

- **STEP 3—DRAW ACTION CARDS:** Following initiative order, each player draws one action card.
- **STEP 4—REMOVE CTs:** Return all CTs from the game board to each player's reinforcements.
- **STEP 5—GAIN AND REDISTRIBUTE CTs:** Each player gains 2 CTs from his reinforcements. Then, he can redistribute all of the CTs on his command sheet, including the 2 he just gained, among his strategy, tactic, and fleet pools. If there are no more CTs in the player's reinforcements, the player does not gain CTs.
 - Players should remember to check the number of their ships in each system after reducing the size of their fleet pools.
 - This step can usually be resolved simultaneously, but if there is a timing conflict, it is resolved in initiative order.
- **STEP 6—READY CARDS:** Each player readies all of his exhausted cards, including SCs.
- **STEP 7—REPAIR UNITS:** Each player repairs all of his units that have the "Sustain Damage" ability by turning those units upright.
- **STEP 8—RETURN SCs:** Each player returns his SC to the common play area.
- **STEP 9—Has the custodians token been removed from Mecatol Rex?**
YES? Start AGENDA PHASE NO? New game round (STRATEGY PHASE)

AGENDA PHASE (8)

THIS PHASE IS SKIPPED UNTIL THE CUSTODIANS TOKEN IS REMOVED FROM MECATOL REX.

STEP 1—FIRST AGENDA: PLAYERS RESOLVE THE FIRST AGENDA BY FOLLOWING THESE STEPS IN ORDER:

- **REVEAL AGENDA:** THE SPEAKER DRAWS ONE AGENDA CARD FROM THE TOP OF THE AGENDA DECK AND READS IT OUT LOUD TO ALL PLAYERS, INCLUDING ALL OF ITS POSSIBLE OUTCOMES.
- **PREDICT OUTCOME (IF APPLICABLE):** TO PREDICT AN OUTCOME, A PLAYER DECLARES ALOUD THE OUTCOME HE THINKS WILL RECEIVE THE MOST VOTES.
 - A PREDICTED OUTCOME MUST BE A POSSIBLE OUTCOME OF THE REVEALED AGENDA.
- **VOTE:** EACH PLAYER, STARTING WITH THE PLAYER TO THE LEFT OF THE SPEAKER AND CONTINUING CLOCKWISE, CAN CAST VOTES FOR AN OUTCOME OF THE CURRENT AGENDA.
 - A PLAYER MAY PERFORM ONE TRANSACTION WITH EACH OTHER PLAYER, EVEN IF THOSE PLAYERS ARE NOT HIS NEIGHBORS.
- **RESOLVE OUTCOME:** PLAYERS TALLY EACH VOTE THAT WAS CAST AND RESOLVE THE OUTCOME THAT RECEIVED THE MOST VOTES. WHERE THERE ARE TIES, THE SPEAKER DECIDES (THIS DECISION IS NOT A VOTE).
 - AFTER RESOLVING THE OUTCOME OF THE AGENDA, RESOLVE ANY ABILITIES THAT WERE DEPENDENT UPON PREDICTING THE OUTCOME.

STEP 2—SECOND AGENDA: PLAYERS REPEAT THE "FIRST AGENDA" STEP OF THIS PHASE FOR A SECOND AGENDA.

STEP 3—READY PLANETS: EACH PLAYER READIES ALL OF HIS EXHAUSTED PLANETS.

A NEW GAME ROUND BEGINS STARTING WITH THE STRATEGY PHASE.

DEALS (28)

- A deal is an agreement between two players that may or may not include a transaction that involves physical components.
- Players can make deals with each other at any time, even if they are NOT neighbors. However, deals that include a transaction must follow the rules for transactions, including that the players be neighbors.
- When a deal is binding, a player must adhere to the terms of the agreement and whatever transactions, if any, were agreed upon.

Binding: If the terms of a deal can be resolved immediately (i.e. after the deal is made, the next thing any player does is resolving the deal according to the deal's terms and agreement). Action cards are not binding.

Not Binding: If the terms of a deal cannot be resolved immediately.

TRANSACTIONS (94)

- A transaction is a way for a player to exchange commodities, TGs and PNs.
- During the active player's turn (at any time, even during a combat), he may resolve up to one transaction with each of his neighbors.
- During each "Vote" step of the agenda phase, for each agenda, a player may perform one transaction with each other player, even if those players are NOT his neighbors.
- To resolve a transaction, a player gives any number of TGs and commodities and up to one PN to a neighbor in exchange for any number of TGs and commodities and up to one PN (Players cannot exchange other types of cards or tokens).
EXCEPTION: The Emirates of Hacan can also exchange action cards with other players as part a transactions.
 - A transaction does not have to be even.
 - After the components are traded, the transaction cannot be undone.
 - Players can resolve a transaction as part of a deal.
 - A player can trade a maximum of one PN from his hand to another player, even if that card originally belonged to another player.

Commodities (21)

A commodity has no inherent game effects, but converts into a TG if given to or received from another player. A player cannot have more commodities than the value indicated on his faction sheet.

Trade Goods (93)

A player can spend TGs at any time during the game in one of the following ways:

- In place of spending one resource.
- In place of spending one influence. TGs CANNOT be spent to cast votes during the Agenda Phase.
- To resolve an effect that specifically requires that a TG be spent.

Promissory Notes (69)

- A player can resolve any PN cards that he has by following the text on the card.
- PNs are not mandatory unless otherwise specified.
- PNs that are returned to a player are returned after their abilities have been completely resolved. That player may give it to other players again as part of a future transaction.
- An unrevealed PN is not subject to effects in its ability text that return the card if certain conditions are met.
- PNs in the play area cannot be traded.
- Players should keep their hand of PNs hidden.

SECRET OBJECTIVES (61.17)

• Each player begins the game with one secret objective.

- When scoring a secret objective, a player reveals the objective by placing it faceup in his play area. Then, he places 1 of his control tokens on that objective's card and advances his control tokens on the victory point track a number of spaces equal to the number of victory points he gained.
- Each player can have up to three total scored and unscored secret objectives.
- If a player draws a secret objective and has more than three, he must choose one of his unscored secret objectives and return it to the deck. Then, he shuffles the secret objective deck.
- A player can gain secret objectives by resolving either the primary or secondary ability of the "Imperial" SC.

PUBLIC OBJECTIVES (61.11)

- When scoring a public objective, the player places one of his control tokens on that objective's card. Then, he advances his control token on the victory point track a number of spaces equal to the number of victory points he gained.
- Each game contains five stage I and five stage II public objective cards that the speaker places facedown near the victory point track during setup. The speaker reveals two of the stage I objective cards during setup. All other objective cards remain facedown.
- A player CANNOT score public objectives if he does not control all the planets in his HS.

GAME END

- (98.7) The game ends as soon as one player has 10 victory points. If two players would gain 10 victory points during the same status phase, the player who is earliest in initiative wins. If no strategy cards is dealt, the player who is nearest the speaker in clockwise order is the winner.
- If you choose to play the long game, the number of victory points needed to win increases to 14. The number of public objective cards (thus the maximum number of rounds) does not change.
- (98.8) If the game ends because the speaker cannot reveal an objective card, the player with the most victory points is the winner. If one or more players are tied for having the most victory points, the tied player who is first in initiative order is the winner."

CAPTURING UNITS

- Some abilities instruct a player to capture a unit, preventing the unit's original owner from using it.

Capturing non-fighter ships and non-infantry GFs (17)

- Captured non-fighter ships or non-infantry GFs are placed on the faction sheet. When returned, they are placed in the reinforcements of the original owner.
- A player can free a captured non-fighter ship or non-infantry GFs via a transaction, an ability, or a blockade.

Capturing fighters and infantries (17)

- Captured fighters and infantries are placed in their reinforcements.
- The capturing player places fighter or infantry tokens from the supply on their faction sheet.
- Captured fighters and infantry do not belong to any player and CANNOT be returned via a transaction or blockade.

If one or more of a player's space docks is being blockaded, that player cannot capture units from the blockading players.

EXPLORING (35)

Planets:

- You explore a planet when you gain control of a planet that is not already controlled by another player.
- Draw and resolve a card from the exploration deck that corresponds to the planet's trait. For planets with multiple traits, you get to choose which deck to draw from.
- When exploring multiple planets, you decide the order in which they are explored.
- Attachments are attached to the planet that has been explored. Place the card with the planet and the corresponding token on the planet in the board.
- Relic fragments are placed faceup in your play area and can be traded as part of a transaction

Mecatol Rex and planets in home systems cannot be explored.

