


# Zeth


Each player gains 1 free influence each turn if they had a ship at Gel during the turn, and 1 free influence if they trade with the Zeth that turn.


At the end of a player’s turn where they gained influence on the Zeth, that player rolls 1D6. If the result is less than their influence, remove all influence and improve relations by 1 rank. Trading can be done any time during a player’s turn. Corruption is a cost in resources or ships paid at the end of every turn. As long as the player is not in the red zone, they may choose to gain one influence with the Zeth instead of paying corruption.


If both players are in the red zone at the bottom, the Zeth win the game.

**Zeth Market**

:3

:2

:2


:2

**Kjasjavikalimm Influence**


Not effected by Reputation.

**Kt’Zr’Kt’Rtl Influence**


Not effected by Reputation.




**Friendly Trades**  
May trade with the Zeth Market, but may only sell   
Max Trade 6

**Open Market & Envoys**  
May sell any tradeable resource at the Zeth Market.  
Corruption: 1      Max Trade 12

**Artifact Exchange**  
Artifacts are now tradeable.  
:12  
Corruption: 2      Max Trade 18

**Information Brokers**  
Recon is now purchaseable (explore any 1 space).  
**Recon:5**  
Corruption: 3      Max Trade 24

**Intelligence Network**  
Research is now tradeable. Its price goes up by 1 for each you previously purchased in a turn.  
:6  
Corruption: 4      Max Trade 30

**Social Integration** :3  
Artifacts, Research and Recon are cheaper. **Recon:3**  
Corruption: 5      Max Trade 36  
pick one:  
:8      :16

**Leadership Integration**  
Corruption: 7      Max Trade 50

**Zeth Ubiquity**  
Corruption: 9      Max Trade 60

**Shadow Government**  
Corruption: 12      Max Trade 80

**Social Collapse**  
Corruption: 15      Unlimited Trade

Start relations here: