

ARBOREC

Disposition: Mysterious ~ Tendencies: Expansionist

STARTING FLEET

- 1 Carrier
- 1 Cruiser
- 4 Infantry
- 1 PDS
- 2 Fighters
- 1 Space Dock

COMMODITIES: 3

HOME SYSTEM: 3/2 (Nestphar)

MECH

• Letani Behemoth

Cost 2 | Combat 6 | *Sustain Damage* |

Production 2 | *Planetary Shield*

Deploy: When you use your *Mitosis* faction ability:

You may replace 1 of your infantry with 1 mech from your reinforcements instead.

FLAGSHIP

• Duha Menaimon

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

Sustain Damage

After you *activate* this system:

You may *produce* up to 5 units in this system.

LEADERS

• Agent: Letani Ospa

Action:

Exhaust this card and choose a player's non-fighter ship.

That player may replace the chosen ship with one from their reinforcements that costs up to 2 more than the replaced ship.

• Commander: Drzuga Rophal

Unlock: Have 12 ground forces on planets you control.

After another player *activates* a system that contains 1 or more of your units that have *Production*:

You may *produce* 1 unit in that system.

• Hero: Letani Miasmiala - 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.

FACTION ABILITIES

• Mitosis:

Your space docks cannot *produce* infantry.

At the start of the status phase, place 1 infantry from reinforcements on any planet you control.

STARTING TECHNOLOGIES

• Magen Defence Grid Ω (red - level 1)

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.

SPECIAL UNITS

• Letani Warrior I (Infantry)

Cost 1(2) | Combat 8 | *Production 1*

FACTION TECHNOLOGIES

• Letani Warrior II (GG) (Infantry)

Cost 1(2) | Combat 7 | *Production 2*

After this unit is destroyed, roll 1 die.

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

• Bioplasmosis (GG)

At the end of the status phase:

You may remove any number of infantry from planets you control and place them on 1 or more planets you control in the same or adjacent systems.

PROMISSORY NOTE

• Stymie Ω

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

You may place 1 command token from that player's reinforcements in any non-home system. Then, return this card to the Arborec player.

ARGENT FLIGHT

Disposition: Dedicated ~ Tendencies: Military

STARTING FLEET

- 1 Carrier
- 2 Destroyers
- 5 Infantry
- 1 PDS
- 2 Fighters
- 1 Space Dock

COMMODITIES: 3

HOME SYSTEM: 2/0, 1/1, 0/2 (Valk, Avar, Ylir)

MECH

• Aerie Sentinel

Cost 2 | Combat 6 | *Sustain Damage*

This unit does not count against capacity if it is being transported or if it is in a space area with 1 or more of your ships that has capacity values.

FLAGSHIP

• Quetzecoatl

Cost 8 | Combat 7(x2) | Move 1 | Capacity 3
Sustain Damage

Other players cannot use *Space Cannon* against your ships in this system.

LEADERS

• Agent: Trillosa Aun Mirik

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 adjacent systems.

• Commander: Trrakan Aun Zulok

Unlock: Have 6 units that have *AFB*, *Space Cannon* or *Bombard* on the game board.

When your units make a roll for a *unit ability*:
Choose 1 unit to roll 1 additional die.

• Hero: Mirik Aun Sissiri - Helix Protocol

Action:

Move any number of your ships from any systems to any number of other systems that contain 1 of your command tokens and no other players' ships. Then, *purge* this card.

PROMISSORY NOTE

• Strike Wing Ambuscade

When your units make a roll for a *unit ability*:
Choose 1 unit to roll 1 additional die.

Then, return this card to the Argent player.

FACTION ABILITIES

• Zeal

You always vote first during the agenda phase.

When you cast at least 1 vote, cast 1 additional vote for each player in the game including you.

• Raid Formation

When your units use *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.

(Note: The "Anti-Fighter Barrage" step can occur even if a player's opponent has no fighters in the combat. In this case all hits produced from *Anti-Fighter Barrage* may cause opposing ships with *Sustain Damage* to become damaged.)

STARTING TECHNOLOGIES

Choose 2 of the following:

• Sarween Tools (yellow - level 0)

When 1 or more units use *Production*:
reduce the total combined cost by 1.

• Plasma Scoring (red - level 0)

When your units use *Bombard* or *Space Cannon*:
1 of those units may roll 1 additional die.

• Neural Motivator (green - level 0)

Draw 2 actions cards (instead of 1) in status phase.

SPECIAL UNITS

• Strike Wing Alpha I (Destroyer)

Cost 1 | Combat 8 | Move 2 | Capacity 1
Anti-Fighter Barrage 9(x2)

FACTION TECHNOLOGIES

• Strike Wing Alpha II (RR) (Destroyer)

Cost 1 | Combat 7 | Move 2 | Capacity 1
Anti-Fighter Barrage 6(x3)

When this uses *Anti-Fighter Barrage*, each result of 9 or 10 also destroys 1 of your opponent's infantry in the space area of the active system.

• Aerie Hololattice (Y)

Other players cannot move ships through systems that contain your structures.

Each planet that contains 1 or more of your structures gains the *Production 1* ability as if it were a unit.

BARONY OF LETNEV

Disposition: *Disdainful* ~ Tendencies: *Military*

STARTING FLEET

- 1 Carrier
- 1 Dreadnought
- 3 Infantry
- 1 Destroyer
- 1 Fighter
- 1 Space Dock

COMMODITIES: 2

HOME SYSTEM: 4/0; 2/1 (Arc Prime, Wren Terra)

MECH

• Dunlain Reaper

Cost 2 | Combat 6 | *Sustain Damage*

Deploy: At the start of a round of ground combat:

You may spend 2 resources to replace 1 of your infantry in that combat with 1 mech.

FLAGSHIP

• Arc Secundus

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

Sustain Damage | *Bombard* 5(x3)

Other's units in this system lose planetary shield.

At the start of each space combat round, repair this ship.

LEADERS

• Agent: Viscount Unlenn

At the start of a space combat round, you may *exhaust* this card to:

Choose 1 ship in the active system to roll 1 additional die this combat round.

• Commander: Rear Admiral Farran

Unlock: Have 5 non-fighter ships in 1 system.

After 1 of your units uses *Sustain Damage*: you may gain 1 trade good.

• Hero: Darktalon Treilla - Dark Matter Affinity

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.

FACTION ABILITIES

• Munitions Reserves

At the start of each round of space combat: you may spend 2 trade goods to re-roll any number of your dice during that combat round.

• Armada

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

STARTING TECHNOLOGIES

• Antimass Deflectors (blue - level 0)

Can move into and through asteroid fields. Apply -1 to *Space Cannon* rolls against you.

• Plasma Scoring (red - level 0)

When your units use *Bombard* or *Space Cannon*: 1 of those units may roll 1 additional die.

SPECIAL UNITS: None

FACTION TECHNOLOGIES

• L4 Disruptors (Y)

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

• Non-Euclidian Shielding (RR)

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

PROMISSORY NOTE

• War Funding Ω

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.