Space:

- Space areas that contain FTs can be explored with the "Dark Energy Tap" technology or another game effect.
- Draw and resolve a card from the frontier exploration deck and discard the FT in the supply.
- Relic fragments are placed faceup in your play area and can be traded as part of a transaction

RELICS (73)

- You can use a Relic Fragment or another game effect to draw cards from the Relics deck
- Relics cannot be traded

RELICS

- DOMINUS ORB: Before you move units, purge this card to move and transport units in systems with your CTs.
- DOMINUS CORE: Increase your commodity by 2. Action: Purge this card to gain TGs = commodity value +2.
- JR-XS455-O: Action: Exhaust card: player may spend 3 res. to place a structure on a planet or gain 1 TG.
- MAW OF THE WORLDS: At the start of the agenda phase, exhaust all of your planets to gain any 1 technology
- NANO-FORGE: Action: Attach this card to a planet. It gets +2 Res.; +2 Inf.).
- SCEPTER OF EMELPAR: Exhaust to spend a CT from reinforcement instead of Strategy Pool.
- SHARD OF THE THRONE: Worth 1 VP. Player gets card if takes control of 1 of your Legendary or Home Planets.
- STELLAR CONVERTER: Purge to destroy a planet in a system adjacent to one of your units with bombardment.
- THE CODEX: Purge to take 3 action cards of your choice from the discard pile.
- THE CROWN OF EMPHIDIA: Exhaust to explore a planet you control. 1 VP if you have Tomb of Emphidia.
- THE CROWN OF THALNOS: During combat, reroll any number of dice and give +1, if fail, your unit is destroyed.
- OBSIDIAN: Draw 1 Secret Objective. You may have 1 additional scored or unscored secret objective.
- PROPHETS OF TEARS: When you research tech, exhaust to ignore 1 prerequisite, or draw 1 Action Card.

LEGENDARY PLANETS (53)

- A legendary planet is indicated by the legendary planet icon.
- When a player gains control of a legendary planet, they also place its legendary planet ability card in their play area.
- If a player gains control of a legendary planet ability card from the deck, it is readied.
- If a player gains control of an exhausted legendary planet ability card, it remains exhausted.
- If a legendary planet's planet card is purged, its corresponding legendary planet ability card is also purged.

MECHS (55)

- Mechs are unique, faction-specific heavy ground forces. They can be transported and participate in ground combat.
- Each player begins with their mech unit card in play on their leader sheet and can produce mechs for the cost presented on the card.
- Some mechs have "Deploy" abilities which allow a player to place them on the game board without producing them normally.
- Mech unit cards are not technologies.

TECHNOLOGY SPECIALTIES (90.13)

A technology specialty is a technology symbol found on some planets.

- When researching technology, a player can exhaust a planet he controls that has a technology specialty to ignore one prerequisite symbol of the matching type on the technology card he is researching.
- If the planet card is already exhausted, it cannot be used to ignore a prerequisite.

GENERIC UNIT UPGRADES

- Technology specialties can be used toward the purchase of unit upgrades.
- Unit upgrades cannot be used as prerequisites for faction and generic technologies.
- Should a unit have multiple upgrades, the latest upgrade overwrites the others.
- You may track which player has what upgrade by circling their color under each upgrade below.

1 WAR SUN (mobile base) (🔴🔴🔴🔴)

Cost 12; Battle 3[x3]; Move 2; Capacity 6

- Other players' units in this system lose Planetary Shield;
- Sustain Damage;
- Bombardment 3[x3].

PLAYER OWNING THIS UPGRADE: RED BLUE GREEN YELLOW PURPLE BLACK

1 DREADNOUGHT II (type IV drive) (🔴🔴🔴)

Cost 4; Battle 5; Move 2; Capacity 1

- This unit cannot be destroyed by the "Direct Hit" action cards;
- Sustain Damage;
- Bombardment 5.

PLAYER OWNING THIS UPGRADE: RED BLUE GREEN YELLOW PURPLE BLACK

1 CRUISER II (stasis capsules) (🔴🔴🔴)

Cost 2; Battle 6; Move 3; Capacity 1

PLAYER OWNING THIS UPGRADE: RED BLUE GREEN YELLOW PURPLE BLACK

1 DESTROYER II (automated defense turret) (🔴🔴)

Cost 1; Battle 8; Move 2

- Anti-fighter barrage 6[x3].

PLAYER OWNING THIS UPGRADE: RED BLUE GREEN YELLOW PURPLE BLACK

1 PDS II (deep space canon) (🔴🔴)

- You may use this unit's Space Canon against ships that are adjacent to this system;
- Planetary Shield;
- Space Canon 5.

PLAYER OWNING THIS UPGRADE: RED BLUE GREEN YELLOW PURPLE BLACK

1 CARRIER II (XRD transporters) (🔴🔴)

Cost 3; Battle 9; Move 2; Capacity 6

PLAYER OWNING THIS UPGRADE: RED BLUE GREEN YELLOW PURPLE BLACK

1 FIGHTER II (advanced fighters) (🔴🔴)

Cost 1/2; Battle 8; Move 2;

- This unit may move without being transported. Fighters in excess of your ships' capacity count against your fleet pool.

PLAYER OWNING THIS UPGRADE: RED BLUE GREEN YELLOW PURPLE BLACK

1 INFANTRY II (gen synthesis) (🔴🔴)

Cost 1/2; Battle 7;

- After this unit is destroyed, roll 1 die. If result ≥ 6 : place the unit on this card. At the start of your next turn, place each unit on this card on a planet you control in your HS.

PLAYER OWNING THIS UPGRADE: RED BLUE GREEN YELLOW PURPLE BLACK

1 SPACE DOCK II (enviro compensator) (🔴🔴)

- This unit's Production value is equal to 4 more than the resource value of this planet;
- Up to 3 fighters in this system do not count toward your ships' capacity;
- Production X.

PLAYER OWNING THIS UPGRADE: RED BLUE GREEN YELLOW PURPLE BLACK



GENERIC TECHNOLOGIES

(TYPE) NAME (prerequisites)

You may track which player has what technology by circling their color under each technology below.

1 ASSAULT CANNON (🔴🔴🔴🔴)

At the start of a space combat in a system that contains 3 or more of your non-fighter ships, your opponent must destroy 1 of his non-fighter ships.

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

1 DURANIUM ARMOR (🔴🔴)

During each combat round, after you assign hits to your units, repair 1 of your damaged units that did not use Sustain Damage during this combat round.

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

1 MAGEN DEFENSE GRID (🔴🔴)

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

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

1 SELF ASSEMBLY ROUTINES (🔴)

After 1 or more of your units use PRODUCTION, you may exhaust this card to place 1 mech from your reinforcements on a planet you control in that system.

After 1 of your mechs is destroyed, gain 1 TG.

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

1 PLASMA SCORING

When 1 or more of your units use Bombardment or Space Canon, 1 of those units may roll 1 additional die.

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

1 AI DEVELOPMENT ALGORITHM

When you research a unit upgrade technology, you may exhaust this card to ignore any 1 prerequisite.

When 1 or more of your units use Production, you may exhaust this card to reduce the combined cost of the produced units by the number of unit upgrade technologies that you own.

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

1 INTEGRATED ECONOMY (🔴🔴🔴)

After you gain control of a planet, you may produce any number of units on that planet that have a combined cost equal to or less than that planet's resource value.

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

1 TRANSIT DIODES (🔴🔴)

You may exhaust this card at the start of your turn during the action phase; remove up to 4 of your GFs from the game board and place them on 1 or more planets you control.

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

1 GRAVITON LASER SYSTEM (🔴)

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

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

1 PREDICTIVE INTELLIGENCE (🔴)

At the end of your turn, you may exhaust this card to redistribute your CTs.

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.

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

1 SCANLINK DRONE NETWORK

When you activate a system, you may explore 1 planet in that system which contains 1 or more of your units.

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

1 SARWEEN TOOLS

When 1 or more of your units use Production, reduce the combined cost of the produced units by 1.

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

GENERIC TECHNOLOGIES

(TYPE) **NAME** (prerequisites)

You may track which player has what technology by circling their color under each technology below.

