

About

The Lazax Empire has been wiped out of the face of the galaxy. As no race dared face a similar fate, no new ruler came up for the galaxy. This led to the Dark Years which brought an economic, cultural and intellectual decline.

Now, the Dark Years came to an end. The Galactic Council on Mecatol is growing in influence and the Great Races who now expand their empires shall compete for rule of the galaxy.

This document contains information on all the competing factions and strategic advice that will hopefully lead you, the reader, to be the new galactic Emperor, who shall lead the galaxy to a new peaceful and prosperous era.

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Faction Abilities

◆ **Mitosis**

Your space docks cannot produce infantry. At the start of the status phase, place 1 infantry from your reinforcements on any planet you control.

Starting Units

- ◆ 1 carrier
- ◆ 1 cruiser
- ◆ 2 fighters
- ◆ 4 infantry
- ◆ 1 space dock
- ◆ 1 PDS

Commodities: 3

Home System: Nestphar (3/2)

Starting Technology

◆ **Magen Defense Grid** (red - level 1)

At the start of ground combat on a planet the contains 1 or more of your structures, you may produce 1 hit and assign it to 1 of your opponent's ground forces.

Flagship

◆ **Duha Menaimon**

Cost 8 | Combat 7x2 | Move 1 | Capacity 5

Sustain Damage

After you activate this system you may produce up to 5 units in this system.

Mech

◆ **Letani Behemoth**

Cost 2 | Combat 6

Sustain Damage

Production 2

Planetary Shield

When you use your *Mitosis* faction ability you may replace 1 of your infantry with a mech from your reinforcements instead.

Special Units

◆ **Letani Warrior Infantry I**

Cost 1(2) | Combat 8

Production 1

Faction Technologies

◆ **Letani Warrior Infantry II (GG)**

Cost 1(2) | Combat 7

Production 2

After this unit is destroyed, roll 1 die. If the result is 6 or greater, place the unit on this card. At the start of your next turn, place units from the card on a planet you control in your home system.

◆ **Bioplasmosis (GG)**

At the end of the status phase, you may remove any number of infantry from planets you control and place them on 1 or more planets you control in the same or adjacent systems.

Leaders

◆ **Agent - Letani Ospha**

Action: Exhaust this card and choose a player's non-fighter ship. That player may replace that ship with one from their reinforcements that costs up to two more than the replaced ship.

◆ **Commander - Drzuga Rophal** (*Unlock:* Have 12 Ground Forces on Planets you control.)

After another player activates a system that contains 1 or more of your units that have *Production*, you may produce 1 unit in that system.

◆ **Hero - Ultrasonic Emitter / Overgrowth** (*Unlock:* Have 3 scored objectives)

Action: Produce any number of units in any number of systems that contain 1 or more of your ground forces. Then purge this card.

Promissory Note

◆ **Stymie**

After another player moves ships into a system that contains 1 or more of your units:

You may place 1 command token from that player's reinforcements in any non-home system.

Then return this card to the Arborec player.

Faction Abilities

- ◆ **Zeal**
You always vote first during the agenda phase.
When you cast at least 1 vote, cast 1 additional vote for each player in the game including you.
- ◆ **Raid Formation**
When 1 or more of your units uses *Anti-Fighter Barrage*, for each hit produced in excess of your opponent's fighters, choose 1 of your opponent's ships that has *Sustain Damage* to become damaged.

Starting Units

- ◆ 1 carrier
- ◆ 2 destroyers
- ◆ 2 fighters
- ◆ 5 infantry
- ◆ 1 space dock
- ◆ 1 PDS

Commodities: 3

Home System: Avar (1/1); Valk (2/0); Yur (0/2)

Starting Technology

Choose 2 of the following.

- ◆ **Neural Motivator** (green - level 0)
During the status phase, draw 2 action cards instead of 1.
- ◆ **Sarween Tools** (yellow - level 0)
When 1 or more of your units use *Production*, reduce the combined cost of the produced units by 1.
- ◆ **Plasma Scoring** (red - level 0)
When 1 or more of your units use *Bombardment* or *Space Cannon*, 1 of those rolls may roll 1 additional die.

Flagship

- ◆ **Quetzecoatl**
Cost 8 | Combat 7x2 | Move 1 | Capacity 3
Sustain Damage
Other players cannot use *Space Cannon* against your ships in this system.

Mech

- ◆ **Aerie Sentinel**
Cost 2 | Combat 6
Sustain Damage
This unit does not count against capacity if it is being transported or if it is in a space area with 1 or more of your ships that have capacity values.

Special Units

- ◆ **Strike Wing Alpha Destroyer I**
Cost 1 | Combat 8 | Move 2 | Capacity 1
Anti-Fighter Barrage 9x2

Faction Technologies

- ◆ **Strike Wing Alpha Destroyer II (RR)**
Cost 1 | Combat 7 | Move 2 | Capacity 1
Anti-Fighter Barrage 6x3
When this unit uses *Anti-Fighter Barrage* each result of 9 or 10 also destroys 1 of your opponent's infantry in the space area of the active system.
- ◆ **Aerie Hololattice (Y)**
Other players cannot move ships through systems that contain your structures. Each planet that contains 1 or more of your structures gains the *Production* 1 ability as if it were a unit.

Leaders

- ◆ **Agent - Trillossa Aun Mirik**
Action: When a player produces ground forces in a system:
You may exhaust this card; that player may place those units on any planets they control in that system and any adjacent systems.
- ◆ **Commander - Trrakan Aun Zulok** (*Unlock: Have 6 units that have Anti-Fighter Barrage, Space Cannon or Bombardment on the game board.*)
When 1 or more of your units make a roll for a unit ability:
You may choose 1 of those units to roll 1 additional die.
- ◆ **Hero - Mirik Aun Sissiri / Helix Protocol** (*Unlock: Have 3 scored objectives*)
Action: Move any number of your ships from any systems to any number of other systems that contain 1 of your command tokens and no other players' ships.
Then, purge this card.

Promissory Note

- ◆ **Strike Wing Ambuscade**
When 1 or more of your units make a roll for a unit ability:
Choose 1 of those units to roll 1 additional die.
Then return this card to the Argent player.

Faction Abilities

◆ Munitions Reserves

At the start of each round of space combat, you may spend 2 trade goods; you may reroll any number of your dice during that combat round.

◆ Armada

The maximum number of non-fighter ships you can have in each system is equal to 2 more than the number of tokens in your fleet pool.

Starting Units

- ◆ 1 dreadnought
- ◆ 1 carrier
- ◆ 1 destroyer
- ◆ 1 fighter
- ◆ 3 infantry
- ◆ 1 space dock

Commodities: 2

Home System: Arc Prime (4/0); Wren Terra (2/1)

Starting Technology

- ◆ **Antimass Deflectors** (blue - level 0) Your ships can move into and through asteroid fields.
When other players' units use *Space Cannon* against your units, apply -1 to the result of each die roll.
- ◆ **Plasma Scoring** (red - level 0)
When 1 or more of your units use *Bombardment* or *Space Cannon*, 1 of those rolls may roll 1 additional die.

Flagship

◆ Arc Secundus

Cost 8 | Combat 5x2 | Move 1 | Capacity 3

Sustain Damage

Bombardment 5x3

Other players' units in this system lose *Planetary Shield*. At the start of each space combat round, repair this ship.

Mech

◆ Dunlain Reaper

Cost 2 | Combat 6

Sustain Damage

Deploy: At the start of a round of ground combat, you may spend 2 resources to replace 1 of your infantry in that combat with 1 mech.

Special Units: None

Faction Technologies

◆ L4 Disruptors (Y)

During an invasion, units cannot use *Space Cannon* against your units.

◆ Non-Euclidean Shielding (RR)

When one of your units uses *Sustain Damage*, cancel 2 hits instead of 1.

Leaders

◆ Agent - Viscount Unlenn

At the start of a space combat round exhaust this card to chose 1 ship in the active system, that ship rolls 1 additional die in this combat round.

◆ Commander - Rear Admiral Farran (Unlock: Have 5 non-fighter ships in 1 system.)

After 1 of your units uses Sustain Damage:

You may gain 1 Trade Good.

◆ Hero - Darktalon Treilla / Dark Matter Affinity (Unlock: Have 3 scored objectives)

Action: Place this card near the game board; the number of non-fighter ships you can have in systems is not limited by laws or by the number of command tokens in your fleet pool during this game round.

At the end of that game round, purge this card.

Promissory Note

◆ War Funding

After you and your opponent roll dice during space combat:

You may reroll all of your opponent's dice.

You may reroll any number of your dice.

Then, return this card to the Letnev player.

Faction Abilities

- ◆ **Scavenge**
After you gain control of a planet, gain 1 trade good.
- ◆ **Nomadic**
You can score objectives even if you do not control the planets in your home system.

Starting Units

- ◆ 2 carriers
- ◆ 4 infantry
- ◆ 1 cruiser
- ◆ 1 space dock
- ◆ 2 fighters

Commodities: 3

Home System: Lisis II (1/0); Ragh (2/1)

Starting Technology

- ◆ **Antimass Deflectors** (blue - level 0) Your ships can move into and through asteroid fields.
When other players' units use *Space Cannon* against your units, apply -1 to the result of each die roll.

Flagship

- ◆ **Son of Ragh**
Cost 8 | Combat 5x2 | Move 1 | Capacity 3
Sustain Damage
Anti-Fighter Barrage 6x4

Mech

- ◆ **Scavenger Zeta**
Cost 2 | Combat 6
Sustain Damage
Deploy: After you gain control of a planet, you may spend a trade good to place a mech on that planet.

Special Units

- ◆ **Floating Factory I**
Move 1 | Capacity 4 | *Production* 5
This unit is placed in a 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.

Faction Technologies

- ◆ **Floating Factory II (YY)**
Move 2 | Capacity 5 | *Production* 7
This unit is placed in a 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.
- ◆ **Chaos Mapping (B)**
Other players cannot activate asteroid fields that contain 1 or more of your ships. At the start of your turn during the action phase, you may produce 1 unit in a system that contains at least 1 of your units that has *Production*.

Leaders

- ◆ **Agent - Captain Mendosa**
After a player activates a system:
You may exhaust this card to increase the move value of 1 of that player's ships to match the move value of the ship on the game board that has the highest move value.
- ◆ **Commander - Rowl Sarrig** (*Unlock:* Have 3 space docks on the game board.)
When you produce fighters or infantry: You may place each of those units at any of your space docks that are not blockaded.
- ◆ **Hero - Gurno Aggero / Armageddon Relay** (*Unlock:* Have 3 scored objectives)
Action: Choose 1 system that is adjacent to 1 of your space docks. Destroy all other player's infantry and fighters in that system.
Then, purge this card.

Promissory Note

- ◆ **Ragh's Call**
After you commit 1 or more units to land on a planet:
Remove all of the Saar player's ground forces from that planet and place them on a planet controlled by the Saar player.
Then return this card to the Saar player.

Faction Abilities

- ◆ **Star Forge**
Action: Spend 1 token from your strategy pool to place either 2 fighters or 1 destroyer from your reinforcements in a system that contains 1 or more of your war suns.
- ◆ **Gashlai Physiology**
Your ships can move through supernovas.

Starting Units

- ◆ 1 war sun
- ◆ 4 infantry
- ◆ 2 fighters
- ◆ 1 space dock

Commodities: 4

Home System: Muuat (4/1)

Starting Technology

- ◆ **Plasma Scoring** (red - level 0)
When 1 or more of your units use *Bombardment* or *Space Cannon*, 1 of those rolls may roll 1 additional die.

Flagship

- ◆ **The Inferno**
Cost 8 | Combat 5x2 | Move 1 | Capacity 3
Sustain Damage
Action: Spend 1 token from your strategy pool to place 1 cruiser in this unit's system.

Mech

- ◆ **Ember Colossus**
Cost 2 | Combat 6
Sustain Damage
When you use your *Star Forge* faction ability in this system or an adjacent system, you may place 1 infantry from your reinforcements with this unit.

Special Units

- ◆ **Prototype War Sun I**
Cost 12 | Combat 3x3 | Move 1 | Capacity 6
Sustain Damage
Bombard 3x3
Other players' units lose *Planetary Shield*.

Faction Technologies

- ◆ **Prototype War Sun II (RRRY)**
Cost 10 | Combat 3x3 | Move 3 | Capacity 6
Sustain Damage
Bombard 3x3
Other players' units lose *Planetary Shield*.
- ◆ **Magmus Reactor (RR)**
Your ships can move into supernovas.
Each supernova that contains 1 or more of your units gains the *Production* 5 ability as if it were 1 of your units.

Leaders

- ◆ **Agent - Umbat**
Action: Exhaust this card to choose a player; that player may produce up to 2 units that each have a cost of 4 or less in a system that contains one of their war suns or their flagship.
- ◆ **Commander - Magmus** (*Unlock:* Produce a War Sun)
After you spend a token from your strategy pool: You may gain 1 trade good.
- ◆ **Hero - Adjudicator Ba'al / Nova Seed** (*Unlock:* Have 3 scored objectives)
After you move a war sun into a non-home system other than Mecatol Rex:
You may destroy all other players' units in that system and replace that system tile with the Muaat supernova tile. If you do, purge this card and each planet card that corresponds to the replaced system tile

Promissory Note

- ◆ **Fires of the Gashlai**
Action: Remove 1 token from the Muaat player's fleet pool and return it to his reinforcements. Then, gain your war sun unit upgrade technology card.
Then, return this card to the Muaat player.

Faction Abilities

- ◆ **Masters of Trade**
You do not have to spend a command token to resolve the secondary ability of the "Trade" strategy card.
- ◆ **Guild Ships**
You can negotiate transactions with players who are not your neighbour.
- ◆ **Arbiters**
When you are negotiating a transaction, action cards can be exchanged as part of that transaction.

Starting Units

- ◆ 2 carriers
- ◆ 4 infantry
- ◆ 1 cruiser
- ◆ 1 space dock
- ◆ 2 fighters

Commodities: 6

Home System: Arretze (2/0); Hercant (1/1); Kamdorn (0/1)

Starting Technology

- ◆ **Antimass Deflectors** (blue - level 0) Your ships can move into and through asteroid fields.
When other players' units use *Space Cannon* against your units, apply -1 to the result of each die roll.
- ◆ **Sarween Tools** (yellow - level 0)
When 1 or more of your units use *Production*, reduce the combined cost of the produced units by 1.

Flagship

- ◆ **Wrath of Kenara**
Cost 8 | Combat 7x2 | Move 1 | Capacity 3
Sustain Damage
After you roll a die during a space combat in this system, you may spend 1 trade good to apply +1 to the result.

Mech

- ◆ **Pride of Kenara**
Cost 2 | Combat 6
Sustain Damage
This planet's planet card may be traded as part of a transaction, if you do, move all of your units from this planet to another planet you control.

Special Units: None

Faction Technologies

- ◆ **Production Biomes (GG)**
Action: Exhaust this card and spend 1 token from your strategy pool to gain 4 trade goods and choose 1 other player, he gains 2 trade goods.
- ◆ **Quantum Datahub Node (YYY)**
At the end of the strategy phase, you may spend 1 token from your strategy pool and give another player 3 of your trade goods. If you do, give 1 of your strategy cards to that player and take 1 of his strategy cards.

Leaders

- ◆ **Agent - Carth of Golden Sands**
Action: During the action phase:
You may exhaust this card to gain 2 commodities or replenish another player's commodities
- ◆ **Commander - Unknown** (*Unlock:* Have 10 Trade Goods)
When you cast votes:
You may spend any number of trade goods; cast 2 additional votes for each trade good spent.
- ◆ **Hero - Harrugh Gefhara / Galactic Securities Net** (*Unlock:* Have 3 scored objectives)
When 1 or more of your units use Production:
You may reduce the cost of each of your units to 0 during the use of *Production*. If you do, purge this card.

Promissory Note

- ◆ **Trade Convoys**
Action: Place this card face up in your play area.
While this card is in your play area, you may negotiate transactions with players who are not your neighbour.
If you activate a system that contains 1 or more of the Hacan player's units, return this card to the Hacan player.

Faction Abilities

- ◆ **Voidborn**
Nebluae do not affect your ships' movement.
- ◆ **Aetherpassage**
After a player activates a system, you may allow that player to move their ships through systems that contain your ships.
- ◆ **Dark Whispers**
During setup, take the additional Empyrean faction promissory note: you have 2 faction promissory notes.

Starting Units

- ◆ 2 carrier
- ◆ 4 infantry
- ◆ 1 destroyer
- ◆ 2 fighters
- ◆ 1 space dock

Commodities: 4

Home System: The Dark (3/4); *Nebula*

Starting Technology

- ◆ **Dark Energy Tap** (blue - level 0) After you perform a tactical action in a system that contains a frontier token, if you have 1 or more ships in that system explore that token.
Your ships can retreat into adjacent systems that do not contain other players' units even if you do not have unit or control planets in that system.

Flagship

- ◆ **Dynamo**
Cost 8 | Combat 5x2 | Move 1 | Capacity 3
Sustain Damage
After any player's unit in this system or an adjacent system uses *Sustain Damage*, you may spend 2 influence to repair that unit.

Mech

- ◆ **Watcher**
Cost 2 | Combat 6
Sustain Damage
You may remove this unit from a system that contains or is adjacent to another player's units to cancel an action card played by that player.

Special Units: None

Faction Technologies

- ◆ **Aetherstream (BB)**
After you or one of your neighbors activate a system that is adjacent to an anomaly, you may apply +1 to the move value of all ships during that tactical action.
- ◆ **Voidwatch (G)**
After a player moves ships into a system that contains 1 or more of your units, they must give you 1 promissory note from their hand, if able.

Leaders

- ◆ **Agent - Acamar**
After a player moves ships into a system that does not contain any planets:
You may exhaust this card; that player gains 1 command token
- ◆ **Commander - Xuange** (*Unlock:* Be neighbors with all other players)
After another player moves ships into a system that contains 1 of your command tokens:
You may return that token to your reinforcements.
- ◆ **Hero - Conservator Procyon / Multiverse Shift** (*Unlock:* Have 3 scored objectives)
Action: Place 1 frontier token in each system that does not contain any planets and does not already have a frontier token. Then, explore each frontier token that is in a system that contains 1 or more of your ships. Then, purge this card.

Promissory Notes

- ◆ **Blood Pact**
Action: Place this card faceup in your play area.
When you and the Empyrean player cast votes for the same outcome, cast 4 additional votes for that outcome. If you activate a system containing 1 or more of the Empyrean player's units, return this card to the Empyrean player.
- ◆ **Dark Pact** *Action:* Place this card faceup in your play area.
When you give a number of commodities to the Empyrean player equal to your maximum commodity value, you each gain one trade good. If you activate a system containing 1 or more of the Empyrean player's units, return this card to the Empyrean player.

Faction Abilities

◆ **Orbital Drop**

Action: Spend 1 token from your strategy pool to place 2 infantry from your reinforcements on 1 planet you control.

◆ **Versatile**

When you gain command tokens during the status phase, gain 1 additional command token.

Starting Units

- ◆ 2 carrier
- ◆ 5 infantry
- ◆ 1 destroyer
- ◆ 1 space dock
- ◆ 3 fighters

Commodities: 4

Home System: Jord (4/2)

Starting Technology

- ◆ **Neural Motivator** (green - level 0)
During the status phase, draw 2 action cards instead of 1.
- ◆ **Antimass Deflectors** (blue - level 0) Your ships can move into and through asteroid fields.
When other players' units use *Space Cannon* against your units, apply -1 to the result of each die roll.

Flagship

◆ **Genesis**

Cost 8 | Combat 5x2 | Move 1 | Capacity 12
Sustain Damage

At the end of the status phase, place 1 infantry from your reinforcements in this system's space area.

Mech

◆ **ZS Thunderbolt M2**

Cost 2 | Combat 6
Sustain Damage

Deploy: After you use the *Orbital Drop* faction ability, you may spend 3 resources to place 1 mech on that planet.

Special Units

- ◆ **Advanced Carrier I**
Cost 3 | Combat 9 | Move 1 | Capacity 6
- ◆ **Spec Ops Infantry I**
Cost 1(2) | Combat 7

Faction Technologies

◆ **Advanced Carrier II (BB)**

Cost 3 | Combat 9 | Move 2 | Capacity 8
Sustain Damage

◆ **Spec Ops Infantry II (GG)**

Cost 1(2) | Combat 6
After this unit is destroyed, roll 1 die. If the result is 5 or greater, place the unit on this card. At the start of your next turn, place each unit that is on this card on a planet you control in your home system.

Leaders

◆ **Agent - Evelyn Delouis**

At the start of a ground combat round:
You may exhaust this card to choose 1 ground force in the active system; that ground force rolls 1 additional die during this combat round.

◆ **Commander - Claire Gibson** (*Unlock:* Control planets that have a combined total of at least 12 resources)

At the start of a ground combat on a planet you control:
You may place 1 infantry from your reinforcements on that planet.

◆ **Hero - Jace X. 4th Air Legion / Helio Command Array** (*Unlock:* Have 3 scored objectives)

Action: Remove each of your command tokens from the game board and return them to your reinforcements. Then, purge this card.

Promissory Note

◆ **Military Support**

At the start of the Sol player's turn:
Remove 1 token from the Sol player's strategy pool, if able, and return it to his reinforcements. Then, you may place 2 infantry from your reinforcements on any planet you control. Then return this card to the Sol player.

Faction Abilities

◆ Quantum Entanglement

You treat all systems that contain either an alpha or beta wormhole as adjacent to each other. Game effects cannot prevent you from using this ability.

◆ Slipstream

During your tactical actions, apply +1 to the move value of each of your ships that starts its movement in your home system or in a system that contains either an alpha or beta wormhole.

◆ Creuss Gate

When you create the game board, place the Creuss Gate (tile 17) where your home system would normally be placed. The Creuss Gate system is not a home system. Then place your home system (tile 51) in your play area.

Starting Units

- ◆ 1 carrier
- ◆ 4 infantry
- ◆ 2 destroyers
- ◆ 1 space dock
- ◆ 2 fighters

Commodities: 4

Home System: Creuss (4/2); Delta Wormhole

Starting Technology

- ◆ **Gravity Drive** (blue - level 1) After you activate a system, apply +1 to the move value of 1 of your ships during this tactical action.

Flagship

◆ Hil Colish

Cost 8 | Combat 5 | Move 1 | Capacity 3

Sustain Damage

This ship's system contains a delta wormhole. During movement, this ship may move before or after your other ships.

Mech

◆ The Icarus Drive

Cost 2 | Combat 6

Sustain Damage

After any player activates a system, you may remove this unit from the game board to place or move a Creuss wormhole token into this system.

Special Units: None

Faction Technologies

◆ Wormhole Generator (BB)

Action: Exhaust this card to place or move a Creuss wormhole token into either a system that contains a planet you control or a non-home system that does not contain another player's ships.

