<u>Shipwrights of Axis</u>

Abilities

- Military Industrial Complex
  After you gain or replenish commodities, you may spend a number of commodities equal to the combined cost listed on any number of "Axis Order" cards in your reinforcements to place those cards in your play area. You cannot give your commodities to other players as part of a transaction.
- Arms Dealers
  When a player negotiates a transaction, they may exchange Axis Order cards in their play area as part of that transaction. You cannot resolve the effects of Axis Order cards.

Home System

- Axis 5/0

Units

- Bearer of Heavens - Flagship
  After this ship produces 1 or more hits during a round of space combat, you may repair 1 ship you control in this system.
  8, 7(x2), 1, 3: SUSTAIN DAMAGE

Technology

- Rift Engines [B]
  After you activate a system, you may exhaust this card to choose 1 ship you control and roll a die. On a result of 1-3, remove that ship from the game board; on a result of 4-10, apply +2 to that ship's move value during this tactical action.
- Emergency Deployment [YYY]
  ACTION: Exhaust this card to place or move 1 of your space docks onto a planet you control that does not contain a space dock.

Commodity Value: 5

Promissory Note: Industry Secrets

    When 1 or more of your units use PRODUCTION:
    Place this card face up in your play area to apply +4 to the PRODUCTION value of those units and reduce the combined cost of the produced units by 1 for this use of PRODUCTION.
    At the start of the status phase, return this card to the Axis player.

Expansion Cards

- Agent: Shipmonger Zsknck - Forgeworld Merchant
  ACTION: Exhaust this card to choose 1 player; that player may place 1 cruiser or 1 destroyer from their reinforcements in a system that contains their ships.
  Then, if you chose another player, gain 2 commodities.
- Commander: Designer TckVsk - Diligent Retro-Engineer
  [Have 4 Axis Order cards of different unit types in 1 or more players' play areas.]
  After a player resolves an Axis Order card: You may spend 6 resources to gain the corresponding unit's unit upgrade technology.

- Hero: Demi-Queen Mdcksssk - Commissioner of Profits | Galactic Field Test - Aggressive Marketing
  ACTION: Purge this card and give 1 or more Axis Order cards in your play area to 1 or more other players; for each Axis Order card you give to another player, you may force that player to give you 1 promissory note from their hand.
- Mech: Forgetender
  You may treat a spacedock on this planet as if it has PRODUCTION 5.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: Arms Brokerage (draft)
  At the end of your turn, you may exhaust this card to move any number of your ships between two systems that contain your space docks and no other player's ships
  Propulsion (blue) <-> Warfare (red)

Starting Tech: Sarween Tools, AI Development Algorithm

Starting Units

- 1 dreadnought
- 1 carrier
- 1 destroyer
- 2 fighters
- 3 infantry
- 1 space dock

Additional Components

- Axis Order [Card] - Dreadnought [Cost - 3] (x2)
  At the end of your turn: Exhaust this card to place 1 dreadnought from your reinforcements in a system that contains 1 or more of your ships and 1 of your command tokens. At the start of the status phase, if this card is exhausted, return it to the Axis player's reinforcements.
- Axis Order [Card] - Carrier [Cost - 2] (x2)
  At the end of your turn: Exhaust this card to place 1 carrier from your reinforcements in a system that contains 1 or more of your ships and 1 of your command tokens. At the start of the status phase, if this card is exhausted, return it to the Axis player's reinforcements.
- Axis Order [Card] - Cruiser [Cost - 1] (x2)
  At the end of your turn: Exhaust this card to place 1 cruiser from your reinforcements in a system that contains 1 or more of your ships and 1 of your command tokens. At the start of the status phase, if this card is exhausted, return it to the Axis player's reinforcements.
- Axis Order [Card] - Destroyers [Cost - 1] (x2)
  At the end of your turn: Exhaust this card to place 2 destroyers from your reinforcements in a system that contains 1 or more of your ships and 1 of your command tokens. At the start of the status phase, if this card is exhausted, return it to the Axis player's reinforcements.

Bentor Conglomerate

Abilities

- **Secret Maps**
  At the end of your tactical actions, you may explore 1 planet in the active system that is or contains 1 of your units with PRODUCTION that you did not explore during that tactical action.
- **Fortune Seekers**
  Once per action, after you explore a planet or frontier token, you may gain 1 commodity.
- **Ancient Blueprints**
  The first time you gain a cultural, hazardous, industrial, or unknown relic fragment, place the corresponding "Fragment" token on your faction sheet.

Home System

- Benc 2/0
- Hau 1/2

Units

- **Wayfinder - Flagship**
  Apply +1 to the results of this ship's combat and ability rolls for each Fragment token on your faction sheet.
  8, 9(x2), 1, 3; ANTI-FIGHTER BARRAGE 9(x2), SPACE CANNON 9, BOMBARDMENT 9, SUSTAIN DAMAGE

Technology

- **Broker Network [G]**
  Each planet you control that has a technology specialty or an attachment gains the PRODUCTION 1 ability as if it were a unit.
- **Merged Replicators [YY]**
  When 1 or more of your units use PRODUCTION, you may exhaust this card to swap 1 of those unit's PRODUCTION with another on the game board, or apply +2 to the total PRODUCTION value of those units.

Commodity Value: 2

Promissory Note: Encryption Key

ACTION: Attach this card to a non-home planet you control.

This planet has 1 technology specialty of any color.

Expansion Cards

- **Agent: C.O.O. Mgur - Deft Tradesperson**
  ACTION: Exhaust this card and choose 1 player. For each Fragment token on your faction sheet, that player gains 1 commodity. For each commodity they would gain in excess of their commodity value, they gain 1 trade good instead.
- **Commander: C.M.O. Ranc - Marketing Guru**
  [Have 3 Fragment tokens on your faction sheet.]
  Your commodity value is increased by 1.
- **Hero: C.E.O. Ken Tucc - Visionary Explorer | Primordial Data Core - Grand Reveal**
  ACTION: Purge this card to explore each planet you control, in any order.

- Mech: Auctioneer
  DEPLOY: When you place a Fragment token on your faction sheet, you may place 1 mech on a planet you control.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: Historian Conclave (draft)
  ACTION: Exhaust this card to allow each other player to explore a planet they control; gain a number of commodities equal to the number of players who do.
  Biotic (green) <-> Propulsion (blue)

Starting Tech: Choose two of the following: Psychoarchaeology, Dark Energy Tap, and Scanlink Drone Network

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

Additional Components
- Bentor Commodity tokens (x3)
- Relic Fragment tokens (x4)
  1 industrial, 1 hazardous, 1 cultural, 1 unknown
- Encryption Key token

<u>Celdauri Trade Confederation</u>

Abilities

- Projection of Power

  At the start of any space combat in a system that is adjacent to or contains 1 or more of your space docks, choose up to 1 ship in that system to gain ANTI-FIGHTER BARRAGE 6 during that combat.

- Industrialists

  During setup, place 1 additional space dock in your reinforcements.

Home System

- 2/1 Louk
- 1/3 Auldane

Units

- Supremacy - Flagship

  You may use the PRODUCTION ability of other player's space docks in this system to produce ships.

  8, 7(x2), 1, 6; SUSTAIN DAMAGE, ANTI-FIGHTER BARRAGE 6(x2)

- Trade Port I - Space Dock I

  This unit's PRODUCTION value is equal to 2 more than the resource or influence value of this planet.

  Up to 3 fighters in this system do not count against your ships' capacity.

  PRODUCTION X, ANTI-FIGHTER BARRAGE 6(x2)

Technology

- Emergency Mobilization [RR]

  At the end of your turn, you may exhaust this card and spend 1 token from your strategy pool to remove a command token from a system that contains 1 or more of your space docks.

- Trade Port II - Space Dock II [YY]

  This unit's PRODUCTION value is equal to 4 more than the resource or influence value of this planet.

  Up to 3 fighters in this system do not count against your ships' capacity.

  This unit may use its ANTI-FIGHTER BARRAGE during each round of space combat.

  PRODUCTION X, ANTI-FIGHTER BARRAGE 6(x2)

Commodity Value: 4

Promissory Note: Trade Alliance

  When you receive this card, if you are not the Celdauri player, you must place it face up in your play area.

  While this card is in your play area, you can use the Celdauri player's commander ability, if it is unlocked.

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

Expansion Cards

- Agent: George Nobin - Esteemed Merchantman

  At the end of a player's tactical action: You may exhaust this card to allow that player to spend 2

trade goods or 2 commodities to place 1 spacedock from their reinforcements on a planet they control in the active system.

- Commander: Henry Storcher - Starbase Commander
  [Have 1 spacedock on the game board not in or adjacent to your home system.]
  After you activate a system that contains 1 or more of your space docks, gain 1 commodity.
  Your ships may treat systems that contain 1 or more of your space docks as adjacent to each other.
- Hero: Titus Flavius - Merchant Admiral | Trader Mobilization Act - Merchant Rearmament
  After a player activates a system other than Mecatol Rex:
  You may place 1 space dock on a planet you control in that system, convert each of your commodities to a trade good, and use the PRODUCTION ability of each of your units in the active system. Then, purge this card.
- Mech: Minuteman
  DEPLOY: After another player activates a system, you may spend 1 trade good or 1 commodity to place 1 mech on a planet in that system that contains 1 of your space docks.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: Trade Protectorate (draft)
  When you gain this card, flip this card and place it on your faction sheet. Then, place the Celagrom token in a system that contains your ships, if able.
  The Celagrom token is a second flagship with the attributes, abilities, and ability text on the Celagrom flagship card.
  Cybernetic (yellow) <-> Warfare (red)

Starting Tech: Choose two of the following: Antimass Deflectors, Sarween Tools, Plasma Scoring

Starting Units

- 2 carriers
- 1 destroyer
- 4 fighters
- 3 infantry
- 1 space dock
- 1 PDS

Additional Components

- Celdauri Space Dock token
- Celagrom Card
  You assign hits this unit produces.
  While you control another flagship, this unit rolls 1 additional combat die.
  5, 5, 1, 2; SUSTAIN DAMAGE, SPACE CANNON 5, BOMBARDMENT 5
  Cybernetic (yellow) <-> Warfare (red)

<u>Cheiran Hordes</u>

Abilities

- Teeming
  During setup, place 2 additional dreadnoughts and 1 additional mech in your reinforcements.
- Moult
  After you win a space combat as the defender, you may produce 1 ship in the active system, reducing the cost by 1 for each of your non-fighter ships destroyed during that combat.
- Byssus
  You may treat your mechs on planets you control as structures for any purpose other than scoring objectives.

Home System

- Arche 2/2
- Gghurn Theta 2/1

Units

- Lithodax - Flagship
  When this unit makes a combat or ability roll, it rolls 1 additional die if this system is adjacent to or contains 1 of your structures.
  8, 7(x2), 1, 3; SUSTAIN DAMAGE, ANTI-FIGHTER BARRAGE 7(x2)
- Chitin Hulk I - Dreadnought I
  When this unit is destroyed, you may place 1 fighter from your reinforcements in this system's space area.
  4, 5, 1, 1; SUSTAIN DAMAGE, BOMBARDMENT 5

Technology

- Chitin Hulk II - Dreadnought II [BBY]
  This unit cannot be destroyed by "Direct Hit" action cards.
  When this unit is destroyed, you may place 1 fighter or 1 destroyer from your reinforcements in this system's space area.
  4, 5, 2, 1; SUSTAIN DAMAGE, BOMBARDMENT 5
- Brood Pod [RR]
  After another player activates a system that contains 1 of your structures, you may exhaust this card to produce 1 ship in the active system.
  For each of your structures in the active system, you may remove that unit from the game board to reduce the cost of the produced ship by 3.

Commodity Value: 2

Promissory Note: Carcinisation

> When 1 of your non-fighter ships is destroyed during combat in a system:
> You may place 2 fighters from your reinforcements in the space area of that system.
> At the end of that combat, return this card to the Cheiran player.

Expansion Cards

- Agent: Operator Kkavras - Subspace Grapple
  At the end of a player's turn:
  Exhaust this card to allow that player to remove 1 of their command tokens from the game board

and place that token in an adjacent system that contains 1 or more of their structures and none of their command tokens.

- Commander: Spc. Phquaiset - Alloyed Carapace
[Have 4 structures on non-home planets]
While you are the defender:
After your opponent produces 1 or more hits against your units during ground combat, you may spend 1 commodity or 1 trade good to cancel 1 of those hits.
- Hero: Thakt Clqua - Polemarch | Contingency Plan - Biomass Event
ACTION: Gather units from your reinforcements up to equal to your starting units. Place these units, in any combination, in the space area of any systems that contain 1 of your structures and no other players' ships, or on planets you control. Then, purge this card.
- Mech: Nauplius
When this unit is destroyed, you may place 1 infantry from your reinforcements on this planet.
2, 6; SUSTAIN DAMAGE
- Breakthrough: Matriphagy (draft)
At the end of your turn, you may exhaust this card to choose 1 of your non-fighter ships on the game board; replace that ship with 1 or more units from your reinforcements that have a total combined cost less than that ship's cost value.
Propulsion (blue) <-> Warfare (red)

Starting Tech: Choose 1 of the following: Magen Defense Grid, Self-Assembly Routines

Starting Units

- 1 dreadnought
- 1 carrier
- 1 destroyer
- 2 fighters
- 2 infantry
- 1 mech
- 1 space dock

Additional Components

- Cheiran Dreadnought tokens (x2)
- Cheiran Mech token

Abilities

- Autonetic Memory
  When you would draw 1 or more action cards, you may draw 1 less card to either choose 1 card from the action card discard pile and add it to your hand, or place 1 infantry from your reinforcements on a planet you control.
- Cybernetic Madness
  After you add an action card from the discard pile to your hand using your AUTONETIC MEMORY faction ability, you must discard 1 action card. After you fully resolve an action card's ability text, purge that card instead of discarding it.

Home System

- Cymiae 3/1

Units

- Reprocessor Alpha - Flagship
  After you win a combat in this system, you may take 1 of your opponent's action cards, at random.
  8, 9(x2), 1, 6; SUSTAIN DAMAGE
- Unholy Abomination I - Infantry I
  1, 5

Technology

- Unholy Abomination II - Infantry II [GG]
  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 turn, place each unit that is on this card on a planet you control, if able.
  1, 4
- Recursive Worm [Y]
  At the start of your turn, you may exhaust this card to choose 1 non-home system other than Mecatol Rex that contains 1 or more of your units; place 1 other player's command token from their reinforcements in that system.

Commodity Value: 3

Promissory Note: Algorithmic Replication
  ACTION: Choose 1 action card from the action card discard pile and add it to your hand.
  Then, purge this card.

Expansion Cards

- Agent: Skhot Unit X-12 - Watcher
  When a player discards or purges an action card: You may exhaust this card to allow that player to draw 1 action card.
- Commander: Koryl Ferax - The Third Voice
  [Have 10 or more infantry on the board.]
  After you gain control of a planet during a tactical action: You may discard 1 action card to place or move 1 mech onto that planet.
- Hero: The Voice United - Psionic Maelstrom | The Scream - Symphony of Agony
  ACTION: Draw and reveal a number of action cards from the action card deck equal to 1 more

than the number of players in the game, give 1 to each other player in the game and keep the rest; each other player must discard 1 action card. Then, purge this card.

- Mech: Revenant
  At the start of each ground combat round, if this planet contains no more than 1 of your mechs, repair this unit.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: Cybernetic Armoring (draft)
  At any time, you may discard 1 action card to cancel up to 2 hits produced against your ground forces.
  Cybernetic (yellow) <-> Warfare (red)

Starting Tech: Neural Motivator, AI Development Algorithm

Starting Units

- 1 dreadnought
- 1 carrier
- 1 destroyer
- 2 fighters
- 3 infantry
- 1 space dock

Dih-Mohn Flotilla

Abilities

- Capital Fleet
  Destroyers count as 1/2 of a ship against your fleet pool.
- Migrant Explorers
  After you explore a frontier token in a system, you may explore a planet you control that is adjacent to that system.
- Flotilla
  You cannot have more infantry than non-fighter ships in the space area of a system.

Home System

- Abyssus 4/2

Units

- Maximus - Flagship
  After this unit moves into the active system, you may produce up to 2 units that have a combined cost of 4 or less in that system.
  8, 5(x2), 1, 3; SUSTAIN DAMAGE
- Aegis I - Dreadnought I
  When another ship in this system would be destroyed during combat, you may have this ship become damaged instead.
  4, 5, 1, 1; SUSTAIN DAMAGE, BOMBARDMENT 5

Technology

- Impressment Programs [YY]
  When you explore a planet, you may produce 1 ship in that planet's system.
  ACTION: Exhaust this card and 1 planet you control to explore that planet.
- Aegis II - Dreadnought II [BBY]
  When another ship in this system would be destroyed by a game effect, you may have this ship become damaged instead.
  4, 4, 2, 1; SUSTAIN DAMAGE, BOMBARDMENT 5

Commodity Value: 2

Promissory Note: Combat Drills

>When 1 of your ships would be destroyed:
>Instead of destroying that ship, place this card face up in your play area.
>Return this card to the Dih-Mohn player at the start of the status phase.

Expansion Cards

- Agent: Jgin Faru - Chancellor of Immigration
  When a player commits 1 or more units to a planet during invasion: You may exhaust this card to allow that player to place 1 infantry from their reinforcements on that planet.
- Commander: Clona Bathru - Founder of Bathru Robotics
  [Research a ship unit upgrade technology.]
  This card satisfies a red technology prerequisite.
  At the start of a space combat in a system that contains 3 or more different types of your non-fighter ships, produce 1 hit against your opponent's ships.