X-89 BACTERIAL WEAPON (●●●●)

After 1 or more of your units use BOMBARDMENT against a planet, if at least 1 of your opponent's infantry was destroyed, you may destroy all of your opponent's infantry on that planet.

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

HYPER METABOLISM (●●●)

During the status phase, gain 3 CTs instead of 2.

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

DACKIVE ANIMATORS (●●)

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

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

BIO STIMS (●●)

During the Status Phase, draw 2 action cards instead of 1.

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

PSYCHOARCHEOLOGY

You can use technology specialties on planets you control without exhausting them, even if those planets are exhausted

During the Action Phase, you can exhaust planets you control that have technology specialties to gain 1 Trade Good.

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

NEURAL MOTIVATOR

During the Status Phase, draw 2 action cards instead of 1.

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

LIGHT/WAVE DEFLECTOR (●●●●)

Your ships can move through systems that contain other players' ships.

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

FLEET LOGISTICS (●●●)

During each of your turn of the Action Phase, you may perform 2 actions instead of 1.

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

GRAVITY DRIVE (●●)

After you activate a system, apply +1 to the move value of 1 of your ships during the Tactical Action.

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

SLING RELAY (●●)

ACTION: Exhaust this card to produce 1 ship in any system that contains one of your space docks.

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

ANTIMASS DEFLECTORS

Your ships can move through and into Asteroid Fields.

When other players' units use Space Canon against your units, apply -1 to the result of each die roll.

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

DARK ENERGY TAP

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 units or control planets in that system.

PLAYER OWNING THIS TECHNOLOGY: RED BLUE GREEN YELLOW PURPLE BLACK

PUBLIC OBJECTIVE I CARDS

(1 victory point each)

1. Spend 8 resources.
2. Spend 8 Influence.
3. Spend 5 TGs
4. Spend a total of 3 tokens from your tactic and/or strategic pools
5. Control 3 planets that have technology specialties.
6. Control 4 planets that each have the same planet trait.
7. Control 6 planets in non-HSs.
8. Have 1 or more ships in 2 systems that are adjacent to Mecatol Rex's system.
9. Own 2 technologies in each of 2 colors.
10. Own 2 unit upgrade technologies.
11. Spend 3 influence, 3 resources and 3 TGs
12. Have 4 or more structures (on the game board)
13. Control 2 planets that have attachments
14. Have your flagship or a war sun on the game board
15. Have units in 3 systems that do not contain planets
16. Have structures on 3 planets outside of your home system
17. Have units in 2 systems that contain legendary planets, Mecatol Rex or anomalies
18. Have units in 3 systems on the edge of the game board (other than your home system)
19. Control more planets than each of 2 of your neighbors
20. Have 5 or more non-fighter ships in one system

SECRET OBJECTIVE CARDS

(1 victory point each)

During the Action Phase

1. Win a space combat in a system that contains your flagship. You cannot score this objective if your flagship is destroyed in combat.
2. Win a combat against a player who has the most victory points.
3. Use SPACE CANNON to destroy the last of a player's ships in a system.
4. Use BOMBARDMENT to destroy the last of a player's GFs on a planet.
5. Use ANTI-FIGHTER BARRAGE to destroy the last of a player's fighters in a system.
6. Destroy another player's war sun or flagship.
7. Lose control of a planet in a home system.
8. Win a combat against a player whose promissory note you had in your play area at the start of your tactical action.
9. Win a combat in an anomaly.
10. Win a combat in another player's home system.
11. Have 3 or more non-fighter ships in the active system at the end of a space combat.
12. Be the last player to pass during a game round.

During the Status Phase

13. Discard 5 action cards.
14. Control 4 industrial planets.
15. Control 4 hazardous planets.
16. Control 4 cultural planets.
17. Control Mecatol Rex and have 3 or more ships in its system.
18. Have 1 or more ships in 3 systems that are each adjacent to an anomaly.

PUBLIC OBJECTIVE II CARDS

(2 victory points each)

1. Spend 16 resources.
2. Spend 16 Influence.
3. Spend 10 TGs
4. Spend a total of 6 tokens from your tactic and/or strategic pools
5. Control 5 planets that have technology specialties.
6. Control 6 planets that each have the same planet trait.
7. Control 11 planets in non-HSs.
8. Control 1 planet that is in another player's HS.
9. Own 2 technologies in each of 4 colors.
10. Own 3 unit upgrade technologies.
11. Have your flagship or a war sun in another player's home system or the Mecatol Rex system
12. Have units in 4 systems that contain legendary planets, Mecatol Rex, or anomalies
13. Have 8 or more non-fighter ships in 1 system
14. Have 7 or more structures (on the game board)
15. Have units in 5 systems on the edge of the game board (other than your home system)
16. Spend 6 influence, 6 resources and 6 TGs
17. Have units in 5 systems that do not contain planets
18. Have structures on 5 planets outside of your home system
19. Control 3 planets that have attachments
20. Control 2 planets that are each in or adjacent to a different, other player's home system

19. Have 1 or more ships in the same system as another player's space dock.
20. Have 1 or more ships in a system that is adjacent to another player's HS.
21. Have 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains a beta wormhole.
22. Have 1 or more ships in 6 systems.
23. Have 5 dreadnoughts on the game board.
24. Have 3 space docks on the game board.
25. Have 4 PDS units on the game board.
26. Own 2 faction technologies.
27. Own 4 technologies of the same color.
28. Control planets that have a combined influence value of at least 12.
29. Control planets that have a combined resource value of at least 12.
30. Control a legendary planet.
31. Control a planet in a system that contains a planet controlled by another player.
32. Have units with a combined PRODUCTION value of at least 8 in a single system.
33. Be neighbors with all other players.
34. Have 1 mech on each of 4 planets.
35. Have 9 or more ground forces on a planet that does not contain 1 of your space docks.
36. Have units in the wormhole nexus.
37. Have another player's promissory note in your play area.
38. Purge 2 of your relic fragments of any type.

During the Agenda Phase

39. There are 3 or more laws in play
40. You or a planet you control are elected by an agenda

GENERIC PROMISSORY NOTES

TRADE AGREEMENT

When the [color of card] player replenishes commodities:

- The [color of card] player gives you all of his commodities.
- Then, return this card to the [color of card] player.

POLITICAL SECRET

When an agenda is revealed:

- The [color of card] player cannot vote, play action cards, or use faction abilities until after that agenda is resolved.
- Then, return this card to the [color of card] player.

CEASEFIRE

After the [color of card] player activates a system that contains 1 or more of your units:

- The [color of card] player cannot move units into the active system.
- Then, return this card to the [color of card] player.

SUPPORT FOR THE THRONE

- When you receive this card, if you are not the [color of card] player, you must place it faceup in your play area and gain 1 victory point.
- If you activate a system that contains 1 or more of the [color of card] player's units, or if the [color of card] player is eliminated, lose 1 victory point and return this card to the [color of card] player.

ALLIANCE

- When you receive this card, if you are not the (color) player, you must place it face up in your play area.
- While this card is in your play area, you can use the (color) player's commander ability, if it is unlocked.
- If you activate a system that contains 1 or more of the (color) player's units, return this card to the (color) player

TIMING (1.13 AND TI4 LIVING RULES REFERENCE, PAGE 4)

If there are multiple abilities that players wish to resolve at the same time, each player takes a turn resolving an ability in the order stated below. After each player has taken a turn, players again have a turn to resolve abilities in initiative order. This process repeats until all players have resolved all of the abilities they wish to resolve at that time.

- Order during the strategy phase: in clockwise order, beginning with the Speaker.
- Order during any other phase: in initiative order, beginning with the active player.

If there are multiple abilities that players wish to resolve at the same time during the strategy phase, players take turns resolving abilities starting with the speaker and proceeding clockwise.

If the timing of an ability uses the word "before" or "after," the ability's effect occurs immediately before or after the described timing event, respectively.

Effects that occur "when" an event happens take priority over effects that occur "after" an event happens.

If an ability with a specified duration is resolved, the effect of the ability remains through that duration, even if the component that caused the ability is removed.

ACTION CARD ERRATA:

The text of the "**Bribery**" action card should read as follows: "...cast 1 additional vote for the outcome on which you voted."