◆ Dimensional Splicer (R)

At the start of a space combat in a system that contains a wormhole and 1 or more of your ships, you may produce 1 hit and assign it to 1 of your opponent's ships.

Leaders

◆ Agent - Emissary Taivra

After a player activates a system that contains a non-delta wormhole:

You may exhaust this card; if you do, that system is adjacent to all other systems that contain a wormhole during this tactical action.

◆ Commander - Sai Seravus (Unlock: Have units in 3 systems that contain alpha or beta wormholes.)

After your ship moves, for each ship that has a capacity value and moved through 1 or more wormholes, you may place 1 fighter from your reinforcements with that ship if you have unused capacity in the active system.

◆ Hero - Unknown (Unlock: Have 3 scored objectives)

Action: Swap the positions of any two systems that contain wormholes or your units other than the Creuss system and the wormhole nexus.

Promissory Note

◆ Creuss Iff

At the start of your turn during the action phase:

Place or move a Creuss wormhole token into either a system that contains a planet you control or a non-home system that does not contain another player's ships.

Then, return this card to the Creuss player.

Faction Abilities

- ◆ **Assimilate**
When you gain control of a planet, replace each PDS and space dock that is on that planet with a matching unit from your reinforcements.
- ◆ **Harrow**
At the end of each round of ground combat, your ships in the active system may use their bombardment abilities against your opponent's ground forces on the planet.

Starting Units

- ◆ 1 dreadnought
- ◆ 1 carrier
- ◆ 3 fighters
- ◆ 5 infantry
- ◆ 1 space dock
- ◆ 1 PDS

Commodities: 2

Home System: [0.0.0] (5/0)

Starting Technology

- ◆ **Neural Motivator** (green - level 0)
During the status phase, draw 2 action cards instead of 1.
- ◆ **Plasma Scoring** (red - level 0)
When 1 or more of your units use *Bombardment* or *Space Cannon*, 1 of those rolls may roll 1 additional die.

Flagship

- ◆ **[0.0.1]**
Cost 8 | Combat 5x2 | Move 1 | Capacity 5
Sustain Damage
During a space combat, hits produced by this ship and by your dreadnoughts in this system must be assigned to non-fighter ships if able.

Mech

- ◆ **Annihilator**
Cost 2 | Combat 6
Sustain Damage
Bombardment 8
While not participating in ground combat, this unit can use its *Bombardment* ability on planets in its system as if it were a ship.

Special Units

- ◆ **Super Dreadnought I**
Cost 4 | Combat 5 | Move 1 | Capacity 2
Sustain Damage
Bombard 5

Faction Technologies

- ◆ **Super Dreadnought II (BBY)**
Cost 4 | Combat 4 | Move 2 | Capacity 2
Sustain Damage
Bombard 4
This unit cannot be destroyed by *Direct Hit*.
- ◆ **Inheritance Systems (YY)**
You may exhaust this card and spend 2 resources when you research a technology; ignore all of that technology's pre-requisites.

Leaders

- ◆ **Agent - I48S**
After a player activates a system:
You may exhaust this card to allow that player to replace 1 of their infantry in the active system with 1 mech from their reinforcements.
- ◆ **Commander - 2RAM** (*Unlock:* Have 4 dreadnoughts on the board)
Units that have *Planetary Shield* do not prevent you from using *Bombardment*.
- ◆ **Hero - The Helmsman / Dark Space Navigation** (*Unlock:* Have 3 scored objectives)
ACTION: Choose 1 system that does not contain other players' ships; you may move your flagship and any number of your dreadnoughts from other systems into the chosen system.

Then, purge this card.

Promissory Note

- ◆ **Cybernetic Enhancements**
When you gain command tokens during the status phase:
Gain 1 additional command token.
Then, return this card to the L1Z1X player.

Faction Abilities

- ◆ **Edict**
When you win a combat, place 1 command token from your opponent's reinforcements in your fleet pool if it does not already contain 1 of that player's tokens; other player's tokens in your fleet pool increase your fleet limit but cannot be re-distributed.
- ◆ **Imperia**
While another player's command token is in your fleet pool, you can use the ability of that player's commander, if it is unlocked.
- ◆ **Hubris**
During setup, purge your "Alliance" promissory note. Other players cannot give you their "Alliance" promissory notes.

Starting Units

- ◆ 1 dreadnought
- ◆ 1 carrier
- ◆ 1 cruiser
- ◆ 2 fighters
- ◆ 3 infantry
- ◆ 1 space dock

Commodities: 3

Home System: Ixth (3/5)

Starting Technology

- ◆ **Bio-Stims** (green - level 1)
You may exhaust this card at the end of your turn to ready 1 of your planets that has a technology specialty, or 1 of your other technologies.
- ◆ **Predictive Intelligence** (yellow - level 1)
At the end of your turn, you may exhaust this card to redistribute your command tokens.
When you cast votes during the agenda phase, you may cast 3 additional votes. If you do, and the outcome you voted for is not resolved, exhaust this card.

Flagship

- ◆ **Arvicon Rex**
Cost 8 | Combat 5x2 | Move 1 | Capacity 3
Sustain Damage
During combat against an opponent whose command token is not in your fleet pool, apply +2 to the results of this unit's combat rolls.

Mech

- ◆ **Starlancer**
Cost 2 | Combat 6
Sustain Damage
After a player whose command token is in your fleet pool activates this system, you may spend their token from your fleet pool to end their turn; they gain that token.

Special Units

- ◆ **Crimson Legionnaire Infantry I**
Cost 1(2) | Combat 8
After this unit is destroyed, gain 1 commodity or convert 1 of your commodities to a trade good.

Faction Technologies

- ◆ **Crimson Legionnaire Infantry II (GG)**
Cost 1(2) | Combat 7
After this unit is destroyed, gain 1 commodity or convert 1 of your commodities to a trade good. Then, place the unit on this card. At the start of your next turn, place each unit that is on this card on a planet you control in your home system.
- ◆ **Genetic Recombination (G)**
You may exhaust this card before a player casts votes; that player must cast at least 1 vote for an outcome of your choice or remove 1 token from their fleet pool and return it to their reinforcements.

Leaders

- ◆ **Agent - Jae Mir Kan**
When you would spend a command token during the secondary ability of a strategic action:
You may exhaust this card to remove 1 of the active player's command tokens from the board and use it instead.
- ◆ **Commander - Il Na Viroset** (*Unlock: Have 2 other factions' command tokens in your fleet pool.*)
During your tactical actions, you can activate systems that contain your command tokens. If you do, return both command tokens to your reinforcements and end your turn.
- ◆ **Hero - Airo Shir Aur / Benediction** (*Unlock: Have 3 scored objectives*)
Action: Move all units in the space area of any system to an adjacent system that contains a different player's ships. Space Combat is resolved in that system; neither player can retreat or resolve abilities that would move their ships. Then, purge this card.

Promissory Note

- ◆ **Scepter of Dominion**
At the start of the strategy phase:

Choose 1 non-home system that contains your units; each other player who has a token on the Mahact player's command sheet places a token from their reinforcements in that system

Then, return this card to the Mahact player.

Faction Abilities

◆ Ambush

At the start of a space combat, you may roll 1 die for each of up to 2 of your cruisers or destroyers in the system. For each result equal to or greater than the ship's combat value, produce 1 hit; your opponent must assign it to 1 of his ships.

◆ Pillage

After 1 of your neighbours gains trade goods or resolves a transaction, if he has 3 or more trade goods, you may take 1 of his trade goods or commodities.