CLAN OF SAAR

Disposition: Melancholy ~ Tendencies: Objective

STARTING FLEET

- 2 Carriers
- 1 Cruiser
- 4 Infantry
- 1 Space Dock
- 2 Fighters

COMMODITIES: 3

HOME SYSTEM: 2/1; 1/0 (Ragh, Lisis II)

MECH

• Scavenger Zeta

Cost 2 | Combat 6 | *Sustain Damage*

Deploy: After you gain control of a planet:

You may spend 1 trade good to place 1 mech on that planet.

FLAGSHIP

• Son of Ragh

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

Sustain Damage | *Anti Fighter Barrage 6(x4)*

LEADERS

• Agent: Captain Mendosa

When 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.

(Notes:

- Other move bonuses are applied after Mendosa.
- Mendosa is a move bonus and overrides Nebula's rule.)

• Commander: Rowl Sarrig

Unlock: Have 3 space docks on the game board.

When you *produce* fighters or infantry:

You may place each of those units at any of your space docks that are not blockaded.

• Hero: Gurno Aggero - Armageddon Relay

Action:

Choose 1 system that is adjacent to 1 of your space docks. Destroy all other players' infantry and fighters in that system.

Then, *purge* this card.

FACTION ABILITIES

• Scavenge

After you gain control of a planet: gain 1 trade good.

• Nomadic

You can score objectives even if you do not control the planets in your home system.

STARTING TECHNOLOGIES

• Antimass Deflectors (blue - level 0)

Can move into and through asteroid fields. Apply -1 to *Space Cannon* rolls against you.

SPECIAL UNITS

• Floating Factory I (Space Dock)

Move 1 | Capacity 4 | *Production 5*

This unit is placed in a space area, not on a planet

This unit can move and retreat as if it were a ship.

If this unit is blockaded, it is destroyed.

FACTION TECHNOLOGIES

• Floating Factory II (YY) (Space Dock)

Move 2 | Capacity 5 | *Production 7*

This unit is placed in a space area, not on a planet

This unit can move and retreat as if it were a ship.

If this unit is blockaded, it is destroyed.

• Chaos Mapping (B)

Other players cannot *activate* asteroid fields that contain 1 or more of your ships.

At the start of your turn during the action phase: you may *produce* 1 unit in a system that contains at least 1 of your units that has *Production*.

PROMISSORY NOTE

• Ragh's Call

After you commit 1 or more units to land on a planet:

Remove all of the Saar player's ground forces from that planet and place them on a planet controlled by the Saar player.

Then, return this card to the Saar player.

STARTING FLEET

- 2 Carriers
- 1 Cruiser
- 2 Infantry
- 1 Space Dock
- 2 Fighters

COMMODITIES: 2

HOME SYSTEM: Choose 1 of: 4/1 (Mentak's), or 2/3, 1/1 (Xxcha's), or 2/0, 1/1, 0/2 (Argent's)

MECH

• Omnipiares

Cost 2 | Combat 6 | *Sustain Damage*

Other players must spend 1 influence to commit ground forces to the planet that contains this unit.

LEADERS

• Agent: Xander Alexin Victori III

At any time:

You may *exhaust* this card to allow any player to spend commodities as if they were trade goods.

• Commander: Suffi An

Unlock: Spend 1 trade good after you play an action card that has a component action.

After you perform a component action:
You may perform an additional action.

• Hero: Kuuasi Aun Jalatai - Overwing Zeta

(If Argent is chosen for *Tribuni* faction ability.)

At the start of a round of space combat in a system that contains a planet you control:

Place your flagship and up to a total of 2 cruisers and/or destroyers from your reinforcements in the active system. Then, *purge* this card.

• Hero: Odlynn Myrr - Operation Archon

(If Xxcha is chosen for *Tribuni* faction ability.)

After an agenda is revealed:

You may cast 6 additional votes on this agenda. Predict aloud an outcome for this agenda. For each player that votes for another outcome, gain 1 trade good and 1 command token.

Then, *purge* this card.

• Hero: Harka Leeds - Erwan's Covenant

(If Mentak is chosen for *Tribuni* faction ability.)

Action: Reveal action cards from deck until you reveal 3 action cards that have component actions. Draw those cards and shuffle the rest back into the action card deck.

Then, *purge* this card.

FACTION ABILITIES

• The Tribuni

During setup, choose an unplayed faction from among Mentak, Xxcha and Argent Flight.

Take that faction's home system, command tokens and control markers. Additionally, take the Keleres Hero that corresponds to that faction.

• Council Patronage

Replenish your commodities at the start of the strategy phase, then gain 1 trade good.

• Law's Order

You may spend 1 influence at the start of your turn to treat all laws as blank until the end of your turn.

STARTING TECHNOLOGIES

• Choose 2 non-faction technologies owned by other players.

FLAGSHIP - SPECIAL UNIT

• Artemiris

Cost 8 | Combat 7(x2) | Move 1 | Capacity 6
Sustain Damage

Other players must spend 2 influence to activate the system that contains this ship.

FACTION TECHNOLOGIES

• I.I.H.Q. Modernization (Y)

You are neighbors with all players that have units or control planets in or adjacent to Mecatol Rex.

Gain the Custodia Vigilia planet card and its legendary planet ability card. You cannot lose these cards, and this card cannot have an X or Y assimilator token placed on it.

• Agency Supply Network (YY)

When you resolve one of your *Production* abilities:

You may resolve an additional one of your *Production* abilities in any system.

(The additional use does not trigger this ability again.)

PROMISSORY NOTE

• Keleres Rider

After an agenda is revealed:

You cannot vote on this agenda.

Predict aloud an outcome of this agenda.

If your prediction is correct, draw 1 action card and gain 2 trade goods.

Then, return this card to the Keleres player.

EMBERS OF MUAAT

Disposition: Grim ~ Tendencies: Military

STARTING FLEET

- 1 War Sun
- 2 Fighters
- 4 Infantry
- 1 Space Dock

COMMODITIES: 4

HOME SYSTEM: 4/1 (Muaat)

MECH

• Ember Colossus

Cost 2 | Combat 6 | *Sustain Damage*

When you use your *Star Forge* ability in this system or an adjacent system:

You may place 1 infantry with this unit.

FLAGSHIP

• The Inferno

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

Sustain Damage

Action:

Spend 1 token from your strategy pool to place 1 cruiser in this unit's system.

LEADERS

• Agent: Umbat

Action:

Exhaust this card and choose a player.

That player may *produce* up to 2 units that each have a cost of 4 or less in a system that contains one of their war suns or their flagship.

• Commander: Magmus

Unlock: Produce a War Sun.

After you spend a token from your strategy pool: you may gain 1 trade good.

• Hero: Adjudicator Ba'al - Nova Seed

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.

(Nova Seed also *purges* all tokens other than command tokens and frontier tokens. Any faction specific tokens are returned to that faction.)

FACTION ABILITIES

• Star Forge

Action:

Spend 1 token from your strategy pool to place either 2 fighters or 1 destroyer in a system that contains 1 or more of your war suns.

• Gashlai Physiology

Your ships can move through supernovas. (not into)

STARTING TECHNOLOGIES

• Plasma Scoring (red - level 0)

When your units use *Bombard* or *Space Cannon*: 1 of those units may roll 1 additional die.

SPECIAL UNITS

• Prototype War Sun I

Cost 12 | Combat 3(x3) | Move 1 | Capacity 6

Sustain Damage | *Bombard* 3(x3)

Other's units in this system lose *Planetary Shield*.