The text of the "**Direct Hit**" action card should read as follows: "...to cancel a hit produced by your units or abilities: Destroy that ship."

The text of the "**Unstable Planet**" action card should read as follows: "Action: Choose 1 hazardous planet. Exhaust that planet and destroy up to 3 infantry on it."

The text of the "**Veto**" action card should read as follows: "Action: **When** an agenda is revealed: Discard that agenda and reveal 1 agenda from the top of the deck. Players vote on this agenda instead."

GRAVITY RIFT ERRATA:

Units roll for the gravity rift as they pass through it. Units that fail to survive the roll are removed from the board and returned to the player's reinforcements (THEY VANISH; therefore, they are NOT considered "destroyed").

Also, a system that contains multiple gravity rifts is treated as if it had 1 gravity rift.

PLANET TRAIT



A Cultural Planet



A Hazardous Planet



An Industrial Planet

LEADERSHIP SC (45)

Primary ability:

- Gain 3 CTs.
- Spend any amount of influence to gain 1 CT for every 3 influence.

Secondary ability: Spend any amount of influence to gain 1 CT for every 3 influence.

DIPLOMACY SC (30)

Primary ability: Choose one system containing a planet you control (other than Mecatol Rex). Each other player must put a CT into this system from his reinforcements (if there are no CTs in his reinforcements, he must take a CT from his Command Sheet). Ready up to 2 exhausted planets you control.

Secondary ability: Spend one CT from your Strategy Pool to ready up to 2 of your exhausted planets.

POLITICAL SC (57)

Primary ability:

- Choose a player other than the Speaker. That player gains the Speaker token.
- Draw 2 action cards.
- Look at the top two cards of the Agenda Deck. Place each card at the top or bottom of the Agenda Deck.

Secondary ability: Spend one CT from your Strategy Pool to draw 2 action cards.

CONSTRUCTION SC (23)

Primary ability:

- Place 1 PDS or 1 Space Dock on a planet you control.
- Place 1 PDS on a planet you control.

Secondary ability: Place 1 CT from your Strategy Pool in any system; you may either place a Space Dock or a PDS on a planet you control in that system.

2 PDS limit
per planet

TRADE SC (81)

Primary ability:

- Gain 3 TGs.
- Replenish commodities.
- Choose any number of other players. Those players must use the secondary ability of this SC (without spending a CT). The chosen players CANNOT resolve the Secondary Ability a second time.

Secondary ability: Spend one CT from your Strategy Pool to replenish your commodities.

WARFARE SC (88)

Primary ability:

- Remove one of your CTs from the game board; then gain one CT.
- Redistribute any number of CTs on your Command Sheet.

Secondary ability: Spend one CT from your Strategy Pool to use the Production ability of one of your Space Docks in your HS.

TECHNOLOGY SC (80)

Primary ability:

- Research 1 technology;
- Spend 6 resources to research 1 technology.

Secondary ability: Spend one CT from your Strategy Pool and 4 resources to research 1 tech.

IMPERIAL SC (40)

Primary ability:

- Immediately score 1 public objective if you fulfill its requirements;
- Gain 1 Victory Point if you control Mecatol Rex; otherwise, draw 1 secret objective.

Secondary ability: Spend 1 CT from your Strategy Pool to draw 1 secret objective.

GOLDEN RULES (TI4 Living Rules Reference, page 4)

- If information in the Rules Reference contradicts the Learn to Play booklet, the Rules Reference takes precedence.
- If a card ability contradicts information in the Rules Reference, the card takes precedence.
- If both the card and the rules can be followed at the same time, they should be.
- If a card or faction ability uses the word "cannot," it is absolute and cannot be overridden by other abilities.

ARBOREC

Mitosis: Your Space Docks cannot produce infantry. Your infantry, Letani Warrior I, has a production of 1. At the start of the status phase, place 1 infantry from your reinforcements on any planet you control.

FACTION TECHNOLOGIES:

Letani Warrior II (): Arborec Infantry (Cost 1/2; Combat 7)

- 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 each unit that is on this card on a planet you control in your HS.
- Production 2

Bioplasmosis (): 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

PROMISSORY NOTE (Stymie):

- After another player moves ships into a system that contains 1 or more of your units: You may place 1 CT from that player's reinforcements in any non-home system. Then, return this card to the Arborec player.

FLAG SHIP: Duha Menaimon		MECH: Letani Behemoth
Cost 8; Combat 7[x2]; Move 1; Capacity 5		Cost 2; Combat 6
<ul style="list-style-type: none"> After you activate the system where lies this Flag ship, you may produce up to 5 units in this system. Sustain Damage. 		<ul style="list-style-type: none"> When you use MITOSIS faction ability you may replace 1 of your infantry with 1 mech from your reinforcements instead Production 2 Planetary Shield Sustain Damage
Agent: Letani Ospha	Commander: Drzuga Rophal	Hero: Letani Miasmiala
At Game Start	Have 12 Ground Forces on Planets you control	Have 3 Scored Objectives.
<ul style="list-style-type: none"> 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 2 more than the replaced ship. 	<ul style="list-style-type: none"> 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. 	<ul style="list-style-type: none"> ULTRASONIC EMITTER ACTION: Produce any number of units in any number of systems that contain 1 or more of your ground forces. Then, purge this card.

ARGENT FLIGHT (THE)

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 Information: 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.

FACTION TECHNOLOGIES:

Aerie Hololattice (): 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.

Strike Wing Alpha II (): Destroyer (Cost 1; Combat 7; Move 2; Capacity 1)

- Anti-Fighter Barrage 6(x3).
- 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.

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.

FLAG SHIP: Quetzacoatl		MECH: Aerie Sentinel
Cost 8; Combat 7[x2]; Move 1; Capacity 3		Cost 2; Combat 6
<ul style="list-style-type: none"> Other players cannot use space cannon against your ships in this system; Sustain Damage. 		<ul style="list-style-type: none"> DEPLOY: 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; Sustain Damage
Agent: Trilossa Aun Mirik	Commander: Trrakan Aun Zulok	Hero: Mirik Aun Sissiri
At Game Start.	Have 6 units that have Anti-Fighter Barrage, Space Canon or Bombardment on the game board.	Have 3 Scored Objectives.
<ul style="list-style-type: none"> 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. 	<ul style="list-style-type: none"> 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. 	<ul style="list-style-type: none"> 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. Purge this card

BARONY OF LETNEV

Munitions reserves: At the start of each round of space combat, you may spend 2 TGs; 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 CTs in your Fleet Pool.

L4 Disruptors (): During an invasion combat, units cannot use Space Canon against your units.

Non-Euclidean Shielding (): When 1 of your units uses Sustain Damage, cancel 2 hits.

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.

FLAG SHIP: Arc Secundus		MECH: Dunlain Reaper
Cost 8; Combat 5[x2]; Move 1; Capacity 3		Cost 2; Combat 6
<ul style="list-style-type: none"> Other players' units in this system lose PLANETARY SHIELD. At the start of each space combat round, repair this ship. Bombardment 5 (x3) Sustain Damage. 		<ul style="list-style-type: none"> 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 Sustain Damage
Agent: Viscount Unlenn	Commander: Rear Admiral Farran	Hero: Darkalon Treilla
At Game Start	Have 5 non-fighter ships in 1 system	Have 3 Scored Objectives.
<ul style="list-style-type: none"> At the start of a Space Combat round: You may exhaust this card to increase 1 ship in the active system. That ship rolls 1 additional die during this combat round 	<ul style="list-style-type: none"> After 1 of your units uses SUSTAIN DAMAGE: You may gain 1 Trade Good. 	<ul style="list-style-type: none"> 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

CLAN OF SAAR

Scavenge: Gain 1 TG every time you gain control of a planet.

Nomadic: You can score a public objective even if you do not control all the planets in your HS.

Floating Factory I: Saar Space Dock (Move 1, Capacity 4)

- 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.
- Production 5.

FACTION TECHNOLOGIES:

Floating Factory II (): Saar Space Dock (Move 2, Capacity 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.
- Production 7.


Chaos Mapping ():

- 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.