Starting Units

- ◆ 1 carrier
- ◆ 2 cruisers
- ◆ 3 fighters
- ◆ 4 infantry
- ◆ 1 space dock
- ◆ 1 PDS

Commodities: 2

Home System: Moll Primus (4/1)

Starting Technology

- ◆ **Sarween Tools** (yellow - level 0)
When 1 or more of your units use *Production*, reduce the combined cost of the produced units by 1.
- ◆ **Plasma Scoring** (red - level 0)
When 1 or more of your units use *Bombardment* or *Space Cannon*, 1 of those rolls may roll 1 additional die.

Flagship

◆ Fourth Moon

Cost 8 | Combat 7x2 | Move 1 | Capacity 3
Sustain Damage
Other players' ships in this systems cannot use *Sustain Damage*.

Mech

◆ Moll Terminus

Cost 2 | Combat 6
Sustain Damage
Other players' ground forces on this planet cannot use *Sustain Damage*.

Special Units: None

Faction Technologies

◆ Salvage Operations (YY)

After you win or lose a space combat, gain 1 trade good; If you won the combat, you may also produce 1 ship in that system of any ship type that was destroyed during the combat.

◆ Mirror Computing (YYY)

When you spend trade goods, each trade good is worth 2 resources or influence instead of 1.

Leaders

◆ Agent - Suffi An

After the Pillage faction ability is used against another player:
You may exhaust this card; if you do, you and that player each draw 1 action card.

◆ Commander - S'Ula Mentarion (Unlock: Have 4 cruisers on the game board)

After you win a space combat:
You may force your opponent to give you 1 promissory note from their hand.

◆ Hero - Ipswitch, Loose Cannon / Sleeper Cell (Unlock: Have 3 scored objectives)

At the start of space combat that you are participating in:
You may purge this card; if you do, for each other player's ship that is destroyed during this combat, place 1 ship of that type from your reinforcements in the active system.

Promissory Note

◆ Promise of Protection

Action: Place this card face-up in your play area.
While this card is in your play area, the Mentak player cannot use his *Pillage* faction ability against you.
If you activate a system that contains 1 or more of the Mentak player's units, return this card to the Mentak player.

Faction Abilities

- ◆ **Telepathic**
At the end of the strategy phase, place the Naalu "0" token on your strategy card; you are the first in initiative order.
- ◆ **Foresight**
After another player moves ships into a system that contains 1 or more of your ships, you may place 1 token from your strategy pool in an adjacent system that does not contain another player's ships; move your ships from the active system into that system.

Starting Units

- ◆ 1 carrier
- ◆ 1 cruiser
- ◆ 1 destroyer
- ◆ 3 fighters
- ◆ 4 infantry
- ◆ 1 space dock
- ◆ 1 PDS

Commodities: 3

Home System: Druaa (3/1); Maaluuk (0/2)

Starting Technology

- ◆ **Neural Motivator** (green - level 0)
During the status phase, draw 2 action cards instead of 1.
- ◆ **Sarween Tools** (yellow - level 0)
When 1 or more of your units use *Production*, reduce the combined cost of the produced units by 1.

Flagship

- ◆ **Matriarch**
Cost 8 | Combat 9x2 | Move 1 | Capacity 6
Sustain Damage
During an invasion in this system, you may commit fighters to planets as if they were ground forces. When combat ends, return those units to the space area.

Mech

- ◆ **Iconoclast**
Cost 2 | Combat 6
Sustain Damage
During combat against an opponent who has at least 1 relic fragment, apply +2 to the results of this unit's combat rolls.

Special Units

- ◆ **Hybrid Crystal Fighter I**
Cost 1(2) | Combat 8

Faction Technologies

- ◆ **Hybrid Crystal Fighter II (GB)**
Cost 1(2) | Combat 7 | Move 2
This unit may move without being transported. Each fighter in excess of your ships' capacity counts as 1/2 of a ship against your fleet pool.
- ◆ **Neuroglave (GGG)**
After another player activates a system that contains 1 or more of your ships, that player removes 1 token from his fleet pool and returns it to his reinforcements.

Leaders

- ◆ **Agent - Z'Eu**
After an agenda is revealed:
You may exhaust this card to look at the top card of the agenda deck. Then, you may show that card to 1 other player.
- ◆ **Commander - M'Aban** (*Unlock:* Have 12 fighters on the game board) You may produce 1 additional fighter for their cost; these additional units do not count against your production limit.
- ◆ **Hero - The Oracle / C-Radium Geometry** (*Unlock:* Have 3 scored objectives)
At the end of the status phase:
You may force each other player to give you 1 promissory note from their hand. If you do, purge this card.

Promissory Note

- ◆ **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 use his *Telepathic* faction ability during this game round.
Return this card to the Naalu player at the end of the status phase.

Faction Abilities

- ◆ **Distant Suns**
When you explore a planet that contains 1 of your mechs, you may draw 1 additional card; choose 1 to resolve and discard the rest.
- ◆ **Fabrication**
Action: Either purge 2 of your relic fragments of the same type to gain 1 new relic or purge 1 of your relic fragments to gain 1 command token.

Starting Units

- ◆ 2 carriers
- ◆ 1 mech
- ◆ 1 destroyer
- ◆ 3 infantry
- ◆ 2 fighters
- ◆ 1 space dock

Commodities: 3

Home System: Naazir (2/1); Rokha (1/2)

Starting Technology

- ◆ **Psychoarchaeology** (green - level 0)
UNKNOWN.
- ◆ **AI Development Algorithm** (red - level 0)
UNKNOWN.

Flagship

- ◆ **Visz El Vir**
Cost 8 | Combat 9x2 | Move 1 | Capacity 4
Sustain Damage
Your mechs in this system roll 1 additional die during combat.

Mech

- ◆ **Eidolon** (mech side)
Cost 2 | Combat 6x2
If this unit is in the space area of the active system at the start of a space combat, flip this card.
- ◆ **Z-Grav Eidolon** (flipped card)
If this unit is in the space area of the active system, it is a ship.
At the end of a space battle in the active system, flip this card.

Special Units: None

Faction Technologies

- ◆ **Pre-Fab Arcologies (GGG)**
After you explore a planet, ready that planet.
- ◆ **Supercharge (R)**
At the start of a combat round, you may exhaust this card to apply +1 to the result of each unit's combat rolls during this combat round.

Leaders

- ◆ **Agent - Garv and Gunn**
At the end of a player's turn, you may exhaust this card to allow the player to explore 1 of their planets.
- ◆ **Commander - Dart and Tai** (*Unlock:* Have mechs in 3 systems.)
After you gain control of a planet that was controlled by another player, you may explore that planet
- ◆ **Hero - Hesh and Prit** (*Unlock:* Have 3 scored objectives)
Action: Gain 1 relic and perform the secondary ability of up to 2 readied or unchosen strategy cards; during this action, spend command tokens from your reinforcements instead of your strategy pool.

Promissory Note

- ◆ **Black Market Forgery**
Action: Purge 2 of your relic fragments of the same type to gain one relic. Then, return this card to the Naaz-Rokha player.

Faction Abilities

◆ Galactic Threat

You cannot vote on agendas. Once per agenda phase, after an agenda is revealed, you may predict aloud the outcome of that agenda. If your prediction is correct, gain 1 technology that is owned by a player who voted how you predicted.

◆ Technological Singularity

Once per combat, after 1 of your opponent's units is destroyed, you may gain 1 technology that is owned by that player.

◆ Propagation

You cannot research technology. When you would research a technology, gain 3 command tokens instead.

Starting Units

- ◆ 1 dreadnought
- ◆ 1 carrier
- ◆ 1 cruiser
- ◆ 2 fighters
- ◆ 2 infantry
- ◆ 1 space dock

Commodities: 3

Home System: Mordai II (4/0)

Starting Technology

◆ Deaxive Animators (green - level 1)

After you win a ground combat, you may place 1 infantry from your reinforcements on that planet.