FACTION TECHNOLOGIES

• Prototype War Sun II (RRRY)

Cost 10 | Combat 3(x3) | Move 3 | Capacity 6

Sustain Damage | *Bombard* 3(x3)

Other's units in this system lose *Planetary Shield*.

• Magmus Reactor Ω (RR)

Your ships can move into supernovas.

Each supernova that contains 1 or more of your units gains *Production 5* ability as if it were 1 of your units.

PROMISSORY NOTE

• Fires of the Gashlai

Action:

Remove 1 token from the Muaat player's fleet pool and return it to his reinforcements.

Then, gain your war sun unit upgrade card.

Then, return this card to the Muaat Player.

EMIRATES OF HACAN

Disposition: Nomadic ~ Tendencies: Economic

STARTING FLEET

- 2 Carriers
- 1 Cruiser
- 4 Infantry
- 1 Space Dock
- 2 Fighters

COMMODITIES: 6

HOME SYSTEM: 2/1; 1/1; 0/1

(Arretze, Hercant, Kamdorn)

MECH

• Pride of Kenara

Cost 2 | Combat 6 | *Sustain Damage*

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.

FLAGSHIP

• Wrath of Kenara

Cost 8 | Combat 7(x2) | Move 1 | Capacity 3

Sustain Damage

After you roll a die during a space combat in this system: you may spend 1 trade good to apply +1 to the result.

SPECIAL UNITS: None

LEADERS

• Agent: Carth of Golden Sands

During the action phase:

You may *exhaust* this card to gain 2 commodities or replenish another player's commodities.

• Commander: Gila the Silvertongue

Unlock: Have 10 trade goods.

When you cast votes:

You may spend any number of trade goods.

Cast 2 additional votes for each trade good spent.

• Hero: Harrugh Gefhara - Galactic Securities Net

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

FACTION ABILITIES

• Masters of Trade

You do not have to spend a command token 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, action cards can be exchanged as part of that transaction.

STARTING TECHNOLOGIES

• Antimass Deflectors (blue - level 0)

Can move into and through asteroid fields. Apply -1 to *Space Cannon* rolls against you.

• Sarween Tools (yellow - level 0)

When 1 or more units use *Production*: reduce the total combined cost by 1.

FACTION TECHNOLOGIES

• Production Biomes (GG)

Action:

Exhaust this card and spend 1 token from your strategy pool to:

Gain 4 trade goods and choose 1 other player. That player gains 2 trade goods.

• Quantum Datahub Node (YYY)

At the end of the strategy phase:

You may spend 1 token from your strategy pool and give another player 3 of your trade goods.

If you do, give 1 of your strategy cards to that player and take 1 of their strategy cards.

PROMISSORY NOTE

• Trade Convoys

Action:

Place this card face-up in your play area.

While this card is in your play area, you may negotiate transactions with players who are not your neighbor.

If you *activate* a system containing any Hacan unit, return this card to the Hacan player.

EMPYREAN

Disposition: **Contemplative** ~ Tendencies: **Political**

STARTING FLEET

- 2 Carriers
- 1 Destroyer
- 4 Infantry
- 1 Space Dock
- 2 Fighters

COMMODITIES: 4

HOME SYSTEM: 3/4 (The Dark) + Nebula

MECH

• Watcher

Cost 2 | Combat 6 | *Sustain Damage*

You may remove this unit from a system that contains or is adjacent to another player's units to cancel an action card played by that player.

FLAGSHIP

• Dynamo

Cost 8 | Combat 5(x2) | Move 1 | Capacity 3
Sustain Damage

After any player's unit in this system or an adjacent system uses *Sustain Damage*, you may spend 2 influence to repair that unit.

SPECIAL UNITS: None

LEADERS

• Agent: Acamar

After a player moves ships into a system that does not contain any planets, you may *exhaust* this card:

That player gains 1 command token.

• Commander: Xuange

Unlock: Be neighbors with all other players.

After another player moves ships into a system that contains 1 of your command tokens:

You may return that token to your reinforcements.

• Hero: Conservator Procyon - Multiverse Shift

Action:

Place 1 frontier token in each system that does not contain any planets and does not already have a frontier token.

Then, *explore* each frontier token that is in a system that contains 1 or more of your ships.

Then, *purge* this card.

FACTION ABILITIES

• 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

You have 2 faction promissory notes.

STARTING TECHNOLOGIES

• Dark Energy Tap (blue - level 0)

After you perform a tactical action in a system that contains a frontier token, if you have 1 or more ships in that system, *explore* that token.

Your ships can retreat into adjacent systems that do not contain other players' units, even if you do not have units or control planets in that system.

FACTION TECHNOLOGIES

• Aetherstream (BB)

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 (G)

After a player moves ships into a system that contains 1 or more of your units: they must give you 1 promissory note from their hand, if able.

PROMISSORY NOTES

• Dark Pact

Action: Place this card face up in your play area.

When you give a number of commodities to the Empyrean player equal to your maximum commodity value, you each gain 1 trade good.

If you *activate* a system that has any Empyrean units, return this card to the Empyrean player.

• Blood Pact

Action: Place this card face up in your play area.

When you and the Empyrean player cast votes for the same outcome, cast 4 additional votes for that outcome.

If you *activate* a system containing any Empyrean unit, return this card to the Empyrean player.

STARTING FLEET

- 2 Carriers
- 1 Destroyer
- 5 Infantry
- 1 Space Dock
- 3 Fighters

COMMODITIES: 4

HOME SYSTEM: 4/2 (Jord)

MECH

• **ZS Thunderbolt M2**

Cost 2 | Combat 6 | *Sustain Damage*

Deploy: After you use your *Orbital Drop* ability:

You may spend 3 resources to place 1 mech on that planet.

FLAGSHIP

• **Genesis**

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

At the end of the status phase:
place 1 infantry in this system's space area.

LEADERS

• **Agent: Evelyn Delouis**

At the start of a ground combat round,
you may *exhaust* this card to:

Choose 1 ground force in the active system.
That ground force rolls 1 additional die during
this combat round.

• **Commander: Claire Gibson**

Unlock: Control planets that have a combined
total of at least 12 resources.

At the start of a ground combat on a planet
you control:

You may place 1 infantry from your
reinforcements on that planet.

• **Hero: Jace X. 4th Air Legion - Helio Command Arr**

Action:

Remove each of your command tokens from
the game board and return them to your
reinforcements.

Then, *purge* this card.

FACTION ABILITIES

• **Orbital Drop**

Action:

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

• **Versatile**

In status phase, when gaining command tokens:
you gain 1 additional command token.

STARTING TECHNOLOGIES

• **Antimass Deflectors** (blue - level 0)

Can move into and through asteroid fields.
Apply -1 to *Space Cannon* rolls against you.

• **Neural Motivator** (green - level 0)

Draw 2 actions cards (instead of 1) in status phase.

SPECIAL UNITS

• **Spec Ops I** (Infantry)

Cost 1(2) | Combat 7

• **Advanced Carrier I**

Cost 3 | Combat 9 | Move 1 | Capacity 6

FACTION TECHNOLOGIES

• **Spec Ops II (GG)** (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 these
units on a planet you control in your home system.