- Hero: Verrisus Ypru - Former Admiral | Defense Matrix Overload - Volatile EMP Burst
  After the "Roll Dice" step of space combat: You may purge this card. If you do, all ships in the active system become damaged; during this round of space combat your ships cannot be destroyed.
- Mech: Repairitor
  At the start of a combat in this system you may repair 1 unit you control that is participating in that combat.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: Exodus Engineering (draft)
  Once per space combat, after 1 of your opponent's non-fighter ships is destroyed, you may exhaust this card to place 1 frontier token in the active system, or produce 1 non-fighter ship in that system to ready this card.
  You can produce ships in systems that contain both your ships and another player's ships.
  Propulsion (blue) <-> Cybernetic (Yellow)

Starting Tech: Dark Energy Tap, Scanlink Drone Network

Starting Units

- 2 dreadnoughts
- 2 destroyers
- 2 fighters
- 1 mech
- 2 infantry
- 1 space dock

<u>Edyn Mandate</u>

Abilities

- Grace

  Once per action phase, after you resolve the primary ability of a strategy card, you may resolve the secondary ability of 1 readied or unchosen strategy card with a lower printed initiative number than that strategy card.

- Decree

  You may prevent ships from moving through anomalies that contain your ground forces.

- Radiance

  After an agenda is revealed, you may predict aloud the outcome of that agenda. If your prediction is correct, place 1 command token from another player's reinforcements in a Sigil.

Home System

- Ekko 0/1
- Edyn 3/3
- Okke 0/1

Units

- Kaliburn - Flagship

  Apply +1 to the results of this unit's combat rolls for each law in play.

  8, 7(x2), 1, 3; SUSTAIN DAMAGE

Technology

- Unity Algorithm [GGG]

  Once per agenda phase, after an agenda is revealed, you may predict aloud an outcome of that agenda.

  If your prediction is correct, you may score 1 public objective if you fulfill its requirements; each other player who voted for that outcome draws 1 secret objective.

- Encrypted Trade Hub [YY]

  You may exhaust this card to allow a player to exchange 1 of their relics or agendas as part of a transaction.

  You always vote last during the agenda phase. When an outcome you voted for or predicted is resolved, each player who voted for that outcome gains 1 commodity.

Commodity Value: 3

Promissory Note: Edyn Rider

  After an agenda is revealed:

  You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, place 1 command token from another player's reinforcements in a system that contains your units.

  Then, return this card to the Edyn player.

Expansion Cards

- Agent: Allant - Elder Voice

  After a player passes: You may exhaust this card to choose 1 player; that player may perform up to 1 action.

  Then, look at the top card of the agenda deck; you may discard that agenda card.

- Commander: Kadryn - Highest Grace
  [Have 1 or more laws in play.]
  When any game effect would allow you to score a public objective, you may instead draw 1 secret objective.
- Hero: Midir - The Living Will | Golden Order - Peace Eternal
  ACTION: For each Sigil on the game board, draw 1 agenda. Reveal and resolve each agenda in any order as if you had cast 1 vote for an outcome of your choice. Other players cannot resolve abilities during this action. Then, purge this card.
- Mech: Rune Bearer
  This system is a "Sigil" anomaly. Place a Sigil token beneath this unit as a reminder. Game effects cannot prevent you from using this ability.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: Celestial Ambassadors (draft)
  ACTION: Exhaust this card and show another player 1 of your unscored secret objectives; that player must show you 1 of their unscored secret objectives, at random, or allow you to place 1 ground force from your reinforcements into coexistence on a planet they control.
  Biotic (green) <-> Propulsion (blue)

Starting Tech: Choose any 3 technologies that have different colors and no prerequisites.

Starting Units

- 1 carrier
- 2 destroyers
- 4 fighters
- 3 infantry
- 1 space dock
- 1 PDS

Additional Components

- Sigil Token (x4)

<u>Florzen Profiteers</u>

Abilities

- Mercenaries

  At the start of a space combat, you may remove up to 2 fighters you control in a system adjacent to the active system. Then, choose 1 player participating in that combat; that player places the same number of fighters from their reinforcements in the active system.

- Data Leak

  When you would gain a relic, you may draw 1 additional card; choose 1 to gain and return the rest to the relic deck. Then, shuffle the relic deck.

- Shadow Markets

  When you explore a planet, you may treat that planet as if it had the same trait as another planet you control.

Home System

- Delmor 2/1
- Kyd 1/2

Units

- Man O' War - Flagship

  Other players cannot play action cards during a space combat in this system.

  8, 7(x2), 1, 5; SUSTAIN DAMAGE

- Corsair I - Fighter I

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

  1(x2), 9, 1; ANTI-FIGHTER BARRAGE 9

Technology

- Blackmail Programs [GG]

  When a player would perform a strategic action, you may exhaust this card and spend 1 token from your strategy pool to end that player's turn; the strategic action is not resolved and the strategy card is not exhausted.

- Corsair II - Fighter II [GB]

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

  1(x2), 8, 3; ANTI-FIGHTER BARRAGE 8

Commodity Value: 4

Promissory Note: Underground Market

  When you would gain a relic:

  You may draw 1 additional card; choose 1 to gain and return the rest to the relic deck. Then, shuffle the relic deck.

  Then, return this card to the Florzen player.

Expansion Cards

- Agent: Sal Gavda - Black Market Dealer

  At the start of a player's turn: You may exhaust this card to allow that player to remove an

attachment from a non-home planet they control and attach it to a non-home planet they control other than Mecatol Rex adjacent to that planet's system.

- Commander: Quaxdol Junitas - The Unseen Hand
  [Have the outcome you voted for or predicted on an agenda resolved.]
  After the second agenda is revealed during the agenda phase: You may ready 1 planet you control; explore that planet, if able.
- Hero: Banua Gowen - Administrator of a Thousand Minds | Harmonic Convergence - Mass Assimilation
  ACTION: Place 2 fighters from your reinforcements in each system that contains 1 or more planets you control and no other player's ships. Then, you may remove 1 attachment from any planet in a system that contains 1 or more of your ships and attach it to 1 planet in your home system. Then, purge this card.
- Mech: Privateer
  You may spend influence as resources to produce this unit.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: Reverie Implants (draft)
  At the end of your turn, you may exhaust this card and choose 1 other player; you and that player each secretly spend 0, 1, or 2 trade goods.
  Then, reveal the spent trade goods; if you spent the same number of trade goods, take 1 promissory note from that player's hand, at random.
  Biotic (green) <-> Propulsion (blue)

Starting Tech: Neural Motivator, Scanlink Drone Network
Starting Units

- 2 carriers
- 4 fighters

- 4 infantry
- 1 space dock

<u>Free Systems Compact</u>

Abilities

- Rally to the Cause
  Once per action, after you produce 1 or more ships in your home system, you may produce up to 2 ships in a system that contains a cultural, hazardous, or industrial planet and does not contain a legendary planet or other players' units.
- Diplomats
  Once per action, you may exhaust 1 uncontrolled planet's planet card that is on the game board to spend its resources or influence.
- Free People
  During setup, for each non-home planet other than Mecatol Rex on the game board, place that planet's planet card face up on the game board.