PROMISSORY NOTE (Ragh's Call):

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

FLAG SHIP: Son of Ragh		MECH: Letani Behemoth
Cost 8; Combat 5[x2]; Move 1; Capacity 3		Cost 2; Combat 6
<ul style="list-style-type: none"> Anti-Fighter Barrage 6 (x4). Sustain Damage. 		<ul style="list-style-type: none"> After you gain control of a planet, you may spend 1 trade good to place 1 mech on that planet Sustain Damage
Agent: Captain Mendosa	Commander: Rowl Sarrig	Hero: Gurno Aggero
At Game Start	Have 3 space docks on the game board	Have 3 Scored Objectives.
<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> When you produce fighters or infantry: You may place each of those units at any of your space docks that are not blockaded 	<ul style="list-style-type: none"> ACTION: Choose 1 system that is adjacent to 1 of your space docks. Destroy all other player's infantry and fighters in that system.

**EMBERS OF MUAAT**

4

- **Star Forge:** ACTION: Spend 1 CT 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
- **War Sun:** Begins the game with the Prototype War Sun I technology and a War Sun in the starting units.


FACTION TECHNOLOGIES:

- ① **Prototype War Sun II** (🔥🔥🔥🔥): Muuat War Sun (Cost 10; Combat 3[x3]; Move 3; Capacity 6)
 - Other player's units in this system lose Planetary Shield.
 - Sustain Damage; and, Bombardment 3[x3].
- 🔥 **Magnus Reactor** (🔥🔥):
 - 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.

PROMISSORY NOTE (Fires of the Gashlai):

- ACTION: Remove 1 CT 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.

FLAG SHIP: The Inferno		MECH: Ember Colossus	
Cost 8; Combat 5[x2]; Move 1; Capacity 3		Cost 2; Combat 6	
<ul style="list-style-type: none">• ACTION: Spend 1 token from your strategy pool to place 1 cruiser in this unit's system.• Sustain Damage.		<ul style="list-style-type: none">• 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.• Sustain Damage	
Agent: Umba	Commander: Magnus	Hero: Adjudicator Ba'al	
At Game Start	Produce a War Sun	Have 3 Scored Objectives.	
<ul style="list-style-type: none">• 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	<ul style="list-style-type: none">• After you spend a token from your strategy pool: You may gain 1 trade good	<ul style="list-style-type: none">• 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.	

**EMIRATES OF HACAN**

6

- **Master of trade:** You do not have to spend a CT to resolve the secondary ability of the Trade SC.
- **Guild ships:** You can negotiate transactions with players who are not your neighbor.
- **Arbiters:** When you are negotiating a transaction, you can also exchange action cards.


FACTION TECHNOLOGIES:

- 🌱 **Production Centers** (🌱🌱): ACTION: Exhaust this card and spend 1 CT from your Strategy Pool to gain 4 TGs and choose 1 other player; that player gains 2 TGs.
- 🔍 **Quantum Datahub Node** (🔍🔍🔍): At the end of the Strategy Phase, you may spend 1 CT from your Strategy Pool and give another player 3 of your TGs. If you do, give 1 of your SCs to that player and take 1 of his SCs.

PROMISSORY NOTE (Trade Convoys):

- ACTION: Place this card faceup in your play area. While this card is in your play area, you may negotiate transactions with players who are not your neighbor. If you activate a system that contains 1 or more of the Hacan player's units, return this card to the Hacan player.

FLAG SHIP: Wrath of Kenara		MECH: Pride of Kenara	
Cost 8; Combat 5[x2]; Move 1; Capacity 3		Cost 2; Combat 6	
<ul style="list-style-type: none">• After you roll a die during a space combat in this system, you may spend 1 trade good to apply +1 to the result.• Sustain Damage.		<ul style="list-style-type: none">• This planet's 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.• Sustain Damage	
Agent: Carth of Golden Sands	Commander: Gila the Silvertongue	Hero: Harrugh Gefhara	
At Game Start	Have 10 TGs	Have 3 Scored Objectives.	
<ul style="list-style-type: none">• During the action phase: You may exhaust this card to gain 2 commodities or replenish another player's commodities.	<ul style="list-style-type: none">• When you cast votes: You may spend any number of trade goods; cast 2 additional votes for each trade good spent	<ul style="list-style-type: none">• When 1 or more of your units use PRODUCTION: You may reduce the cost of each of your units to 0 during this use of PRODUCTION. If you do, purge this card.	

**EMPYREAN (THE)**

4

- **Voidborn:** Nebulae 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.


FACTION TECHNOLOGIES:

- 🌀 **Aetherstream** (🌀🌀): After you or one of your neighbors activates a system that is adjacent to an anomaly, you may apply +1 to the move value of all of that player's ships during this tactical action.
- 👁 **Voidwatch** (👁): 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.

PROMISSORY NOTES:

- Dark Pact:** When you give a number of commodities to the Empyrean player equal to your maximum commodity value, you each gain 1 TG. If you activate a system that contains 1 or more of the Empyrean player's units, return this card to the Empyrean player.
- Blood Pact:** When you and the Empyrean player cast votes for the same outcome, cast 4 additional votes for that outcome. If you activate a system that contains 1 or more of the Empyrean player's units, return this card to the Empyrean player.

FLAG SHIP: Dynamo		MECH: Watcher	
Cost 8; Combat 5[x2]; Move 1; Capacity 3		Cost 2; Combat 6	
<ul style="list-style-type: none">• After any player's unit in this system or an adjacent system uses SUSTAIN DAMAGE, you may spend 2 influence to repair that unit;• Sustain Damage.		<ul style="list-style-type: none">• 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;• Sustain Damage	
Agent: Acamar	Commander: Xuange	Hero: Conservator Procyon	
At Game Start	Be Neighbors with all other players.	Have 3 Scored Objectives.	
<ul style="list-style-type: none">• After a player moves ships into a system that does not contain any planets: You may exhaust this card; that player gains 1 CT.	<ul style="list-style-type: none">• After another player moves ships into a system that contains 1 of your command tokens: You may return that token to your reinforcements.	<ul style="list-style-type: none">• ACTION: Place 1 FT in each system that does not contain any planets and does not already have a FT. Explore each FT that is in a system that contains 1 or more of your ships. Purge this card.	

**FEDERATION OF SOL**

4

- **Orbital Drop:** Action: Spend 1 CT from your Strategy Pool to place 2 infantry from your reinforcements on 1 planet you control.
- **Versatile:** When you gain CTs during the status phase, gain 1 additional CT.

FACTION TECHNOLOGIES:

- ① **SPEC OPS II** (👤👤): Sol Infantry (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 HS.
- ① **Advanced Carrier II** (🚢🚢): Sol Carrier (Cost 3; Combat 9; Move 2; Capacity 8)
 - Sustain Damage.

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.

FLAG SHIP: Genesis		MECH: ZS Thunderbolt M2	
Cost 8; Combat 5[x2]; Move 1; Capacity 12		Cost 2; Combat 6	
<ul style="list-style-type: none">• At the end of the status phase, place 1 infantry from your reinforcements in this system's space area.• Sustain Damage.		<ul style="list-style-type: none">• DEPLOY: After you use your ORBITAL DROP faction ability, you may spend 3 resources to place 1 mech on that planet.• Sustain Damage	
Agent: Evelyn Delouis	Commander: Clair Gibson	Hero: Jace X. 4th Air Legion	
At Game Start	Control planets that have a combined total of at least 12 resources	Have 3 Scored Objectives.	
<ul style="list-style-type: none">• 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 that combat round.	<ul style="list-style-type: none">• At the start of a ground combat on a planet you control: You may place 1 infantry from your reinforcements on that planet.	<ul style="list-style-type: none">• ACTION: Remove each of your command tokens from the game board and return them to your reinforcements. Then, purge this card.	

GHOSTS OF CREUSS

NOTE: Place the starting units on planet "Creuss."

- Quantum Entanglement:** You may treat "A" and "B" wormhole systems as if they were 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 HS or in a system that contains an "A" or "B" wormhole.
- Creuss Gate:** When you create the game board, place the Creuss Gate (tile 17) where our HS would normally be placed. The Creuss Gate system is not a HS. Then place your HS (tile 51) in your play area.

FACTION TECHNOLOGIES:

- Dimensional Splicer** (🔴🟡): 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.
- Wormhole Generator** (🔴🟡🟢): Action: Exhaust this card to place or move a Creuss wormhole token (alpha, beta or gamma) into either a system that contains a planet you control or a non-home system that does not contain another player's ships.