• **Advanced Carrier II (BB)**

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 place 2 infantry on any planet you control.
Then, return this card to the Sol player.

GHOSTS OF CREUSS

Disposition: Enigmatic ~ Tendencies: Expansionist

STARTING FLEET

- 1 Carriers
- 2 Destroyer
- 4 Infantry
- 1 Space Dock
- 2 Fighters

COMMODITIES: 4

HOME SYSTEM: 4/2 (Creuss) + Delta Wormhole

MECH

• Icarus Drive

Cost 2 | Combat 6 | *Sustain Damage*

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

Note: "this system" refers to the system that contains the mech, NOT the system that was activated.

FLAGSHIP

• Hil Colish

Cost 8 | Combat 5(x1) | Move 1 | Capacity 3
Sustain Damage

This ship's system contains a delta wormhole.

During movement, this ship may move before or after your other ships.

LEADERS

• Agent: Emissary Taivra

After a player *activates* a system that contains a non-delta wormhole, you may *exhaust* this card: That system is adjacent to all other systems that contain a wormhole during this tactical action.

• Commander: Sai Seravus

Unlock: Have units in 3 systems that contain alpha or beta wormholes.

After your ships move:

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

• Hero: Riftwalker Meian - Singularity Reactor

Action:

Swap the positions of any two systems that contain wormholes or your units, other than the Creuss system and the Wormhole Nexus.

Then, *purge* this card.

FACTION ABILITIES

• Quantum Entanglement

You treat all systems that contain either an alpha or a beta wormholes adjacent to each other.

Game effects cannot prevent you from using this.

• Slipstream

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

• Creuss Gate

When you create the game board, place the Creuss Gate where your home system would normally be placed. The Creuss Gate is not a home system. Place your home system in your play area.

STARTING TECHNOLOGIES

• Gravity Drive (blue - level 1)

After activating a system, apply +1 to the movement of 1 ship during this tactical action.

SPECIAL UNITS: None

FACTION TECHNOLOGIES

• Wormhole Generator Ω (BB)

Action:

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

• Dimensional Splicer (R)

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

PROMISSORY NOTE

• Creuss Iff

At the start of your turn during the action phase:

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

Then, return this card to the Creuss player.

STARTING FLEET

- 1 Carriers
- 1 Dreadnought
- 5 Infantry
- 1 PDS
- 3 Fighters
- 1 Space Dock

COMMODITIES: 2

HOME SYSTEM: 5/0 ([0.0.0])

MECH

• Annihilator

Cost 2 | Combat 6

Sustain Damage | Bombard 8

While not participating in ground combat: this unit can use its *Bombard* ability on planets in its system as if it were a ship.

Note: They can only use *Bombard* as the active player.

FLAGSHIP

• 0.0.1

Cost 8 | Combat 5(x2) | Move 1 | Capacity 5

Sustain Damage

During a space combat: hits produced by this ship and by your dreadnoughts in this system must be assigned to non-fighter ships if able.

LEADERS

• Agent: I48S

After a player *activates* a system, you may *exhaust* this card to:

Allow that player to replace 1 of their infantry in the active system with 1 mech from their reinforcements.

• Commander: 2RAM

Unlock: Have 4 Dreadnoughts on the Board.

Units that have *Planetary Shield* do not prevent you from using *Bombard*.

• Hero: The Helmsman - Dark Space Navigation

Action:

Choose 1 system that does not contain other players' ships. You may move your flagship and any number of dreadnoughts from other systems into the chosen system.

Then, *purge* this card.

Note: Ships can also be moved out of activated systems.

FACTION ABILITIES

• Assimilate

When you gain control of a planet: replace each PDS and space dock that is on that planet with a matching unit from your reinforcements.

• Harrow

At the end of each round of ground combat: your ships in the active system may use their *Bombard* abilities against your opponent's ground forces on the planet.

STARTING TECHNOLOGIES

• Neural Motivator (green - level 0)

Draw 2 actions cards (instead of 1) in status phase.

• Plasma Scoring (red - level 0)

When your units use *Bombard* or *Space Cannon*: 1 of those units may roll 1 additional die.

SPECIAL UNITS

• Super Dreadnought I

Cost 4 | Combat 5 | Move 1 | Capacity 2

Sustain Damage; Bombard 5

FACTION TECHNOLOGIES

• Super Dreadnought II (BBY)

Cost 4 | Combat 4 | Move 2 | Capacity 2

Sustain Damage; Bombard 4

This unit cannot be destroyed by *Direct Hit*.

• Inheritance Systems (YY)

When you research a technology, you may *exhaust* this card:

Spend 2 resources to ignore all of that technology's prerequisites.

PROMISSORY NOTE

• Cybernetic Enhancements Ω

In status phase, when gaining command tokens: you gain 1 additional command token.

Then, return this card to the L1z1x player.

MAHACT GENE SORCERERS

Disposition: Imperious ~ Tendencies: Objective

STARTING FLEET

- 1 Carriers
- 1 Dreadnought
- 3 Infantry
- 1 Cruiser
- 2 Fighters
- 1 Space Dock

COMMODITIES: 3

HOME SYSTEM: 3/5 (1xth)

MECH

• Starlancer

Cost 2 | Combat 6 | *Sustain Damage*

After a player whose command token is in your fleet pool *activates* this system: you may spend their token from your fleet pool to end their turn. They gain that token.

FLAGSHIP

• Arvicon Rex

Cost 8 | Combat 5(x2) | Move 1 | Capacity 3
Sustain Damage

During combat against an opponent whose command token is not in your fleet pool: apply +2 to the results of this unit's combat rolls.

LEADERS

• Agent: Jae Mir Kan

When you would spend a command token during the secondary ability of a strategic action:

You may *exhaust* this card to remove 1 of the active player's command tokens from the board and use it instead.

• Commander: Il Na Viroset

Unlock: Have 2 other factions' command tokens in your fleet pool.

During your tactical actions, you can *activate* systems that contain your command tokens.

If you do, return both command tokens to your reinforcements and end your turn.

• Hero: Airo Shir Aur - Benediction

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.

FACTION ABILITIES

• Edict - When you win a combat:

Place 1 command token from your opponent's reinforcements in your fleet pool if it does not already contain 1 of that player's tokens. Other player's tokens in your fleet pool increase your fleet limit but cannot be redistributed.

• Imperia - While another player's command token is in your fleet pool: you can use the ability of that player's commander, if it is unlocked.

• Hubris - *Purge* your "Alliance" promissory note. Other players cannot give you their "Alliance" PN.

STARTING TECHNOLOGIES

• Bio Stims (green - level 1)

You may *exhaust* this card at the end of your turn to *ready* 1 of your planets that has a technology specialty or 1 of your other technologies.

• Predictive Intelligence (yellow - level 1)

At the end of your turn: you may *exhaust* this card to redistribute your command tokens.

When you cast votes during the agenda: you may cast 3 additional votes. If you do, and the outcome you voted for is not resolved, *exhaust* this card.

SPECIAL UNITS

• Crimson Legionnaire I - Cost 1(2) | Combat 8

After this unit is destroyed, gain 1 commodity or convert 1 of your commodities to a trade good.

FACTION TECHNOLOGIES

• Crimson Legionnaire II (GG) Cost 1(2) | Combat 7

Same as above... Then, place the unit on this card. At the start of your next turn, place units from this card on planets you control in your home system.

