











After your attack, you may make an additional attack with any surviving units.

After your attack, kill ALL units involved in that attack (on both sides).

*Blue Suns:* Kill up to 3 units on any 1 planet.



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*Stealth Troops:* Reinforce an empty planet with 3 units of the controlling faction.



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After your attack, you may make an additional attack with any surviving units.

After your attack, kill ALL units involved in that attack (on both sides).

*Control:* After your attack, for each enemy unit killed, add 1 unit of the active faction to any planet the active faction controls.



After your attack, you may make an additional attack with any surviving units.

After your attack, kill ALL units involved in that attack (on both sides).

*Control:* After your attack, for each enemy unit killed, add 1 unit of the active faction to any planet the active faction controls.



After your attack, you may make an additional attack with any surviving units.

After your attack, kill ALL units involved in that attack (on both sides).

*Quarantine:* Take all units on any planet (abandoning it) & move them to any number of adjacent planets controlled by that faction.



After your attack, you may make an additional attack with any surviving units.

After your attack, kill ALL units involved in that attack (on both sides).

*Quarantine:* Take all units on any planet (abandoning it) & move them to any number of adjacent planets controlled by that faction.



Move the active agent to any empty VIP space & immediately take that VIP's action instead. Then proceed from after where it was.

Your attack may target any empty enemy planet.

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Your attack may target any empty enemy planet.

*Destroy*: Choose 1 unit of the active faction. Kill up to 5 enemy units on any adjacent planets.



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*Destroy*: Choose 1 unit of the active faction. Kill up to 5 enemy units on any adjacent planets.



Move the active agent to any empty VIP space & immediately take that VIP's action instead. Then proceed from after where it was.

Your attack may target any empty enemy planet.

*Synthesis*: Add 1 unit to each planet the active faction controls.



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*SSV Normandy*: Your attack may target any planet in the galaxy.



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*SSV Normandy*: Your attack may target any planet in the galaxy.



Add 1 unit to your attack.

Add 3 units to your attack.

*Stealth Troops*: Reinforce an empty planet with 3 units of the controlling faction.



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Add 1 unit to your attack.

Add 3 units to your attack.

*Destroy:* Choose 1 unit of the active faction. Kill up to 5 enemy units on any adjacent planets.



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*Destroy:* Choose 1 unit of the active faction. Kill up to 5 enemy units on any adjacent planets.



Add 1 unit to your attack.

Add 3 units to your attack.

*Loyalty:* Add up to 6 units to the current attack from any planets the active faction controls.



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Add 3 units to your attack.

*Loyalty:* Add up to 6 units to the current attack from any planets the active faction controls.



Add 1 unit to your attack.

Add 3 units to your attack.

*Secret Base:* Reinforce an empty planet with no Prothean artifact & no orbital station by adding 4 units of the controlling faction.



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Add 3 units to your attack.

*Secret Base:* Reinforce an empty planet with no Prothean artifact & no orbital station by adding 4 units of the controlling faction.



Instead of the current VIP's actions, use an action controlled by one of your other agents.

Reinforce a Prothean artifact planet by adding 3 units of the controlling faction.

*Control:* After your attack, for each enemy unit killed, add 1 unit of the active faction to any planet the active faction controls.



Instead of the current VIP's actions, use an action controlled by one of your other agents.

Reinforce a Prothean artifact planet by adding 3 units of the controlling faction.

*Control:* After your attack, for each enemy unit killed, add 1 unit of the active faction to any planet the active faction controls.



Instead of the current VIP's actions, use an action controlled by one of your other agents.

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*Synthesis:* Add 1 unit to each planet the active faction controls.



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*Loyalty:* Add up to 6 units to the current attack from any planets the active faction controls.



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*Loyalty:* Add up to 6 units to the current attack from any planets the active faction controls.



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*Operation Overdrive:* After performing an action with an agent, take the same action again.



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Reinforce a Prothean artifact planet by adding 3 units of the controlling faction.

*Operation Overdrive:* After performing an action with an agent, take the same action again.



Choose 2 planets controlled by the active faction. Move any number of units between them.

Rearrange any faction's units within its controlled planets. (Do not abandon a planet or exceed supply.)



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Rearrange any faction's units within its controlled planets. (Do not abandon a planet or exceed supply.)

*Quarantine:* Take all units on any planet (abandoning it) & move them to any number of adjacent planets controlled by that faction.



Choose 2 planets controlled by the active faction. Move any number of units between them.

Rearrange any faction's units within its controlled planets. (Do not abandon a planet or exceed supply.)

*SSV Normandy:* Your attack may target any planet in the galaxy.



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Rearrange any faction's units within its controlled planets. (Do not abandon a planet or exceed supply.)

*Secret Base:* Reinforce an empty planet with no Prothean artifact & no orbital station by adding 4 units of the controlling faction.



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Rearrange any faction's units within its controlled planets. (Do not abandon a planet or exceed supply.)

*Secret Base:* Reinforce an empty planet with no Prothean artifact & no orbital station by adding 4 units of the controlling faction.



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## Krogan Clans

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## Systems Alliance



Systems  
Alliance

Systems  
Alliance

Systems  
Alliance



Geth  
Network

Geth  
Network

Geth  
Network



Geth  
Network

Citadel  
Council

Citadel  
Council



Citadel  
Council

Citadel  
Council

Quarian  
Conclave



Quarian  
Conclave

Quarian  
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