PROMISSORY NOTE (Creuss If):

- At the start of your turn during the Action Phase: Place or move a Creuss wormhole token in to either a system that contains a planet you control or a non-HS that does not contain another player's ships. Then, return this card to the Creuss player.

FLAG SHIP: Hil Colish		MECH: Ikarus Drive
Cost 8; Combat 5[x2]; Move 1; Capacity 12		Cost 2; Combat 6
<ul style="list-style-type: none"> This ship's system contains a delta wormhole. During movement, this ship may move before or after your other ships. Sustain Damage. 		<ul style="list-style-type: none"> 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. Sustain Damage
Agent: Emissary Taivra	Commander: Sai Seravus	Hero: Riftwalker Meian
At Game Start	Have units in 3 systems that contain alpha or beta wormholes.	Have 3 Scored Objectives.
<ul style="list-style-type: none"> 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. 	<ul style="list-style-type: none"> After your ships move: 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. 	<ul style="list-style-type: none"> ACTION: Swap the positions of any 2 systems that contain wormholes or your units, other than the Creuss system and the Wormhole Nexus. Then, purge this card.

L1Z1X

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 reinforcement (if able).

Harrow: After each round of ground combat, your ships in the active system may use their bombardment abilities against your opponent's GFs on the planet (unless units on the target planet have Planetary Shield).

FACTION TECHNOLOGIES:

- Super-Dreadnought II** (🟡🟢🟢): L1Z1X Dreadnought (Cost 4; Combat 4; Move 2; Capacity 2)
 - This unit cannot be destroyed by "Direct Hit" action cards; Sustain Damage; and, Bombardment 4.
- Inheritance Systems** (🟡🟢): You may exhaust this card and spend 2 resources when you research a technology; ignore all of that technology's prerequisites.

PROMISSORY NOTE (Cybernetic Enhancements):

- When you gain CTs during the status phase: Gain 1 additional CT. Then, return this card to the L1Z1X player).

FLAG SHIP: [0.0.1]		MECH: Annihilator
Cost 8; Combat 5[x2]; Move 1; Capacity 5		Cost 2; Combat 6
<ul style="list-style-type: none"> 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. Sustain Damage. 		<ul style="list-style-type: none"> While not participating in ground combat, this unit can use its BOMBARDMENT ability on planets in its system as if it were a ship. Bombardment 8
Agent: I48S	Commander: 2RAM	Hero: The Helmsman
At Game Start	Have 4 Dreadnoughts on the Board.	Have 3 Scored Objectives.
<ul style="list-style-type: none"> 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. 	<ul style="list-style-type: none"> Units that have PLANETARY SHIELD do not prevent you from using Bombardment. 	<ul style="list-style-type: none"> 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.

MAHACT GENE-SORCERERS (THE)

Edict: When you win a combat, place 1 CT 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 redistributed.

Imperic: While another player's CT 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 note.

FACTION TECHNOLOGIES:

- Genetic Recombination** (🟢🟢): 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.
- Predictive Intelligence** (🟡🟢): At the end of your turn, you may exhaust this card to redistribute your CTs; 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.

PROMISSORY NOTE (Scepter of Dominion): At the start of the strategy phase: Choose 1 non-HS that contains your units; each other player who has a CT on the Mahact player's command sheet places a CT from their reinforcements in that system. Then, return this card to the Mahact player.

FLAG SHIP: Arvicon Rex		MECH: Starlancer
Cost 8; Combat 5[x2]; Move 1; Capacity 3		Cost 2; Combat 6
<ul style="list-style-type: none"> 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; Sustain Damage. 		<ul style="list-style-type: none"> 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; Sustain Damage
Agent: Jae Mir Kan	Commander: Il Na Viroset	Hero: Airo Shir Aur
At Game Start	Have 2 other factions' CT in your fleet pool	Have 3 Scored Objectives.
<ul style="list-style-type: none"> When you would spend a CT during the secondary ability of a strategic action: You may exhaust this card to remove 1 of the active player's CT from the board and use it instead. 	<ul style="list-style-type: none"> 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. 	<ul style="list-style-type: none"> 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.

MENTAK COALITION

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 that ship's combat value, produce 1 hit; your opponent must assign it to 1 of his ships.

Pillage: After 1 of your neighbors gains TGs or resolves a transaction, if he has 3 or more TGs, you may take 1 of his TGs or commodities.

FACTION TECHNOLOGIES:

- Mirror Computing** (🟡🟡🟡): When you spend TGs, each TG is worth 2 resources or influence.
- Salvage Operation** (🟡🟡): After you win or lose a space combat, gain 1 TG; if you won the combat, you may also produce 1 ship in that system of any ship type that was destroyed during the combat.

PROMISSORY NOTE (Promise of Protection):

- ACTION: Place this card faceup 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.

FLAG SHIP: Fourth Moon		MECH: Moll Terminus
Cost 8; Combat 7[x2]; Move 1; Capacity 3		Cost 2; Combat 6
<ul style="list-style-type: none"> Other players' ships in this system cannot use Sustain Damage. Sustain Damage. 		<ul style="list-style-type: none"> Other players' ground forces on this planet cannot use SUSTAIN DAMAGE. Sustain Damage
Agent: Suffi An	Commander: S'Ula Mentarion	Hero: Ipswith, Loose Cannon
At Game Start	Have 4 cruisers on the game board	Have 3 Scored Objectives.
<ul style="list-style-type: none"> 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. 	<ul style="list-style-type: none"> After you win a space combat: You may force your opponent to give you 1 promissory note from their hand. 	<ul style="list-style-type: none"> 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.

NAALU COLLECTIVE
3

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

FLAG SHIP: Matriarch (Cost 8; Combat 9[x2]; Move 1; Capacity 6)

- During an invasion in this system, you may commit fighters to planets as if they were GFs. When combat ends, return those units to the space area;
- Sustain Damage.

FACTION TECHNOLOGIES:

- **Neuroglave (👁️👁️👁️):** After another player activates a system that contains 1 or more of your ships, that player removes 1 CT from his Fleet Pool and returns it to his reinforcements.
- **Hybrid Crystal Fighter II (👁️👁️):** Naalu Fighter (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.

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 SC; 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.

FLAG SHIP: Matriarch		MECH: Ikolodast
Cost 8; Combat 7[x2]; Move 1; Capacity 3		Cost 2; Combat 6
<ul style="list-style-type: none"> • 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. • Sustain Damage. 		<ul style="list-style-type: none"> • During combat against an opponent who has at least 1 relic fragment, apply +2 to the results of this unit's combat rolls. • Sustain Damage
Agent: Z'eu	Commander: M'aban	Hero: The Orade
At Game Start	Have 12 fighters on the game board	Have 3 Scored Objectives.
<ul style="list-style-type: none"> • 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. 	<ul style="list-style-type: none"> • You may produce 1 additional fighter for their cost; these additional units do not count against your production limit. 	<ul style="list-style-type: none"> • 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.

NAAZ-ROKHA ALLIANCE (THE)
3

- **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 relic; or purge 1 of your relic fragments to gain 1 CT.

FACTION TECHNOLOGIES:

- **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.
- **Pre-Fab Arcologies (🏠🏠🏠):** After you explore a planet, ready that planet.

PROMISSORY NOTE (Black Market Forgery): ACTION: Purge 2 of your relic fragments of the same type to gain 1 relic. Then return this card to the Naaz-Rokha player.

FLAG SHIP: Visz el Vir	MECH: Z-Grav Eidolon (Begins the game this face down)	MECH: Eidolon (Begins the game this face up)
Cost 8; Combat 9[x2]; Move 1; Capacity 4	Cost 2; Combat 8 (x2)	Cost 2; Combat 6 (x2)
<ul style="list-style-type: none"> • Your mechs in this system roll 1 additional die during combat; • Sustain Damage. 	<ul style="list-style-type: none"> • If this unit is in the space area of the active system, it is also a ship. At the end of a space battle in the active system, flip this card; • Sustain Damage 	<ul style="list-style-type: none"> • If this unit is in the space area of the active system at the start of a space combat, flip this card; • Sustain Damage
Agent: Garv and Gunn	Commander: Dart and Tai	Hero: Hesh and Prit
At Game Start	Have 3 mechs in 3 systems	Have 3 Scored Objectives.
<ul style="list-style-type: none"> • At the end of a player's turn: You may exhaust this card to allow that player to explore 1 of their planets 	<ul style="list-style-type: none"> • After you gain control of a planet that was controlled by another player: You may explore that planet. 	<ul style="list-style-type: none"> • 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. Then, purge this card.