• Genetic Recombination (G)

Before a player casts votes, you may *exhaust* this card. That player must cast at least 1 vote for an outcome of your choice or remove 1 token from their fleet pool. (put it into their reinforcements)

PROMISSORY NOTE

• Scepter of Dominion

At the start of the strategy phase:

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

Then, return this card to the Mahact player.

MENTAK COALITION

Disposition: **Rebellious** ~ Tendencies: **Economic**

STARTING FLEET

- 1 Carrier
- 2 Cruisers
- 4 Infantry
- 1 PDS
- 3 Fighters
- 1 Space Dock

COMMODITIES: 2

HOME SYSTEM: 4/1 (Moll Primus)

MECH

• Moll Terminus

Cost 2 | Combat 6 | *Sustain Damage*

Other players' ground forces on this planet cannot use *Sustain Damage*.

FLAGSHIP

• Fourth Moon

Cost 8 | Combat 7(x2) | Move 1 | Capacity 3
Sustain Damage

Other player's ships in this system cannot use *Sustain Damage*.

SPECIAL UNITS: None

LEADERS

• Agent: Suffi An

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

• Commander: S'Ula Mentarion

Unlock: Have 4 cruisers on the game board.
After you win a space combat:
You may force your opponent to give you 1 promissory note from their hand.

• Hero: Ipswitch, Loose Cannon - Sleeper Cell

At the start of a space combat that you are participating in:
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.
Then, *purge* this card.

Note: After the "Roll Dice" step of each combat round: Both players assign hits. Then, the Mentak player places a ship from their reinforcements in the active system and combat continues.

FACTION ABILITIES

• Ambush

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

• Pillage

After one of your neighbors gains trade goods or resolves a transaction:
If he has 3 or more trade goods you may take 1 of his trade goods or commodities.

STARTING TECHNOLOGIES

• Sarween Tools (yellow - level 0)

When 1 or more units use *Production*:
reduce the total combined cost by 1.

• Plasma Scoring (red - level 0)

When your units use *Bombard* or *Space Cannon*:
1 of those units may roll 1 additional die.

FACTION TECHNOLOGIES

• Salvage Operations (YY)

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

• Mirror Computing (YYY)

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

PROMISSORY NOTE

• Promise of Protection

Action:
Place this card face-up in your play area.
While this card is in your play area, the Mentak player cannot use his pillage faction ability against you.
If you *activate* a system containing any Mentak unit, return this card to the Mentak player.

STARTING FLEET

- 1 Carrier
- 1 Cruiser
- 1 PDS
- 4 Infantry
- 1 Destroyer
- 3 Fighters
- 1 Space Dock

COMMODITIES: 3

HOME SYSTEM: 3/1; 0/2 (Druua, Maaluuk)

MECH

• Iconoclast Ω

Cost 2 | Combat 6 | *Sustain Damage*

Other players cannot use *Anti-Fighter Barrage* against your units in this system.

FLAGSHIP

• Matriarch

Cost 8 | Combat 9(x2) | Move 1 | Capacity 6

Sustain Damage

During an invasion in this system, you may commit fighters to planets as if they were ground forces.

After combat return those units to the space area.

LEADERS

• Agent: Z'eu Ω

Action: Exhaust this card and choose a player.

That player may perform a tactical action in a non-home system without placing a command token. That system still counts as being activated.

• Commander: M'aban Ω

Unlock: Have ground forces in or adjacent to the Mecatol Rex system.

At any time:

You may look at your neighbours' hand of promissory notes and the top and bottom card of the agenda deck.

• Hero: The Oracle - C-Radium Geometry

At the end of the status phase:

You may force each other player to give you 1 promissory note from their hand.

Then, *purge* this card.

FACTION ABILITIES

• Telepathic

At the end of the strategy phase:

Place the Naalu "0" token on your strategy card.

You are first in initiative order.

• Foresight

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

You may place 1 token from your strategy pool in an adjacent system that does not contain another player's ships. Move your ships from the active system into that system.

STARTING TECHNOLOGIES

• Neural Motivator (green - level 0)

Draw 2 actions cards (instead of 1) in status phase.

• Sarween Tools (yellow - level 0)

When 1 or more units use *Production*: reduce the total combined cost by 1.

SPECIAL UNITS

• Hybrid Crystal Fighter I

Cost 1(2) | Combat 8

FACTION TECHNOLOGIES

• Hybrid Crystal Fighter II (GB)

Cost 1(2) | Combat 7 | Move 2

This unit may move without being transported.

Each fighter in excess of your ships' capacity counts as 1/2 of a ship against your fleet pool.

• Neuroglaive (GGG)

After another player *activates* a system that contains 1 or more of your ships:

That player removes 1 token from his fleet pool and returns it to his reinforcements.

PROMISSORY NOTE

• Gift of Prescience

At the end of the Strategy Phase:

Place this card face-up in your play area and place the Naalu "0" token on your strategy card.

You are the 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.

NAAZ-ROKHA ALLIANCE

Disposition: Optimistic ~ Tendencies: Scientific

STARTING FLEET

- 2 Carriers
- 1 Destroyer
- 3 Infantry
- 2 Fighters
- 1 Mech
- 1 Space Dock

COMMODITIES: 3

HOME SYSTEM: 2/1, 1/2 (Naazir, Rokha)

MECH

• Eidolon

Cost 2 | Combat 6(x2) | *Sustain Damage*

If this unit is in the space area of the active system at the start of a space combat, flip this card.

This card begins the game with this side face up.

• Z-Grav Eidolon

Cost 2 | Combat 8(x2)

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.

Note: Loses the *Sustain Damage* ability when in Space

FLAGSHIP

• Visz el Vir

Cost 8 | Combat 9(x2) | Move 1 | Capacity 4
Sustain Damage

Your mechs in this system roll 1 additional die during combat.

LEADERS

• Agent: Garv and Gunn

At the end of a player's turn, you may exhaust this card to:

Allow that player to *explore* 1 of their planets.

• Commander: Dart and Tai

Unlock: Have 3 mechs in 3 systems.

After you gain control of a planet that was controlled by another player:

You may *explore* that planet.

• Hero: Hesh and Prit - Perfect Synthesis

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.

FACTION ABILITIES

• Distant Suns

When you *explore* a planet with 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 command token.

STARTING TECHNOLOGIES

• Psychoarchaeology (green - level 0)

You can use technology specialties on planets you control without *exhausting* them, and 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.

• AI Development Algorithm (red - level 0)

When you research a unit upgrade tech, 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.

SPECIAL UNITS: None

FACTION TECHNOLOGIES

• Supercharge (R)

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 (GGG)

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.

NEKRO VIRUS

Disposition: [_error](#) ~ Tendencies: [_error](#)

STARTING FLEET

- 1 Carrier
- 1 Dreadnought
- 2 Infantry
- 1 Cruiser
- 2 Fighters
- 1 Space Dock

COMMODITIES: 3

HOME SYSTEM: 4/0 (Mordai II)

MECH

• Mordred

Cost 2 | Combat 6 | *Sustain Damage*

During combat against an opponent that 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.