◆ Valefar Assimilator X

◆ Valefar Assimilator Y

Flagship

◆ The Alastor

Cost 8 | Combat 9x2 | Move 1 | Capacity 5
Sustain Damage

At the start of a space combat, choose any number of your ground forces in this system to participate in that combat as if they were ships.

Mech

◆ Mordred

Cost 2 | Combat 6
Sustain Damage

During combat against an opponent who has an "X" or "Y" token on 1 or more of their technologies, apply +2 to the result of each of this unit's combat rolls.

Special Units: None

Faction Technologies

◆ Valefar Assimilator X & Y

When you gain another player's technology using 1 of your faction abilities, you may place the X/Y assimilator token on a faction technology owned by that player instead.

While that token is on a technology, this card gains that technology's text. You cannot place an assimilator token on technology that already has an assimilator token.

Leaders

◆ Agent - Nekro Malleon

During the action phase, you may exhaust this card to choose a player; that player may discard 1 action card or spend 1 command token from their command sheet to gain 2 trade goods.

◆ Commander - Nekro Acidos (Unlock: Own 3 technologies. A "Valefar Assimilator" technology counts only if its X or Y token is on a technology.)

After you gain a technology, you may draw an action card.

◆ Hero - UNIT.DSGN.FLAYESH / Devour World (Unlock: Have 3 scored objectives)

Action: Choose a planet that has a technology specialty in a system that contains your units. Destroy any other player's units on that planet. Gain trade goods equal to that planet's combined resource and influence values and gain 1 technology that matches the specialty of that planet. Then, purge this card.

Promissory Note

◆ Antivirus

At the start of a combat:

Place this card faceup in your play area. While this card is in your play area, the Nekro player cannot use his *Technological Singularity* faction ability against you.

If you activate a system that contains 1 or more of the Nekro player's units, return this card to the Nekro player.

Faction Abilities

- ◆ **The Company**
During setup, take the 2 additional Nomad agents and place them next to your faction sheet. You control 3 agents during this game.
- ◆ **Future Sight**
During the agenda phase, after an outcome you voted for or predicted is resolved, gain 1 trade good.

Starting Units

- ◆ 1 flagship
- ◆ 1 carrier
- ◆ 1 destroyer
- ◆ 3 fighters
- ◆ 4 infantry
- ◆ 1 space dock

Commodities: 4

Home System: Arcturus (4/4)

Starting Technology

- ◆ **Sling Relay** (blue - level 1) *Action:* Exhaust this card to produce one ship in any system that contains one of your space docks.

Flagship

- ◆ **Memoria I**
Cost 8 | Combat 7x2 | Move 1 | Capacity 3
Sustain Damage
Anti-Fighter Barrage 8x3
You may treat this unit as if it is adjacent to systems that contain 1 or more of your mechs.

Mech

- ◆ **Quantum Manipulator**
Cost 2 | Combat 6
Sustain Damage
While this unit is in a space area during combat, you may use its *Sustain Damage* ability to cancel a hit that is produced against your ships in this system.

Special Units: None

Faction Technologies

- ◆ **Memoria II (GBY)**
Cost 8 | Combat 5x2 | Move 2 | Capacity 6
Sustain Damage
Anti-Fighter Barrage 5x3
You may treat this unit as if it is adjacent to systems that contain 1 or more of your mechs.
- ◆ **Temporal Command Suite (Y)**
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.

Leaders

- ◆ **Agents:**
 - **Artuno the Betrayer**
When you gain trade goods from the supply, you may exhaust this card to place an equal number of trade goods on this card. When this card readies, gain the trade goods on this card.
 - **The Thundarian**
After the roll dice step of combat, you may exhaust this card. If you do, hits are not assigned to either player's units. Return to the start of this combat round's roll dice step.
 - **Field Marshall Mercer** At the end of a player's turn you may exhaust this card to allow that player to remove up to 2 of their ground forces from the game board and place them on planets they control in the active system.
- ◆ **Commander - Narvach Feng** (*Unlock: Have 1 scored secret objective.*) You can produce your flagship without spending resources.
- ◆ **Hero - Akh-Syl Siven / Probability Matrix** (*Unlock: Have 3 scored objectives*)
Action: place this card near the game board. Your flagship and units it transports can move out of systems that contain your command tokens during this game round. At the end of this game round, purge this card.

Promissory Note

- ◆ **The Cavalry**
At the start of a space combat against a player other than the nomad:
During this combat, treat 1 of your non-fighter ships as if it had *Sustain Damage*, combat value, and *Anti-Fighter Barrage* value of The Nomad's flagship. Then return this card to The Nomad player at the end of this combat.

Faction Abilities

◆ Unrelenting

Apply +1 to the result of each of your unit's combat rolls.

Starting Units

- ◆ 2 carriers
- ◆ 1 cruiser
- ◆ 5 infantry
- ◆ 1 space dock
- ◆ 1 PDS

Commodities: 3

Home System: 3/2

Starting Technology: None

Flagship

◆ C'morran N'orr

Cost 8 | Combat 7x2 | Move 1 | Capacity 5

Sustain Damage

Apply +1 to the result of each of your other ship's combat rolls in this system.

Mech

◆ Valkyrie Exoskeleton

Cost 2 | Combat 6

Sustain Damage

After this unit uses its *Sustain Damage* ability during ground combat, it produces 1 hit against your opponent's ground forces on this planet.

Special Units

◆ Exotrireme Dreadnought I

Cost 4 | Combat 5 | Move 1 | Capacity 1

Sustain Damage

Bombard 4x2

Faction Technologies

◆ Exotrireme Dreadnought II (BBY)

Cost 4 | Combat 5 | Move 2 | Capacity 1

Sustain Damage

Bombard 4x2

This unit cannot be destroyed by *Direct Hit*.

After a round of space combat you may destroy this unit to destroy up to 2 ships in this system.

◆ Valkyrie Particle Weave (RR)

After making combat rolls during a round of ground combat, if your opponent produced 1 or more hits, you produce 1 additional hit.

Leaders

◆ Agent - T'ro

At the end of a player's tactical action:

You may exhaust this card; if you do, that player may place 2 infantry from their reinforcements on a planet they control in the active system.

◆ Commander - G'hom Sek'kus (Unlock: Control 5 planets in non-home systems.)

During the commit ground forces step, you can commit up to 1 ground force from each planet in the active system and each planet in adjacent systems that do not contain 1 of your command tokens.

◆ Hero - Sh'val, Harbinger / Tekklar Conditioning (Unlock: Have 3 scored objectives)

After you move ships into the active system:

You may skip directly to the "Commit Ground Forces" step. If you do, after you commit ground forces to land on planets, purge this card and return each of your ships in the active system to your reinforcements.

Promissory Note

◆ Tekklar Legion

At the start of an invasion combat:

Apply +1 to the result of each of your unit's combat rolls during this combat. If your opponent is the N'orr player, apply -1 to the result of each of his unit's combat rolls during this combat.

Then return this card to the N'orr player.

Faction Abilities

- ◆ **Terragenesis**
After you explore a planet that does not have a sleeper token, you may place or move 1 sleeper token onto that planet.
- ◆ **Awaken**
After you active a system that contains 1 or more of your sleeper tokens, you may replace each of those tokens with 1 PDS from your reinforcements.
- ◆ **Coalescence** If your flagship or your *Awaken* faction ability places your units into the same space area or onto the same planet as another player's units, your units must participate in combat during the "Space Combat" or "Ground Combat" steps.

Starting Units

- ◆ UNKNOWN.

Commodities: 2

Home System: UNKNOWN.

Starting Technology

- ◆ Unknown.