Home System

- Idyn 1/0
- Kroll 1/1
- Cyrra 0/1

Units

- Vox - Flagship
  When this unit makes a combat roll, it rolls 1 additional die for each planet in this system of any single trait.
  8, 7(x2), 1, 3; SUSTAIN DAMAGE

Technology

- Envoy Network [G]
  At the start of the agenda phase, you may choose and exhaust 1 cultural, 1 hazardous, and 1 industrial planet.
  When you cast 1 or more votes, if you exhaust at least 1 cultural, 1 hazardous, and 1 industrial planet to cast votes, you may cast 4 additional votes.
- Covert Strike Teams [YY]
  At the start of a ground combat, you may roll 1 die for each of up to 2 of your ground forces on that planet.
  For each result equal to or greater than that unit's combat value, produce 1 hit; your opponent must assign it to 1 of their units on that planet.

Commodity Value: 4

Promissory Note: Broadcast Teams

When you gain control of a planet during a tactical action:
If the active system does not contain another player's ships, you may produce up to 2 ships in that system.
Then, return this card to the Free Systems player.

Expansion Cards

- Agent: Cordo Haved - Friendly Diplomat
  While ready, this card has the text ability of each legendary planet ability card any player controls, even if that card is exhausted. You may allow another player to use this card's ability.

- Commander: President Cyhn - Crisis Leader
  [Each non-legendary planet on the game board is controlled.]
  After you gain control of a non-home planet during a tactical action: If you have 1 or more ships in the active system, you may produce 1 ship in that system.
- Hero: Count Otto P'may - Inspiring Rhetorician | Heart of Rebellion - Freedom or Death
  ACTION: Ready a non-home planet other than Mecatol Rex that you control, remove all units on that planet and attach this card to it.
  Units cannot be committed to, produced on, or placed on this planet.
- Mech: Liberator
  DEPLOY: After you use your RALLY TO THE CAUSE faction ability in a system, you may spend 1 trade good to place 1 mech on a planet you control adjacent to that system.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: Galactic Movement (draft)
  After you spend a strategy token, you may place 1 infantry from your reinforcements into coexistence on any cultural, hazardous, or industrial planet that contains the active player's ground forces.
  Your infantry tokens on planets you control can be accompanied by your control tokens instead of plastic pieces.
  Biotic (green) <-> Cybernetic (yellow)

Starting Tech: Psychoarchaeology

Starting Units

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

Additional Components

- Heart of Rebellion Token

<u>Ghemina Raiders</u>

Abilities
- The Lady & The Lord
  During setup, place 1 additional flagship in your reinforcements and the additional Ghemina Hero next to your faction sheet. This additional flagship has the abilities and attributes listed on the Lord flagship card. You have 2 Heroes.
- Rule of Two
  During a round of combat in a system that contains exactly 2 of your non-fighter ships, if those ships have the same unit type, apply +2 to the result of each of those unit's combat rolls.

Home System
- Drah 1/2
- Trykk 2/1

Units
- The Lady - Flagship
  When a structure you do not control in this system is destroyed, gain 1 trade good.
  6, 7x2, 2, 3; SUSTAIN DAMAGE, BOMBARDMENT 5(x4)
- The Lord - Flagship
  After a player explores a planet in this system, place 1 infantry from their reinforcements on that planet.
  6, 7x2, 2, 7; SUSTAIN DAMAGE
- Combat Transport I - Carrier I
  3, 9, 2, 4

Technology
- War Song Implants [GGG]
  After you win a space combat, you may ready 1 planet you control.
- Combat Transport II - Carrier II [BB]
  You may reroll 1 of your unit's combat dice during each round of ground combat on a planet in this system that contains 2 or fewer of your infantry.
  3, 9, 2, 6

Commodity Value: 2

Promissory Note: Raid Leaders
> After you activate a system:
> Choose 1 non-fighter ship you control; during this action, that unit gains BOMBARDMENT 5(x2) and a capacity value of 2.
> Return this card to the Ghemina player at the end of this action.

Expansion Cards
- Agent: Skarvald & Torvar - Raid Heralds
  When the active player produces 1 or more hits during a round of combat: You may exhaust this card to allow that player to produce 1 additional hit.
- Commander: Jarl Vel & Jarl Jotrun - Dual Raid Leaders
  [Have 2 flagships on the game board.]

After you win a combat in a system that contains no planets or on a planet that contains a structure, you may gain 1 trade good.

- Hero: Korela - The Lady | Raze Order - Fear and Ash
  ACTION: Purge this card to destroy all units on a non-home planet other than Mecatol Rex that is adjacent to a system that contains 1 of your flagships.
- Hero: Kantrus - The Lord | Destiny Drive - Alleged Birthright
  ACTION: Purge this card to choose 1 non-home planet other than Mecatol Rex that does not contain another player's units and is adjacent to a system that contains 1 of your flagships; gain control of that planet. Then, ready that planet.
- Mech: Jotun
  After you win a ground combat on this planet, if this planet contains exactly 1 other mech, explore this planet.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: Raiding Parties (draft)
  During each round of combat, you may choose 1 of your participating units; roll that unit's combat roll twice and resolve the result of your choice.
  When you announce a retreat, you may exhaust this card to immediately resolve that retreat.
  Biotic (green) <-> Warfare (red)

Starting Tech: Psychoarchaelogy, Dark Energy Tap

Starting Units

- 2 carriers
- 1 destroyer
- 3 infantry
- 3 fighters
- 2 space docks

Additional Components

- The Lord flagship card
- The Lord flagship token

<u>Ghoti Wayfarers</u>
Abilities
- Abyssal Embrace
  When you create the game board, place the Ghoti Space tile where your home system would normally be placed. The Ghoti Space system is not a home system.
- Mobile Command
  The system that contains your flagship is your home system. Your flagship cannot be captured and you cannot score public objectives if your flagship is not on the game board.
- Spawning Grounds
  During setup, gain and ready the Ghoti planet card and its planet ability card; you cannot lose those cards.