FLAGSHIP

• The Alastor

Cost 8 | Combat 9(x2) | Move 1 | Capacity 3
Sustain Damage

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

LEADERS

• Agent: Nekro Malleon

During the action phase, you may *exhaust* this card:

Choose a player who may discard 1 action card or spend 1 command token from their command sheet to gain 2 trade goods.

• Commander: Nekro Acidos

Unlock: Own 3 technologies.

After you gain a technology: you may draw 1 action card.

• Hero: Unit.Dsgn.Flaysiah - Polymorphic Algorithm

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.

FACTION ABILITIES

• Galactic Threat

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

• Technology Singularity

Once per combat, after you destroy an enemy unit: you may gain 1 tech owned by that player.

• Propagation

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

STARTING TECHNOLOGIES

• Dacxive Animators (green - level 1)

After ground combat victory: place 1 infantry from reinforcements on that planet.

• Valefactor Assimilator X / Y

SPECIAL UNITS: None

FACTION TECHNOLOGIES

• Valefactor Assimilator X / Y

When you gain another player's technology using 1 of your faction abilities:

You may place the X/Y assimilator token on a faction technology owned by that player instead.

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

PROMISSORY NOTE

• Antivirus

At the start of a combat:

Place this card face-up 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 containing any Nekro unit, return this card to the Nekro player.

NOMAD

Disposition: Altruistic ~ Tendencies: Economic

STARTING FLEET

- 1 Carrier
- 1 Flagship
- 4 Infantry
- 1 Destroyer
- 3 Fighters
- 1 Space Dock

COMMODITIES: 4

HOME SYSTEM: 4/4 (Arcturus)

MECH

• Quantum Manipulator

Cost 2 | Combat 6 | *Sustain Damage*

While this unit is in a space area: you may use its *Sustain Damage* ability to cancel a hit that is produced against your ships in this system.

LEADERS

• Agent: Artuno the Betrayer

When you gain trade goods from the supply, you may *exhaust* this card to: place an equal number of trade goods on this card.

When this card *readies*: gain the trade goods on this card.

• Agent: Field Marshall Mercer

At the end of a player's turn, you may *exhaust* this card:

That player may remove up to 2 of their ground forces from the game board and place them on planets they control in the active system.

• Agent: The Thundarian

After the "Roll Dice" step of combat, you may *exhaust* this card:

Hits are not assigned to either players' units. Return to the start of the "Roll Dice" step.

• Commander: Navarch Feng

Unlock: Have 1 scored secret objective.

You can *produce* your flagship without spending resources.

• Hero: Ahk-Syl Siven - Probability Matrix

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.

FACTION ABILITIES

• The Company

You have 3 Agents. During setup, place the additional two Agents next to your player board.

• Futuresight

During the Agenda Phase, after an outcome that you voted for or predicted is resolved: gain 1 trade good.

STARTING TECHNOLOGIES

• Sling Relay (blue - level 1)

Action:

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

FLAGSHIP - SPECIAL UNIT

• Memoria I

Cost 8 | Combat 7(x2) | Move 1 | Capacity 3
Sustain Damage | *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.

FACTION TECHNOLOGIES

• Memoria II (BGY) (Flagship)

Cost 8 | Combat 5(x2) | Move 2 | Capacity 6
Sustain Damage | *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.

• Temporal Command Suite (Y)

After any player's agent becomes *exhausted*: you may *exhaust* this card to *ready* that agent.

If you *ready* another player's agent, you may perform a transaction with that player.

PROMISSORY NOTE

• The Cavalry

At the start of a space combat against a player other than the Nomad:

During this combat, treat 1 of your non-fighter ships as if it 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.

SARDAKK N'ORR

Disposition: Aggressive ~ Tendencies: Military

STARTING FLEET

- 2 Carriers
- 1 Cruiser
- 5 Infantry
- 1 Space Dock
- 1 PDS

COMMODITIES: 3

HOME SYSTEM: 3/1; 1/0 (Quinnarra, Tren'lak)

MECH

• Valkyrie Exoskeleton

Cost 2 | Combat 6 | *Sustain Damage*

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

FLAGSHIP

• C'Morran N'orr

Cost 8 | Combat 6(x2) | Move 1 | Capacity 3
Sustain Damage

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

LEADERS

• Agent: T'ro

At the end of a player's tactical action, you may *exhaust* this card:

That player may place 2 infantry on a planet they control in the active system.

• Commander: G'hom Sek'kus

Unlock: Control 5 planets in non-home systems.

During the "Commit Ground Forces" step:

You may commit up to 1 ground force from each planet in the active system and each planet in adjacent systems that do not contain 1 of your command tokens.

• Hero: Sh'val, Harbinger - Tekklar Conditioning

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.

FACTION ABILITIES

• Unrelenting

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

STARTING TECHNOLOGIES

- None

SPECIAL UNITS

• Exotirreme I (Dreadnought)

Cost 4 | Combat 5 | Move 1 | Capacity 1
Sustain Damage | *Bombard* 4(x2)

FACTION TECHNOLOGIES

• Exotirreme II (BBY) (Dreadnought)

Cost 4 | Combat 5 | Move 2 | Capacity 1
Sustain Damage | *Bombard* 4(x2)

This unit cannot be destroyed by *Direct Hit*.

After a round of space combat:

You may destroy this unit to destroy up to 2 ships in this system.

• Valkyrie Particle Weave (RR)

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

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 Sardakk player:

apply -1 to the result of each of Sardakk unit's combat rolls during this combat.

Then, return this card to the Sardakk player.

TITANS OF UL

Disposition: Patient ~ Tendencies: Expansionist

STARTING FLEET

- 2 Cruisers
- 1 Dreadnought
- 3 Infantry
- 1 Space Dock
- 2 Fighters

COMMODITIES: 2

HOME SYSTEM: 4/1 (Elysium)

MECH

• Hecatoncheires

Cost 2 | Combat 6 | *Sustain Damage*

Deploy: When you would place a PDS on a planet: you may place 1 mech and 1 infantry instead.

FLAGSHIP

• Ouranos

Cost 8 | Combat 7(x2) | Move 1 | Capacity 3
Sustain Damage

Deploy: After you activate a system that contains 1 or more of your PDS: you may replace 1 of those PDS with this unit.

LEADERS

• Agent: Tellurian

When a hit is produced against a unit: You may *exhaust* this card to cancel that hit.

• Commander: Tungstantus

Unlock: Have 5 Structures on the game board.

When 1 or more of your units use *Production*: You may gain 1 trade good.

• Hero: Ul the Progenitor - Geoform

Action:

Ready Elysium and *attach* this card to it.

Its resource and influence are increased by 3.

It gains *Space Canon 5(x3)* as if it were a unit.

PROMISSORY NOTE

• Terraform

Action:

Attach this card to a non-home planet you control other than Mecatol Rex. Its resource and influence values are each increased by 1 and it is treated as having all 3 planet traits. (Cultural, Hazardous, and Industrial)

FACTION ABILITIES

• 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.

STARTING TECHNOLOGIES

• Antimass Deflectors (blue - level 0)

Can move into and through asteroid fields. Apply -1 to *Space Cannon* rolls against you.

• Scanlink Drone Network (yellow - level 0)

When you *activate* a system: you may *explore* 1 planet with your units in that system.