NEKRO VIRUS
3

- **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. *You ignore prerequisites.*
- **Propagation:** You cannot research technology. When you would research a technology, gain 3 CTs.

FACTION TECHNOLOGIES (79.16):

- **Valefar Assimilator (x2):** When you would gain another player's technology using 1 of your faction abilities, you may place either the "X" or "Y" assimilator token on a faction technology owned by that player instead. *While that token is on a technology*, the corresponding "X" or "Y" card gains that technology's text, colour and type (even after the player is eliminated). You cannot place both tokens on the same 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.

FLAG SHIP: Alastor		MECH: Mordred
Cost 8; Combat 9[x2]; Move 1; Capacity 3		Cost 2; Combat 6
<ul style="list-style-type: none"> • 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. • Sustain Damage. 		<ul style="list-style-type: none"> • 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. • Sustain Damage
Agent: Nekro Maleon	Commander: Nekro Acidos	Hero: UNIT.DSGN. FLAYESH
At Game Start	Own 3 technologies. A "Valefar Assimilator" technology counts only if its X or Y token is on a technology	Have 3 Scored Objectives.
<ul style="list-style-type: none"> • 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. 	<ul style="list-style-type: none"> • After you gain a technology: You may draw 1 action card. 	<ul style="list-style-type: none"> • 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.

NOMAD (THE)
4

- **The Company:** During setup, take the 2 additional Nomad faction agents and place them next to your faction sheet; you have 3 agents
- **Future Sight:** During the Agenda phase, after an outcome that you voted for or predicted is resolved, gain 1 TG.

FACTION TECHNOLOGY:

- **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.
- **Memoria II (👁️👁️👁️):** (Cost 8, Battle 5 (x2), Move 2, Capacity 6): Anti-Fighter Barrage 5 (x3); You may treat this unit as if it were adjacent to systems that contain one or more of your mechs; Sustain Damage

PROMISSORY NOTES (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 has the SUSTAIN DAMAGE ability, combat value, and ANTI-FIGHTER BARRAGE value of the Nomad's flagship. Return this card to the Nomad player at the end of this combat.

FLAG SHIP: Memoria	MECH: Quantum Manipulator
Cost 8; Combat 7[x2]; Move 1; Capacity 3	Cost 2; Combat 6
<ul style="list-style-type: none"> • Anti-Fighter Barrage 8(x3) • You may treat this unit as if it were adjacent to systems that contain one or more of your mechs; • Sustain Damage. 	<ul style="list-style-type: none"> • 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; • Sustain Damage

NOMAD (THE) - CONTINUED

Agent: Artuno the Betrayer	Agent: Field Marshall Mercer	Agent: The Thundarian
At Game Start	At Game Start	At Game Start
<ul style="list-style-type: none"> 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. 	<ul style="list-style-type: none"> 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. 	<ul style="list-style-type: none"> After the "Roll Dice" step of combat: You may exhaust this card. If you do, hits are not assigned to either players' units. Return to the start of this combat round's "Roll Dice" step.
Hero: Airo Shir Aur	Commander: Navarch Feng	
Have 3 Scored Objectives.	Have 1 scored secret objective	
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 that game round, purge this card.		You can produce your flagship without spending resources.

SARDAKK N'ORR
3

- Unrelenting:** Apply +1 to the result of each of your unit's combat rolls.

FACTION TECHNOLOGIES:

- Exotreme II** (🔴🔴🔴): N'orr Dreadnought (Cost 4; Combat 5; Move 2; Capacity 1)
 - This unit cannot be destroyed by "Direct Hit" action cards. After a round of space combat, you may destroy this unit to destroy up to 2 ships in this system;
 - Sustain Damage; and, Bombardment 4[x2].
- Valkyrie Partide Weave** (🔴🔴): After making combat rolls during a round of ground combat, if your opponent produced 1 or more hits, you produce 1 additional hit.

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.

FLAG SHIP: C'Morran N'orr	MECH: Valkyrie Exoskeleton
Cost 8; Combat 6[x2]; Move 1; Capacity 3	Cost 2; Combat 6
<ul style="list-style-type: none"> Apply +1 to the result of each of your other ship's combat rolls in this system. Sustain Damage. 	<ul style="list-style-type: none"> After this unit uses its SUSTAIN DAMAGE ability during Ground Combat, it produces 1 hit against your opponent's ground forces on this planet. Sustain Damage

Agent: T'ro	Commander: G'hom Sek'kus	Hero: Sh'val, Harbinger
At Game Start	Control 5 planets in non-home systems	Have 3 Scored Objectives.
<ul style="list-style-type: none"> 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. 	<ul style="list-style-type: none"> 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. 	<ul style="list-style-type: none"> 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.

TITANS OF UL (THE)
2

- 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 activate 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 "Space Combat" or "Ground Combat" steps.

FACTION TECHNOLOGIES:

- Saturn Engine II** (🟢🟡🔴): Cruiser [Cost 2, Combat 6, Move 3, Capacity 2]
- Hel Titan II** (🟢🔴): PDS: This unit is treated as both a structure and a ground force. It cannot be transported; Planetary Shield; Space Cannon 5; Sustain Damage; Production 1

PROMISSORY NOTES (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)

TITANS OF UL (THE) - CONTINUED

FLAG SHIP: Ouranos	MECH: Hecatoncheires	
Cost 8; Combat 7(x2); Move 1; Capacity 3	Cost 2; Combat 6	
<ul style="list-style-type: none">• DEPLOY: After you activate a system that contains 1 or more of your PDS, you may replace 1 of those PDS with this unit.• Sustain Damage.	<ul style="list-style-type: none">• DEPLOY: When you would place a PDS on a planet, you may place 1 mech and 1 infantry on that planet instead.• Sustain Damage	
Agent: Tellurian	Commander: Tungstantus	Hero: UI The Progenitor
At Game Start	Have 5 structures on the game board	Have 3 Scored Objectives.
<ul style="list-style-type: none">• When a hit is produced against a unit:• You may exhaust this card to cancel that hit.	<ul style="list-style-type: none">• When 1 or more of your units use PRODUCTION:• You may gain 1 trade good.	<ul style="list-style-type: none">• ACTION: Ready Elysium and attach this card to it. Its resource and influence values are each increased by 3, and it gains the SPACE CANNON 5 (x3) ability as if it were a unit.

UNIVERSITIES OF JOL-NAR
4

- Fragile:** Apply -1 to the result of each of your units' combat roll.
- Brilliant:** When you spend a CT to resolve the secondary ability of the Technology SC, 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.

FACTION TECHNOLOGIES:

- Spatial Conduit Network** (🔴🔴): 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** (🟢🟢): After another player activates a system that contains 1 or more of your ships, gain 4 TGs.

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.

FLAG SHIP: J.N.S. Hylarim	MECH: Shield Paling
Cost 8; Combat 6[x2]; Move 1; Capacity 3	Cost 2; Combat 6
<ul style="list-style-type: none"> When making a combat roll for this ship, each result of 9 or 10, before applying modifiers, produces 2 additional hits. Sustain Damage. 	<ul style="list-style-type: none"> Your infantry on this planet are not affected by your FRAGILE faction ability Sustain Damage

Agent: Doctor Sucaban	Commander: Ta Zern	Hero: UNIT.DSGN. FLAYESH
At Game Start	Own 8 tech	Have 3 Scored Objectives.
<ul style="list-style-type: none"> 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. 	<ul style="list-style-type: none"> After you roll dice for a unit ability: You may reroll any of those dice. 	<ul style="list-style-type: none"> 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.

VUIL'RAITH CABAL (THE)
2

- **DEVOUR:** Capture your opponent's 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 the technology's prerequisites.

FACTION TECHNOLOGIES:

- **Vortex** (🔴🔴): ACTION: Exhaust this card to choose another player's non-structure unit in a system that is adjacent to 1 or more of your space docks. Capture 1 unit of that type from that player's reinforcements
- **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 12 fighters in this system do not count against your ships' capacity

PROMISSORY NOTES (Crucible): After you activate a system: Your ships do not roll for gravity rifts during this movement; apply an additional +1 to the move values of your ships that would move out of or through a gravity rift instead. Then, return this card to the Vuil'raith player.