Home System
- None - Ghoti Space - empty system

Units
- All Mother - Flagship
  While in play, this unit is also treated as a space dock with a PRODUCTION value equal to the number of tokens in your fleet pool.
  6, 7(x2), 1, 5; PRODUCTION X, SUSTAIN DAMAGE

Technology
- Networked Command [G]
  Up to 3 ships in your home system do not count against your fleet pool.
  When you cast 1 or more votes, you may exhaust this card to cast an additional number of votes equal to the number of command tokens in your fleet pool.
- Parallel Production [Y]
  When you produce 1 or more units, you may produce 1 additional unit in each of 2 systems that contain 1 or more of your ships and 1 of your command tokens.

Commodity Value: 4
Promissory Note: Ghoti Relay
  At the start of your turn:
  Place this card in your play area to produce up to 2 ships in a system that contains 1 or more of your ships.
  At the start of the status phase, return this card to the Ghoti Player.

Expansion Cards
- Agent: Becece - Caretaker of Worlds
  When a player produces 1 or more units: You may exhaust this card to allow that player to either produce 2 additional units or gain 1 trade good.
- Commander: Ceie Doleegueaunm - Abyssal Queen
  [Have units in 3 systems that do not contain planets.]
  After you activate a system: You may treat systems that contain no planets as adjacent to each other during this tactical action.
- Hero: Nmenmede - Ghoti All Mother | Transcendence - The Ghoti Arise
  ACTION: For each system that contains 1 or more of your ships, you may replace 1 of your

non-fighter ships in that system with a ship from your reinforcements that has a cost value of up to 2 greater than the cost value of that ship. Then, purge this card.

- Mech: Tioleombp
  This unit can be blockaded. When producing ships in your home system, place up to 1 of those units in this system's space area if it is not blockaded.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: Cult of the All-Mother (draft)
  When you pass, you may exhaust this card to move 1 ingress token into an empty system.
  Your units may retreat to any empty system that does not contain another player's ships.
  Biotic (green) <-> Propulsion (blue)

Starting Tech: Choose 1 of the following: Gravity Drive, Sling Relay

Starting Units

- 1 flagship
- 1 cruiser
- 2 fighters
- 3 infantry

Additional Components

- Ghoti Planet Card
  3/3 planet
- Ghoti Planet Ability Card
  When you move 1 or more ships into a system that contains no planets, gain 1 commodity.
  You may score objectives if your home system contains no planets.

<u>GLEdge Union</u>

Abilities

- Mantle Cracking
  ACTION: Place 1 "Core" token on a non-home planet you control other than Mecatol Rex that does not contain a Core token to gain up to 4 trade goods.
- Celestial Reclamation
  Planets that contain Core tokens have a base resource value of 2 and influence value of 0. Core tokens cannot be removed from the planet that contains them.
- Deep Mining
  When you would explore a planet that contains 1 of your mechs or structures, you may instead gain 1 trade good.

Home System

- Last Stop 3/0

Units

- Beg Bersha - Flagship
  When this unit makes a combat or ability roll, it rolls 1 additional die for each mech in or adjacent to this system.
  8, 7, 1, 3; SUSTAIN DAMAGE, BOMBARDMENT 7
- Orion Platform I - PDS I
  When this unit makes a SPACE CANNON roll against another player's units, if it rolls at least 1 result of 9 or 10, explore this planet.
  PLANETARY SHIELD, SPACE CANNON 6

Technology

- Orion Platform II - PDS II [YR]
  When this unit produces 1 or more hits against another player's units, explore this planet. You may use this unit's SPACE CANNON against ships that are adjacent to this unit's system.
  PLANETARY SHIELD, SPACE CANNON 5
- Lightning Drives [BBB]
  During movement, you may increase the move value of each of your non-fighter ships not transporting any fighters or infantry by 1.

Commodity Value: 2

Promissory Note: Gledge Base

　　ACTION: Attach this card to a non-home planet you control.

　　This planet's resource value is increased by 2.

Expansion Cards

- Agent: Durran - Ember of the Union
  When 1 or more of a player's units use PRODUCTION: You may exhaust this card to apply +3 to the total PRODUCTION value of that player's units.
- Commander: Voldun - Forge Lord
  [Control non-fighter ships with a total combined cost value of at least 10 in 1 system.]
  When you use the PRODUCTION of 1 or more of your units, you may increase the total PRODUCTION value of those units by 1 for each space dock you control.

- Hero: Gorthrim - Chief of Expeditions | Magnum Opus - World Shapers
  ACTION: Reveal cards from any non-frontier exploration decks until you reveal up to 3 attachments, if able; attach those cards to any planets you control of the corresponding planet type, and discard the rest. Then, purge this card.
- Mech: Exodriller
  When you exhaust this planet to spend resources, you may also spend 1 of its influence as a resource.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: Dhonraz Installations (draft)
  Planets you control that contain core tokens are also treated as stations except for the purposes of control; units can be committed to, produced on, and placed on these planets.
  Stations you control have SPACE CANNON 5.
  Propulsion (blue) <-> Cybernetic (yellow)

Starting Tech: Choose two of the following: Psychoarchaeology, Scanlink Drone Network, AI Development Algorithm

Starting Units
- 1 dreadnought
- 1 carrier
- 1 destroyer
- 3 fighters
- 2 infantry
- 1 mech
- 1 space dock

Additional Components
- Core token (x3)
- Gledge Base token

<u>Augurs of Ilyxum</u>

Abilities

- Oracle AI
  After the speaker reveals an unrevealed public objective, choose 1 unrevealed public objective card and place that card on your faction sheet. You may look at the card on your faction sheet at any time.
- Limited Vision
  You may not place a stage II objective card on your faction sheet until all stage I objectives have been revealed.
- Probability Algorithms
  When the speaker would reveal the next public objective, they must reveal the public objective card on your faction sheet instead. Place that card near the other public objectives.