SPECIAL UNITS

• Saturn Engine I (Cruiser)

Cost 2 | Combat 7 | Move 2 | Capacity 1

• Hel Titan I (PDS)

Combat 7 | *Sustain Damage* | *Production 1* | *Planetary Shield* | *Space Cannon 6*

This unit is treated as both a structure and a ground force. It cannot be transported.

FACTION TECHNOLOGIES

• Saturn Engine II (G,Y,R) (Cruiser)

Cost 2 | Combat 6 | Move 3 | Capacity 2
Sustain Damage

• Hel Titan II (Y,R) (PDS)

Combat 6 | *Sustain Damage* | *Production 1* | *Planetary Shield* | *Space Cannon 5*

This unit is treated as both a structure and a ground force. It cannot be transported.

You may use this unit's *Space Cannon* against ships that are adjacent to this unit's system.

STARTING FLEET

- 2 Carriers
- 1 Dreadnought
- 2 Infantry
- 2 PDS
- 1 Fighter
- 1 Space Dock

COMMODITIES: 4

HOME SYSTEM: 2/3; 1/2 (Nar, Jol)

MECH

• Shield Paling

Cost 2 | Combat 6 | *Sustain Damage*

Your infantry on this planet are not affected by your *Fragile* faction ability.

FLAGSHIP

• J.N.S. Hylarim

Cost 8 | Combat 6(x2) | Move 1 | Capacity 3
Sustain Damage

When making a combat roll for this ship: each result of 9 or 10, before applying modifiers, produces 2 additional hits.

SPECIAL UNITS: None

LEADERS

• Agent: Doctor Sucaban

When a player spends resources to research, you may *exhaust* this card:

That player may remove any number of their infantry from the game board. For each unit removed, reduce the resources spent by 1.

• Commander: Ta-Zern

Unlock: Own 8 technologies.

After you roll dice for a *unit ability*: you may re-roll any of those dice.

• Hero: Rin, the Master's Legacy - Genetic Memory

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.

FACTION ABILITIES

• Fragile

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

• Brilliant

When you spend a command token to resolve the secondary ability of the Technology strategy card: you may resolve the primary ability instead.

• Analytical

When you research a technology that is not a unit upgrade technology: you may ignore 1 prerequisite.

STARTING TECHNOLOGIES

• Antimass Deflectors (blue - level 0)

Can move into and through asteroid fields. Apply -1 to *Space Cannon* rolls against you.

• Neural Motivator (green - level 0)

Status Phase: draw 2 actions cards instead of 1.

• Sarween Tools (yellow - level 0)

Production: reduce the total combined cost by 1.

• Plasma Scoring (red - level 0)

Bombard or *Space Cannon:* +1 die.

FACTION TECHNOLOGIES

• Spacial Conduit Cylinder (BB)

After you *activate* a system that contains 1 or more of your units, you may *exhaust* this card:

During this activation that system is adjacent to all other systems that contain your units.

• E-Res Siphons (YY)

After another player *activates* a system that contains 1 or more of your ships: gain 4 trade goods.

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.

VUIL'RAITH CABAL

Disposition: Voracious ~ Tendencies: Military

STARTING FLEET

- 1 Carrier
- 1 Dreadnought
- 3 Infantry
- 1 Cruiser
- 3 Fighters
- 1 Space Dock

COMMODITIES: 2

HOME SYSTEM: 4/0 (Acheron)

MECH

• Reanimator

Cost 2 | Combat 6 | *Sustain Damage*

When your infantry on this planet are destroyed: place them on your faction sheet. Those units are *captured*.

FLAGSHIP

• The Terror Between

Cost 8 | Combat 5(x2) | Move 1 | Capacity 3
Sustain Damage | *Bombard 5*

Capture all other non-structure units that are destroyed in this system, including your own.

LEADERS

• Agent: The Stillness of Stars

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.

• Commander: That Which Molds Flesh

Unlock: Have units in 3 Gravity Rifts.

When you *produce* fighter or infantry units:

Up to 2 of those units do not count against your *Production* limit.

• Hero: It Feeds on Carrion - Dimensional Anchor

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 roll of 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.

FACTION ABILITIES

- **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 unit upgrade tech: you may return 1 *captured* unit of that type to ignore all of the technology's prerequisites.

STARTING TECHNOLOGIES

• Self Assembly Routines (red - level 1)

After your units use *Production*: you may *exhaust* this card to place 1 mech from your reinforcements on a planet you control in system.

After 1 of your mechs is destroyed, gain 1 trade good.

SPECIAL UNITS

• Dimensional Tear I (Space Dock)

Production 5

This system is a gravity rift. Your ships do not roll for this gravity rift. Place a dimensional tear token beneath this unit. Up to 6 fighters in this system do not count against your ships' capacity.

FACTION TECHNOLOGIES

• Dimensional Tear II (YY) (Space Dock)

Production 7

This system is a gravity rift. Your ships do not roll for this gravity rift. Place a dimensional tear token beneath this unit. Up to 12 fighters in this system do not count against your ships' capacity.

• Vortex (R)

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.

PROMISSORY NOTE

• 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 G. Rift instead.

Then, return this card to the Vuil'raith player.

STARTING FLEET

- 1 Carrier
- 1 Cruiser
- 2 Infantry
- 1 PDS
- 2 Fighters
- 1 Space Dock

COMMODITIES: 3

HOME SYSTEM: 3/4 (Winnu)

MECH

• Reclaimer

Cost 2 | Combat 6 | *Sustain Damage*

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.

FLAGSHIP

• Salai Sai Corian

Cost 8 | Combat 7(x?) | Move 1 | Capacity 3
Sustain Damage

When this unit makes a combat roll: it rolls a number of dice equal to the number of your opponent's non-fighter ships in this system.

LEADERS

• Agent: Berekar Berekon

When 1 or more of a player's units use *Production*: You may *exhaust* this card to reduce the combined cost of the *produced* units by 2.

• Commander: Rickar Rickani

Unlock: Control Mecatol Rex or enter into a combat in the Mecatol Rex system.

During combat:

Apply +2 to the result of each of your unit's combat rolls in the Mecatol Rex system, your home system, and systems that contain a legendary planet.

• Hero: Mathis Mathinus - Imperial Seal

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.

FACTION ABILITIES

• Blood Ties

You do not have to spend influence to remove the custodians token from Mecatol Rex.

• Reclamation

After you resolve a tactical action during which you gained control of Mecatol Rex: you may place 1 PDS and 1 space dock from your reinforcements on Mecatol Rex.

STARTING TECHNOLOGIES

- Choose any 1 technology that has no prerequisites.

SPECIAL UNITS: None

FACTION TECHNOLOGIES

• Lazax Gate Folding (BB)

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 on Mecatol Rex.

• Hegemonic Trade Policy (YY)

When 1 or more of your units use *Production*, you may *exhaust* this card: Swap the resource and influence values of 1 planet you control during that use of *Production*.

PROMISSORY NOTE

• Acquiescence Ω

When the Winnu player resolves a strategic action:

You do not have to spend or place a command token to resolve the secondary ability of that strategy card.

Then, return this card to the Winnu player.