FLAG SHIP: The Terror Between		MECH: Reanimator	
Cost 8; Combat 5[x2]; Move 1; Capacity 3		Cost 2; Combat 6	
<ul style="list-style-type: none"> • Capture all other non-structure units that are destroyed in this system, including your own • Bombardment 5 • Sustain Damage. 		<ul style="list-style-type: none"> • When your infantry on this planet are destroyed, place them on your faction sheet; those units are captured • Sustain Damage 	
Agent: The Stillness of Stars	Commander: That Which Molds Flesh	Hero: It Feeds on Carrion	
At Game Start	Have units in 3 Gravity Rifts	Have 3 Scored Objectives.	
<ul style="list-style-type: none"> • After another player replenishes commodities: You may exhaust this card to convert their commodities to trade goods and capture 1 unit from their reinforcements that has a cost equal to or lower than their commodity value 	<ul style="list-style-type: none"> • When you produce fighter or infantry units: Up to 2 of those units do not count against your PRODUCTION limit 	<ul style="list-style-type: none"> • 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. 	

WINNU
3

- **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.

FACTION TECHNOLOGIES:

- **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".
- **Lazax Gate Folding** (🟢🟢):
 - During your tactical actions, 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 from your reinforcement on Mecatol Rex.

PROMISSORY NOTE (Acquiescence) [🔒]:

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

FLAG SHIP: Salai Sai Corian		MECH: Shield Paling	
Cost 8; Combat 7; Move 1; Capacity 3		Cost 2; Combat 6	
<ul style="list-style-type: none"> • 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. • Sustain Damage. 		<ul style="list-style-type: none"> • After you resolve a tactical action where you gained control of this planet, you may place 1 PDS or 1 Space Dock from your reinforcements on this planet • Sustain Damage 	
Agent: Berekar Berekon	Commander: Rickar Rickani	Hero: Mathis Mathinus	
At Game Start	Control Mecatol Rex or enter into a combat in the Mecatol Rex system	Have 3 Scored Objectives.	
<ul style="list-style-type: none"> • 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. 	<ul style="list-style-type: none"> • 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 	<ul style="list-style-type: none"> • 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. 	

XXCHA KINGDOM
4

- **Peace Accords:** After you resolve the primary or secondary ability of the Diplomacy SC, 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 CT from your Strategy Pool to discard that agenda and reveal 1 agenda from the top of the deck. Players vote on this agenda instead.

FACTION TECHNOLOGIES:

- **Nullification Field** (🟡🟡): After another player activates a system that contains 1 or more of your ships, you may exhaust this card and spend 1 CT from your Strategy Pool; immediately end that player's turn.
- **Instinct training** (🟢🟢): You may exhaust this card and spend 1 CT from your Strategy Pool when another player plays an action card; cancel that action card.

PROMISSORY NOTE (Political Favor):

- Remove 1 CT 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.

FLAG SHIP: Loncarra Ssodu		MECH: Shield Paling	
Cost 8; Combat 7[x2]; Move 1; Capacity 3		Cost 2; Combat 6	
<ul style="list-style-type: none"> • You may use this unit's SPACE CANNON against ships that are in adjacent systems. • Space Cannon 5 (x3) • Sustain Damage 		<ul style="list-style-type: none"> • You may use this unit's Space Cannon ability against ships that are in adjacent systems. • Space Cannon 8 • Sustain Damage 	
Agent: Ggrocuto Rinn	Commander: Elder Qanoj	Hero: Xxekir Grom	
At Game Start	Control planets that have a combined value of at least 12 influence.	Have 3 Scored Objectives.	
<ul style="list-style-type: none"> • 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. 	<ul style="list-style-type: none"> • Each planet you exhaust to cast votes provides 1 additional vote. Game effects cannot prevent you from voting on an agenda. 	<ul style="list-style-type: none"> • 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. 	

YIN BROTHERHOOD (THE)
2

- **Indoctrination:** At the start pf 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 in the active system produce 1 hit and assign it to 1 of your opponent's ships in that system.


FACTION TECHNOLOGIES:


- **Impulse Core** (🟡🟡): 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.
- **Yin Spinner** (🟢🟢): After you produce units, place up to 2 infanctry from your reinforcements on any planet you control or in any space area that contains 1 or more of your ships.

PROMISSORY NOTE (Greyfire Mutagen) [🔒]:

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

FLAG SHIP: Van Hauge		MECH: Moyin's ashes	
Cost 8; Combat 7[x2]; Move 1; Capacity 3		Cost 2; Combat 6	
<ul style="list-style-type: none"> • When this ship is destroyed, destroy all ships in this system. • Sustain Damage 		<ul style="list-style-type: none"> • DEPLOY: When you use your INDOCTRINATION faction ability, you may spend 1 additional influence to replace your opponent's unit with 1 mech instead of 1 infantry. • Sustain Damage 	
Agent: Brother Milor	Commander: Brother Omar	Hero: Dannel of the Tenth	
At Game Start	Use your INDOCTRINATION faction ability.	Have 3 Scored Objectives.	
<ul style="list-style-type: none"> • 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 unit's system. 	<ul style="list-style-type: none"> • This card satisfies a green technology prerequisite. • You may produce 1 additional infantry for their cost. These infantry do not count against your production limit. 	<ul style="list-style-type: none"> • 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. 	

YSSARIL TRIBE (THE)

3

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

FACTION TECHNOLOGIES:

- **Transparasteel Plating** (🔴): During your turn of the action phase, players that have passed cannot play action cards.
- **Mageon Implants** (🔴🔴🔴): 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.

PROMISSORY NOTE (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.

FLAG SHIP: Y'sia Y'ssrila		MECH: Moyin's ashes
Cost 8; Combat 5[x2]; Move 2; Capacity 3		Cost 2; Combat 6
<ul style="list-style-type: none">• This ship can move through systems that contain other player's ships.• Sustain Damage		<ul style="list-style-type: none">• DEPLOY: After you use your STALL TACTICS faction ability, you may place 1 mech on a planet you control.• Sustain Damage
Agent: Ssruv	Commander: So Ata	Hero: Kyver, Blade and Key
At Game Start	Have 7 action cards.	Have 3 Scored Objectives.
<ul style="list-style-type: none">• This card has the text ability of each other player's agent, even if that agent is exhausted.	<ul style="list-style-type: none">• After another player activates a system that contains your units: You may look at that player's action cards, promissory notes, or secret objectives.	<ul style="list-style-type: none">• 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.

SOME KEY DEFINITIONS

- **Abilities (1):** Cards and faction sheets each have abilities that players can resolve to trigger various game effects:
 - Each ability describes when and how a player can resolve it.
 - If a card has multiple abilities, each ability is presented as its own paragraph.
 - If an ability has multiple effects separated by the word "and," a player must resolve as many of the ability's effects as possible. However, if he cannot resolve all of its effects, he is allowed to resolve as many as he can.
- **Control (25):** When a player gains control of a planet, he takes the planet card that corresponds to that planet and places it in his play area; that card is exhausted. In T14, you may only control planets.
- **Deploy (30):** To place specific units on the game board without producing them as normal. You do not spend resources when deploying a unit.
- **Exhausted (34):** Some cards can be exhausted. A player cannot resolve abilities or spend the resources or influence of an exhausted card. To exhaust a card, a player flips the card facedown. During the "Ready Cards" step of the status phase, each player readies all of his exhausted cards by flipping them faceup.
- **Neighbor (60):** Two players are neighbors if they both have a unit or control a planet in the same system. They are also neighbors if they both have a unit or control a planet in systems that are adjacent to each other.
- **Purge (70):** To remove a component from the game. If something is attached to the component, the attachment is also purged.
- **Readied (71):** Cards have a readied state, which indicates that a player can exhaust or resolve the abilities on those cards. A card that is readied is placed faceup in a player's play area.
- **Reinforcements (72):** A player's reinforcements are his personal supply of units and CTs that are not on the game board or otherwise in use. **If a game effect would place a player's CT in a system from his reinforcements and none are available, he must take a CT from his Command Sheet. Should he already have a CT in that system, he then places the second CT in his reinforcements.**
- **Ship (76):** A ship is a unit type consisting of carriers, cruisers, dreadnoughts, destroyers, fighters, war suns and flag ships.

NOTES