Flagship

- ◆ **Ouranos**
Cost 8 | Combat 7x2 | Move 1 | Capacity 3
Sustain Damage
Deploy: After you activate a system that contains 1 or more of your PDS, you may replace 1 of those PDS with this unit.

Mech

- ◆ **UNKNOWN**
UNKNOWN

Special Units

- ◆ **Hel Titan PDS I**
Combat 7
Planetary Shield
Sustain Damage
Space Cannon 6
Production 1
This unit is treated as both a structure and a ground force. It cannot be transported.
- ◆ **Saturn Engine Cruiser I**
Cost 2 | Combat 7 | Move 2 | Capacity 1

Faction Technologies

- ◆ **Hel Titan PDS II (YR)**
UNKNOWN.
- ◆ **Saturn Engine Cruiser II (GYR)**
Cost 2 | Combat 6 | Move 3 | Capacity 2
Sustain Damage

Leaders

- ◆ **Agent - UNKNOWN**
Action:
UNKNOWN.
- ◆ **Commander - UNKNOWN** (*Unlock:* UNKNOWN) UNKNOWN
- ◆ **Hero - UNKNOWN** (*Unlock:* Have 3 scored objectives)
UNKNOWN.

Promissory Note

- ◆ **Terraform**
Action: Attach this card to a non-home planet you control other than Mecatol Rex. Its resource and influence values are each increased by 1, and it is treated as having all 3 planet traits (cultural, hazardous, and industrial).

Faction Abilities

- ◆ **Fragile**
Apply -1 to the result of each of your unit's combat rolls.
- ◆ **Brilliant**
When you spend a command token to resolve the secondary ability of the "Technology" strategy card, you may resolve the primary ability instead.
- ◆ **Analytical**
When you research a technology that is not a unit upgrade technology, you may ignore 1 prerequisite.

Starting Units

- ◆ 1 dreadnought
- ◆ 2 carriers
- ◆ 1 fighter
- ◆ 2 infantry
- ◆ 1 space dock
- ◆ 2 PDS

Commodities: 4

Home System: Jol (1/2), Nar (2/3)

Starting Technology

- ◆ **Neural Motivator** (green - level 0)
During the status phase, draw 2 action cards instead of 1.
- ◆ **Antimass Deflectors** (blue - level 0) Your ships can move into and through asteroid fields.
When other players' units use *Space Cannon* against your units, apply -1 to the result of each die roll.
- ◆ **Sarween Tools** (yellow - level 0)
When 1 or more of your units use *Production*, reduce the combined cost of the produced units by 1.
- ◆ **Plasma Scoring** (red - level 0)
When 1 or more of your units use *Bombardment* or *Space Cannon*, 1 of those rolls may roll 1 additional die.

Flagship

- ◆ **J.N.S. Hylarim**
Cost 8 | Combat 6x2 | Move 1 | Capacity 3
Sustain Damage
When making a combat roll for this ship, each result of 9 or 10, before applying modifiers, produces 2 additional hits.

Mech

- ◆ **Shield Paling**
Cost 2 | Combat 6
Sustain Damage
Infantry on this planet are not affected by your *Fragile* faction ability.

Special Units: None

Faction Technologies

- ◆ **Spacial Conduit Cylinder (BB)**
You may exhaust this card after you activate a system that contains 1 or more of your units; that system is adjacent to all other systems that contain 1 or more of your units during this activation.
- ◆ **E-Res Siphons (YY)**
After another player activates a system that contains 1 or more of your ships, gain 4 trade goods.

Leaders

- ◆ **Agent - Doctor Sucaban**
When a player spends resources to research:
You may exhaust this card to allow that player to remove any number of their infantry from the game board. For each unit removed, reduce the resources spent by 1.
- ◆ **Commander - Ta Zern** (*Unlock:* Own 8 technologies)
After you roll dice for a unit ability: You may reroll any of those dice.
- ◆ **Hero - Rin / The Master's Legacy** (*Unlock:* Have 3 scored objectives)
Action: For each non-unit upgrade technology you own, you may replace that technology with any technology of the same color from the deck. Then, purge this card.

Promissory Note

- ◆ **Research Agreement**
After the Jol-Nar player researches a technology that is not a faction technology:
Gain that technology.
Then, return this card to the Jol-Nar player.

Faction Abilities

- ◆ **Devour**
Capture your opponents' non-structure units that are destroyed during combat.
- ◆ **Amalgamation** When you produce a unit, you may return 1 captured unit of that type to produce that unit without spending resources.
- ◆ **Riftmeld** When you research a unit upgrade technology, you may return 1 captured unit of that type to ignore all of that technology's prerequisites.

Starting Units

- ◆ UNKNOWN.

Commodities: 2

Home System: Acheron (4/0)

Starting Technology

- ◆ UNKNOWN.

Flagship

- ◆ **The Terror Between**
Cost 8 | Combat 5x2 | Move 1 | Capacity 3
Sustain Damage
Bombardment 5
Capture all other non-structure units that are destroyed in this unit's system, including your own.

Mech

- ◆ **UNKNOWN**
UNKNOWN

Special Units

- ◆ **Dimensional Tear Space Dock I**
Production 5
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 6 fighters in this system do not count against your ships' capacity.

Faction Technologies

- ◆ **Dimensional Tear Space Dock II (YY)**
UNKNOWN.
- ◆ UNKNOWN.

Leaders

- ◆ **Agent - UNKNOWN**
UNKNOWN.
- ◆ **Commander - UNKNOWN** (*Unlock: UNKNOWN*) UNKNOWN
- ◆ **Hero - UNKNOWN / Dimensional Anchor** (*Unlock: Have 3 scored objectives*)
Action Each other player rolls a die for each of his non-fighter ships that are in or adjacent to a system that contains a dimensional tear; on a 1-3, capture that unit. If this causes a player's ground forces or fighters to be removed, also capture those units.
Then, purge this card.

Promissory Note

- ◆ **UNKNOWN**
UNKNOWN.

Faction Abilities

- ◆ **Blood Ties**
You do not have to spend influence to remove the custodians token from Mecatol Rex.
- ◆ **Reclamation**
After you resolve a tactical action during which you gained control of Mecatol Rex, you may place 1 PDS and 1 space dock from your reinforcements on Mecatol Rex.

Starting Units

- ◆ 1 carrier
- ◆ 2 infantry
- ◆ 1 cruiser
- ◆ 1 space dock
- ◆ 2 fighters
- ◆ 1 PDS

Commodities: 3

Home System: Winnu (3/4)

Starting Technology

- ◆ **Choose any 1 technology that has no prerequisites.**

Flagship

- ◆ **Salai Sai Corian**
Cost 8 | Combat 7 | Move 1 | Capacity 3
Sustain Damage
When this unit makes a combat roll, it rolls a number of dice equal to the number of your opponent's non-fighter ships in this system.

Mech

- ◆ **Reclaimer**
Cost 2 | Combat 6
Sustain Damage
After you resolve a tactical action during which you gained control of this planet, you may place 1 PDS or 1 space dock from your reinforcements on that planet.

Special Units: None

Faction Technologies

- ◆ **Lazax Gate Folding (BB)**
If you do not control Mecatol Rex, treat its system as if it contains both an alpha and beta wormhole.
Action: If you control Mecatol Rex, exhaust this card to place 1 infantry on Mecatol Rex.
- ◆ **Hegemonic Trade Policy (YY)**
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*.

Leaders

- ◆ **Agent - Berekar Berekon**
When 1 or more of a player's units use PRODUCTION, you may exhaust this card to reduce the combined cost of the produced units by 2.
- ◆ **Commander - Rickar Rickani** (*Unlock:* Control Mecatol Rex or enter into a combat in the Mecatol Rex system.) During combat, apply +2 to the result of each of your unit's combat rolls in the Mecatol Rex system, your home system, and each system that contains a legendary planet.
- ◆ **Hero - Mathis Mathinus** (*Unlock:* Have 3 scored objectives)
Action: Perform the primary ability of any strategy card. Then, choose any number of other players. Those players may perform the secondary ability of that strategy card. Then, purge this card.