Home System

- Demis 2/2
- Chrion 2/3

Units

- Nemsys - Flagship
  When this unit makes a combat roll, it rolls 1 additional die for each secret objective you have scored.
  8, 5, 1, 3; SUSTAIN DAMAGE

Technology

- Psychographics [GGG]
  During the status phase, you may score 1 additional public objective instead of a secret objective.
- Sentient Datapool [YY]
  At the start of the status phase, you may spend 3 trade goods to research 1 technology.

Commodity Value: 3

Promissory Note: Read the Fates

> ACTION: Place this face up in your play area.
> While this card is in your play area, you may look at the public objective card on the Ilyxum player's faction sheet.
> If you activate a system that contains 1 or more of the Ilyxum player's units, return this card to the Ilyxum player.

Expansion Cards

- Agent: Clodho - Speaker
  After a player explores a legendary planet or a planet that has a technology specialty, you may exhaust this card to allow that player to gain 2 trade goods.
- Commander: Lachis - Reader
  [Win a combat in a system that contains a legendary planet or a planet that has a technology specialty.]
  This card satisfies a yellow technology prerequisite.
  When you cast at least 1 vote, cast 1 additional vote for every 2 technologies you own.

- Hero: Atropha - Weaver | Synchronicity Algorithm - Woven Fate
  ACTION: Draw 3 objective cards from 1 of the public objective decks; choose up to 1 of those cards to replace an objective card on a player's faction sheet, and return the others to the bottom of their corresponding decks. Then, purge this card.
- Mech: Iledrith
  DEPLOY: After researching a technology, you may place 1 mech on a legendary planet, or a planet that has a technology specialty, that you control.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: Cryptic Insights (draft)
  When you would explore a planet, you may instead draw 1 action card.
  Biotic (green) <-> Cybernetic (yellow)

Starting Tech: Scanlink Drone Network, AI Development Algorithm

Starting Units

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

<u>Berserkers of Kjalengard</u>

Abilities

- Glory
  After you win a combat, you may place or move a Glory token into the active system, or spend 1 token from your strategy pool to research a unit upgrade technology of the same type as 1 of your units that participated in that combat.
- Heroism
  Capture your fighters and infantry that are destroyed during combat. When you pass, for each Glory token on the game board, you may return 4 of your captured units to gain 1 command token.
- Valor
  When units make a combat roll in a system that contains a Glory token, each result of 10, before applying modifiers, produces 1 additional hit.

Home System

- Kjalengard 3/2
- Hulgade 1/0

Units

- Hulgade's Hammer - Flagship
  After the first round of a combat in this system, place up to 2 of your captured units in this system or on that planet.
  8, 7(x2), 1, 6; SUSTAIN DAMAGE
- Star Dragon I – Carrier I
  This unit may ignore the movement effects of non-supernova anomalies.
  3, 8, 1, 4

Technology

- Star Dragon II – Carrier II [BB]
  This unit may ignore the movement effects of anomalies.
  3, 7, 2, 6
- Zhrgar Stimulants [G]
  Once per action, after a player produces 1 or more hits during a round of combat in a system that contains a Glory token, gain 1 trade good.
  After a player rolls combat dice, you may exhaust this card to allow that player to reroll any number of those dice.

Commodity Value: 3

Promissory Note: Vassalage
  At the start of combat:
  Apply +1 to the results of each of your fighters' combat rolls during this combat. The Kjalengard player captures each of your fighters destroyed during this combat.
  Then, return this card to the Kjalengard player.

Expansion Cards

- Agent: Merkismathr Asvand - Marshal of Trade
  At the start of a combat: Exhaust this card to move a Glory token to the active system, if able.

Then, the active player may gain a number of commodities equal to the number of neighbors they have.

- Commander: Sdallari Tvungovot - Marshal Engineer
  [Have 2 Glory tokens on the game board.]
  When researching a unit upgrade technology, each of your unit upgrade technologies may satisfy 1 prerequisite it shares with the technology you are researching.
- Hero: Ygegnad, The Thunder - Honorary Skald | A Tale of Legends - For Eternal Glory
  ACTION: For each system that contains a Glory token, remove up to 1 command token in or adjacent to that system from the game board and gain 1 command token, if able. Then, purge this card.
- Mech: Skald
  When you pass, place 1 infantry from your reinforcements on this planet if there is a Glory token in or adjacent to this system.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: Bannerhalls (draft)
  For each Glory token on the game board, you control 1 Bannerhall card.
  Once per action, when a player wins a combat in a system that contains a Glory token, ready each Bannerhall card.
  Biotic (green) <-> Warfare (red)
- Bannerhall – 1/1

Starting Tech: Choose 1 non-faction unit upgrade technology.

Starting Units

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

Additional Components

- Glory tokens (x3)

<u>Kollecc Society</u>

Abilities
- Cloaked Fleets
  After you produce 1 or more ships, you may place up to 2 of those ships on your faction sheet, those ships are captured.
- Shroud of Lith
  After movement, if the active system contains 1 or more of your non-fighter ships, you may place up to 2 of your captured ships and 2 of your captured ground forces from your faction sheet in that system's space area.
- Treasure Hunters
  At the start of your turn, you may look at the top card of the cultural, hazardous, or industrial exploration deck. Then, look at the top card of the relic deck.

Home System
- Susuros 4/4

Units
- Nightingale V - Flagship
  When this unit retreats, you may capture each of your units that retreat.
  8, 5(x2), 1, 3; SUSTAIN DAMAGE

Technology
- Seeker Drones [YY]
  ACTION: Exhaust this card to choose 1 of your neighbors that has 1 or more relic fragments. That player gains 2 trade goods and must give you 1 of those relic fragments of your choice.
- Shrouded Skirmishers [B]
  At the start of a space combat, you may choose 1 of your ships in the active system that did not begin this action in that system; roll a die. On a result equal to or greater than that ship's combat value, produce 1 hit; your opponent must assign it to 1 of their ships.