XXCHA KINGDOM

Disposition: Diplomatic ~ Tendencies: Political

STARTING FLEET

- 1 Carrier
- 2 Cruiser
- 4 Infantry
- 1 PDS
- 3 Fighters
- 1 Space Dock

COMMODITIES: 4

HOME SYSTEM: 2/3; 1/1 (Archon Ren, Archon Tau)

MECH

• Indomitus

Cost 2 | Combat 6

Sustain Damage | *Space Cannon 8*

You may use this unit's *Space Cannon* against ships that are in adjacent systems.

FLAGSHIP

• Loncara Ssodu

Cost 8 | Combat 7(x2) | Move 1 | Capacity 3

Sustain Damage | *Space Cannon 5(x3)*

You may use this unit's *Space Cannon* against ships that are in adjacent systems.

SPECIAL UNITS: None

LEADERS

• Agent: Ggrucoto Rinn

Action:

Exhaust this card to *ready* any planet.

If that planet is in a system that is adjacent to a planet you control, you may remove 1 infantry from that planet and return it to its reinforcements.

• Commander: Elder Qanoj

Unlock: Control planets that have a combined total of at least 12 influence.

Each planet that you exhaust to cast votes provides 1 additional vote. Game effects cannot prevent you from voting on an agenda.

• Hero: Xxekir Grom - Political Data Nexus Ω

When you exhaust planets, combine the values of their resources and influence. Treat the combined value as if it were both resources and influence.

FACTION ABILITIES

• Peace Accords

After you resolve the primary or secondary ability of the Diplomacy strategy card:

You may gain control of 1 planet other than Mecatol Rex, that does not contain any units and is in a system that is adjacent to a planet you control.

• Quash

When an agenda is revealed:

You may spend 1 token from your strategy pool to discard that agenda and reveal 1 agenda from the deck. Players vote on this agenda instead.

STARTING TECHNOLOGIES

• Graviton Laser System (yellow - level 1)

Before your units use *Space Cannon*, you may *exhaust* this card:

Hits produced by those units must be assigned to non-fighter ships if able.

FACTION TECHNOLOGIES

• Instinct Training (G)

When another player plays an action card, you may *exhaust* this card:

Spend 1 token from your strategy pool to cancel that action card.

• Nullification Field (YY)

After another player *activates* a system that contains 1 or more of your ships, you may *exhaust* this card:

Spend 1 token from your strategy pool to immediately end that player's turn.

PROMISSORY NOTE

• Political Favor

After an agenda is revealed:

Remove 1 token from the Xxcha player's strategy pool and return it to his reinforcements.

Then, discard the revealed agenda and reveal 1 agenda from the top of the deck. Players vote on this agenda instead.

Then, return this card to the Xxcha player.

YIN BROTHERHOOD

Disposition: Zealous ~ Tendencies: Military

STARTING FLEET

- 2 Carriers
- 1 Destroyer
- 4 Infantry
- 1 Space Dock
- 4 Fighters

COMMODITIES: 2

HOME SYSTEM: 4/4 (Darrien)

MECH

• Moyin's ashes

Cost 2 | Combat 6 | *Sustain Damage*

Deploy: When you use your *Indoctrination* ability:

You may spend 1 additional influence to replace your opponent's infantry with 1 mech instead of 1 infantry.

FLAGSHIP

• Van Hauge

Cost 8 | Combat 9(x2) | Move 1 | Capacity 3

Sustain Damage

When this ship is destroyed, destroy all ships in this system.

LEADERS

• Agent: Brother Milor Ω

After a player's unit is destroyed, you may *exhaust* this card:

That player may place 2 fighters in the destroyed unit's system if it was a ship, or 2 infantry on its planet if it was a ground force.

• Commander: Brother Omar Ω

Unlock: Use one of your faction abilities.

This card satisfies a green technology prerequisite.

When you research a technology owned by another player, you may return 1 of your infantry to reinforcements to ignore its prerequisites.

• Hero:

Dannel of the Tenth - Quantum Dissemination Ω

Action:

Commit up to 3 infantry from your reinforcements to any non-home planets and resolve invasions on those planets. Players cannot use *Space Cannon* against those units.

Then, *purge* this card.

FACTION ABILITIES

• Indoctrination

At the start of a ground combat:

You may spend 2 influence to replace 1 of your opponent's participating infantry with 1 infantry from your reinforcements.

• Devotion

After each space combat round: you may destroy 1 of your cruisers or destroyers to produce 1 hit and assign it to 1 of your opponent's ships.

STARTING TECHNOLOGIES

• Sarween Tools (yellow - level 0)

When 1 or more units use *Production*: reduce the total combined cost by 1.

SPECIAL UNITS: None

FACTION TECHNOLOGIES

• Impulse Core (YY)

At the start of a space combat:

You may destroy 1 of your cruisers or destroyers in the active system to produce 1 hit against your opponent's ships. That hit must be assigned by your opponent to 1 of his non-fighter ships if able.

• Yin Spinner Ω (GG)

After you *produce* units: place up to 2 infantry on any planet you control or in any space area that contains 1 or more of your ships.

PROMISSORY NOTE

• Greyfire Mutagen Ω

After the start of a ground combat against 2 or more ground forces that are not controlled by the Yin player:

Replace 1 of your opponent's infantry with 1 infantry from your reinforcements.

Then, return this card to the Yin player.

YSSARIL TRIBES

Disposition: *Secretive* ~ Tendencies: *Political*

STARTING FLEET

- 2 Carriers
- 1 Cruiser
- 5 Infantry
- 1 PDS
- 2 Fighters
- 1 Space Dock

COMMODITIES: 3

HOME SYSTEM: 2/3; 1/2 (Retillion, Shalloq)

MECH

• **Blackshade Infiltrator**

Cost 2 | Combat 6 | *Sustain Damage*

Deploy: After you use your *Stall Tactics* ability: you may place 1 mech on a planet you control.

FLAGSHIP

• **Y'sia Y'ssriila**

Cost 8 | Combat 5(x2) | Move 2 | Capacity 3

Sustain Damage

This ship can move through systems that contain other player's ships.

LEADERS

• **Agent: Clever Clever Ssrui**

This card has the text ability of each other player's agent, even if that agent is exhausted.

• **Commander: So Ata**

Unlock: Have 7 Action cards.

After another player activates a system that contains your units:

You may look at that player's action cards, promissory notes, or secret objectives.

• **Hero: Kyver, Blade and Key - Guild of Spies**

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.

FACTION ABILITIES

• **Stall Tactics**

Action:

Discard 1 action card from your hand.

• **Scheming**

When you draw 1 or more action cards, draw 1 additional action card. Then choose and discard 1 action card from your hand.

• **Crafty**

You can have any number of action cards in your hand. Game effects cannot prevent you from using this ability.

STARTING TECHNOLOGIES

• **Neural Motivator** (green - level 0)

Draw 2 actions cards (instead of 1) in status phase.

SPECIAL UNITS: None

FACTION TECHNOLOGIES

• **Transparasteel Plating** (G)

During your turn of the action phase, players that have passed cannot play action cards.

• **Mageon Implants** (GGG)

Action:

Exhaust this card to look at another player's hand of action cards. Choose 1 of those cards and add it to your hand.

PROMISSORY NOTE

• **Spynet**

At the end of your turn:

Look at the Yssaril player's hand of action cards. Choose 1 of those action cards and add it to your hand.

Then, return this card to the Yssaril player.