Promissory Note

- ◆ **Acquiescence:**
When the Winnu player resolves a strategic action:
You do not have to spend or place a command token to resolve the secondary ability of that strategic card. Then, return this card to the Winnu player.

Faction Abilities

◆ Peace Accords

After you resolve the primary or secondary ability of the "Diplomacy" strategy card, you may gain control of 1 planet other than Mecatol Rex that does not contain any units and is in a system that is adjacent to a planet you control.

◆ Quash

When an agenda is revealed, you may spend 1 token from your strategy pool to discard that agenda and reveal 1 agenda from the top of the deck. Players vote on this agenda instead.

Starting Units

- ◆ 1 carrier
- ◆ 2 cruisers
- ◆ 3 fighters
- ◆ 4 infantry
- ◆ 1 space dock
- ◆ 1 PDS

Commodities: 4

Home System: Archon Ren (2/3); Archon Tau (1/1)

Starting Technology

◆ Graviton Laser System (yellow - level 1)

You may exhaust this card before 1 or more of your units uses *Space Cannon*; hits produced by those units must be assigned to non-fighter ships if able.

Flagship

◆ Loncara Ssodu

Cost 8 | Combat 7x2 | Move 1 | Capacity 3
Sustain Damage
Space Cannon 5x3

Mech

◆ Letani Behemoth

Cost 2 | Combat 6
Sustain Damage
Space Cannon 8
 You may use this unit's *Space Cannon* ability against ships that are in adjacent systems.

Special Units: None

Faction Technologies

◆ Instinct Training (G)

You may exhaust this card and spend 1 token from your strategy pool when another player plays an action card; cancel that action card.

◆ Nullification Field (YY)

After another player activates a system that contains 1 or more of your ships, you may exhaust this card and spend 1 token from your strategy pool; immediately end that player's turn.

Leaders

◆ Agent - Ggrocuto Rinn

Action: Exhaust this card to ready any planet; if that planet is in a system that is adjacent to a planet you control, you may remove 1 infantry from that planet and return it to its reinforcements.

◆ Commander - UNKNOWN (Unlock: Control planets that have a combined value of at least 12 influence)

Each planet you exhaust to cast votes provides one extra vote.

Game effects cannot prevent you from voting on an agenda.

◆ Hero - Xxekir Grom / Political Data Nexus (Unlock: Have 3 scored objectives)

Action: You may discard 1 law from play. Look at the top 5 cards of the agenda deck. Choose 2 to reveal, and resolve each as if you had cast 1 vote for an outcome of your choice; discard the rest. Other players cannot resolve abilities during this action. Then, purge this card.

Promissory Note

◆ Political Favor:

When an agenda is revealed:

Remove 1 token from the Xxcha player's strategy pool and return it to his reinforcements. Then, discard the revealed agenda and reveal 1 agenda from the top of the deck. Players vote on this agenda instead.

Then, return this card to the Xxcha player.

Faction Abilities

- ◆ **Indoctrination**
At the start of a ground combat, you may spend 2 influence to replace 1 of your opponent's participating infantry with 1 infantry from your reinforcements.
- ◆ **Devotion**
After each space battle round, you may destroy 1 of your cruisers or destroyers to produce 1 hit and assign it to 1 of your opponent's ships in that system.

Starting Units

- ◆ 2 carriers
- ◆ 4 infantry
- ◆ 1 destroyer
- ◆ 1 space dock
- ◆ 4 fighters

Commodities: 2

Home System: Darien (4/4)

Starting Technology

- ◆ **Sarween Tools** (yellow - level 0)
When 1 or more of your units use *Production*, reduce the combined cost of the produced units by 1.

Flagship

- ◆ **Van Hauge**
Cost 8 | Combat 9x2 | Move 1 | Capacity 3
Sustain Damage
When this ship is destroyed, destroy all ships in this system.

Mech

- ◆ **Moyin's Ashes**
Cost 2 | Combat 6
Sustain Damage
Deploy: When you use your *Indoctrination* faction ability, you may spend 1 additional influence to replace your opponent's infantry with 1 mech instead of 1 infantry.

Special Units: None

Faction Technologies

- ◆ **Yin Spinner (GG)**
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.
- ◆ **Impulse Core (YY)**
At the start of a space combat, you may destroy 1 of your cruisers or destroyers in the active system to produce 1 hit against your opponent's ships; that hit must be assigned by your opponent to 1 of his non-fighter ships if able.

Leaders

- ◆ **Agent - Brother Milor**
After a player's destroyer or cruiser is destroyed, you may exhaust this card. If you do, that player may place up to 2 fighters from their reinforcements in that system.
- ◆ **Commander - Brother Omar** (*Unlock: Use your Indoctrination faction ability*)
This card satisfies a green technology prerequisite. You may produce one additional infantry for their cost. These infantry do not count against your production limit.
- ◆ **Hero - Dannel of the Tenth / Spinner Overdrive** (*Unlock: Have 3 scored objectives*)
Action: For each planet that contains any number of your infantry, either ready that planet or place an equal number of infantry from your reinforcements on that planet. Then, purge this card.

Promissory Note

- ◆ **Greyfire Mutagen:**
At the start of a ground combat against 2 or more ground forces that are not controlled by the Yin player:
Replace 1 of your opponent's infantry with 1 infantry from your reinforcements.
Then, return this card to the Yin player.

Faction Abilities

- ◆ **Stall Tactics**
Action Discard 1 action card from your hand.
- ◆ **Scheming**
When you draw 1 or more action cards, draw 1 additional action card. Then, choose and discard 1 action card from your hand.
- ◆ **Crafty**
You can have any number of action cards in your hand. Game effects cannot prevent you from using this ability.

Starting Units

- ◆ 2 carriers
- ◆ 1 cruiser
- ◆ 2 fighters
- ◆ 5 infantry
- ◆ 1 space dock
- ◆ 1 PDS

Commodities: 3

Home System: Retillion (2/3); Shalloq (1/2)

Starting Technology

- ◆ **Neural Motivator** (green - level 0)
During the status phase, draw 2 action cards instead of 1.

Flagship

- ◆ **Y'sia Y'ssrila**
Cost 8 | Combat 5x2 | Move 2 | Capacity 3
Sustain Damage
This ship can move through systems that contain other players' ships.

Mech

- ◆ **UNKNOWN**
Cost 2 | Combat 6
Sustain Damage
Deploy: After you use the *Stall Tactics* faction ability, you may place 1 mech on a planet you control.

Special Units: None

Faction Technologies

- ◆ **Transparasteel Plating (G)**
During your turn of the action phase, players that have passed cannot play action cards.
- ◆ **Mageon Implants (GGG)**
Action: Exhaust this card to look at another player's hand of action cards. Choose 1 of those cards and add it to your hand.

Leaders

- ◆ **Agent - Ssruu**
This card has the text ability of each other player's agent, even if that agent is exhausted.
- ◆ **Commander - So Ata** (*Unlock:* Have 7 action cards)
After another player activates a system that contains your units: You may look at that player's action cards, promissory notes, or secret objectives.
- ◆ **Hero - Kyver, Blade and Key / Guild of Spies** (*Unlock:* Have 3 scored objectives)
Action: Each other player shows you 1 action card from their hand. For each player, you may either take that card or force that player to discard 3 random action cards from their hand. Then, purge this card.
- ◆ **Spy Net:**
At the start of your turn: Look at the Yssaril player's hand of action cards. Choose 1 of those cards and add it to your hand. Then, return this card to the Yssaril player.

Promissory Note