect which would "allow" a player to resolve an effect is optional as to that player.

If an effect would allow a unit with a unit ability to "gain" that same unit ability, that unit's owner may choose to use either the original or gained unit ability, but not both.

THE SHIPWRIGHTS OF AXIS

Industry Secrets only modifies the use of PRODUCTION that satisfies its trigger condition.

THE BENTOR CONGLOMERATE

Encryption Key confers exactly 1 technology specialty of "any" color; this acts as a "wildcard" technology specialty.

THE EDYN MANDATE

Royal Decree readies all controlled planets if its optional effect is resolved, not just those of the Edyn player.

Midir - Golden Order treats the Edyn player as the Speaker for the purpose of resolving a drawn "Covert Legislation" agenda.

THE FREE SYSTEMS COMPACT

Cordo Haved may be used to resolve the ability of an exhausted legendary planet ability card.

THE GLEDGE UNION

Core tokens are not attachments and only modify the printed values of a planet, which attachments may modify.

THE AUGURS OF ILYXUM

Oracle AI is first resolved during setup, after the speaker reveals the first two objectives.

Oracle AI and *Probability Algorithms* do not interact with either outcome of the "Incentive Program" agenda.

THE BERSERKERS OF KJALENGARD

Star Dragons may retreat into anomalies, any units unable to retreat or be transported into the chosen system are removed from the game board.

THE KOLLECC SOCIETY

Cloaked Fleets resolves after ships are produced, meaning fleet supply limits apply before any ships are "cloaked."

THE LANEFIR REMNANTS

The Venerable - Resonance Cascade may only swap each relic in play a total of once, even if that relic is swapped for another relic in play.

THE LI-ZHO DYNASTY

Cunning does not (alone) allow you to move, or remove and place a trap you have already placed.

THE L`TOKK KHRASK

Meteor Slings cannot be used to place infantry on uncontrolled planets, per its ability text.

THE MIRVEDA PROTECTORATE

Assault Machina allows 1 unit (of your choice) to use its SPACE CANNON against ships in adjacent systems; only 1 unit may benefit from this effect at any given time.

THE NIVYN STAR KINGS

Eradica removes units from the game board; as with other "removal" effects, these components are returned to their owner's reinforcements; such units are not "destroyed."

THE NOKAR SELLSHIPS

Hired Guns requires that any chosen ships move using the active player's abilities; these ships may move out of systems that contain the Nokar player's command tokens, may move through systems that contain the Nokar player's ships, and retain their attributes, abilities, & ability text they have as the Nokar player's units.

ROH`DHNA MECHATRONICS

B-Unit 205643a requires you to place the token you spend via the secondary ability; this token may be placed in any system without impacting placement of your structures.

THE VADEN BANKING CLANS

Collateralized Loans can be used once each time an opponent's ship is destroyed during combat.

Midas Turbine and *Vaden Handshake* grant 1 controlled ship 1 additional movement for each trade good spent, this effect may be used multiple times toward the same or different ship(s), provided enough trade goods are spent.

THE VELDYR SOVEREIGNTY

Branch Offices must attach to planets when received, if able, or they are returned to the Veldyr player.

Auberon Elyrin - Twilight Protocol allows the Veldyr player to gain their corresponding unit upgrade of a chosen technology's unit type.

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– Tactic Blue