Commodity Value: 3

Promissory Note: AI Survey
  At the start of your turn:
  You may look at either the top card of the cultural, hazardous, and industrial exploration decks, or the top card of the relic deck.
  Then, return this card to the Kollecc player.

Expansion Cards
- Agent: Captain Dust - Artifact Broker
  At the start of a player's turn: You may exhaust this card to allow that player to reveal the top 2 cards of an exploration deck that matches a planet they control; they gain any relic fragments that they revealed and discard the rest.
- Commander: Kado S'mah-Qar - Coordinator
  [Have 4 relic fragments.]
  This card satisfies a blue technology prerequisite.
  When you retreat, if the active system does not contain 1 of your command tokens, you do not place a command token in the system your ships retreated to.

- Hero: Dorrahn Griphyn - The Collector | Shadowcaster - Shrouded Expedition
  ACTION: Draw a number of relic cards up to an amount equal to the number of players in the game, choose 1 to gain, and return the rest to the relic deck. Then, shuffle that deck and purge this card.
- Mech: Nightshade Vanguard
  At the end of a tactical action in this system, you may place up to 2 ground forces from this planet onto your faction sheet, those units are captured.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: The Collector's Museum (draft)
  When you explore a planet, you may exhaust this card to resolve a card from that exploration deck's discard pile instead; if you would discard that card, instead shuffle it into the corresponding exploration deck.
  Biotic (green) <-> Propulsion (blue)

Starting Tech: Scanlink Drone Network

Starting Units

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

<u>Monks of Kolume</u>

Abilities

- Starfall Gunnery
  During Movement, while you are not the active player, you may only use 1 of your unit's SPACE CANNON. During each of your actions, up to 3 of your non-fighter ships gain SPACE CANNON 8.
- Deliberate Action
  You cannot redistribute command tokens during the status phase. When you pass, you may place 1 command token from your reinforcements in 1 pool on your command sheet that contains no command tokens.
- Meditation
  ACTION: Spend 1 command token from your strategy pool to ready 1 of your technologies.

Home System

- Alesna 2/0
- Azle 2/0

Units

- Halberd - Flagship
  Hits produced by the SPACE CANNON abilities of your units in this system cannot be canceled.
  8, 7(x2), 1, 3; SPACE CANNON 7, SUSTAIN DAMAGE

Technology

- Applied Biothermics [GG]
  When you pass, you may gain 1 commodity for each other player who has already passed.
  ACTION: Exhaust this card.
- Omniscience Field [RRR]
  After a system is activated, you may exhaust this card to choose 1 player. Apply +1 or -1 to all rolls that player makes during this tactical action.

Commodity Value: 3

Promissory Note: Combinatorial Bypass

  At the start of invasion, place this card in your play area.
  During this invasion, all other player's units lose SPACE CANNON and PLANETARY SHIELD.
  At the start of your next turn, return this card to the Kolume player.

Expansion Cards

- Agent: Disciple Fran - Meditative Prodigy
  ACTION: Exhaust this card to allow a player to redistribute 1 of their command tokens on their command sheet.
- Commander: Issac of Sinci - Kinematics Specialist
  [Ready 1 of your technologies during the action phase.]
  Apply +1 to each of your unit's ability rolls.
- Hero: Wonell the Silent - Grandmaster of the Order | Coil Overcharge - Streaks in the Night
  ACTION: Place this card near the game board; during this game round, after you perform a component action, you may use 1 of your unit's SPACE CANNON against ships in or adjacent to

that unit's system, without rolling additional dice.

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

- Mech: Rook

Hits produced by this unit cannot be assigned to non-fighter ships. After you spend a command token from your strategy pool, repair this unit.

2, 6, SUSTAIN DAMAGE, SPACE CANNON 8 (x2)

- Breakthrough: Synchronicity VI (draft)

ACTION: Exhaust this card to either gain 1 command token, or spend 3 influence to research a technology of the same color as 1 of your exhausted technologies.

Propulsion (blue) <-> Cybernetic (yellow)

Starting Tech: Choose 1 of the following: Graviton Laser System, Predictive Intelligence

Starting Units

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

<u>Kortali Tribunal</u>

Abilities

- Zealous

  When you spend a command token to resolve the secondary ability of the "Warfare" strategy card, you may resolve the primary ability instead.
- Ruthless

  At the start of a ground combat on an exhausted planet you do not control, you may produce 1 hit and assign it to 1 of your opponent's ground forces on that planet.

Home System

- Ogdun 2/0
- Brthkul 1/3

Units

- Magistrate - Flagship

  After you win a space combat in this system, you may have this ship become damaged to gain 1 command token.

  8, 5(x2), 1, 3; SUSTAIN DAMAGE, BOMBARDMENT 3

Technology

- Tempest Drive [GG]

  After you win a combat in a system, you may exhaust this card to remove 1 command token from that system.
- Deliverance Engine [RR]

  Once per space combat, after 1 of your non-fighter ships is destroyed, you may produce 1 hit and assign it to 1 of your opponent's non-carrier ships.

Commodity Value: 3

Promissory Note: Blessing of the Queens

ACTION: Place this card face up in your play area and remove 1 of your command tokens from the game board.

At the start of the status phase, return this card to the Kortali player.

Expansion Cards

- Agent: Queen Lucreia - Atonement and Punishment

  When a player wins a ground combat: You may exhaust this card to allow that player to take 1 relic fragment their opponent owns, at random, if able.
- Commander: Queen Lorena - Compassion and Destruction

  [Destroy the last of a player's units in a system.]

  During the first round of a combat, you may cancel 1 hit produced against your units.
- Hero: Queen Nadalia - Life and Death | Calling of the Queens - Mother Goddesses

  When you win a combat: You may purge this card to choose and take up to 1 of your opponent's relics. Then, for each planet you control that is a legendary planet or has a technology specialty, gain 1 command token.
- Mech: Justicar

  This unit cannot lose its PLANETARY SHIELD.

  2, 5; SUSTAIN DAMAGE, PLANETARY SHIELD

- Breakthrough: The Queens' Wrath (draft)

  If you have the Dreadnought II technology, flip this card and place it on top of Dreadnought II.

  Propulsion (blue) <-> Warfare (red)

Starting Tech: Psychoarchaeology, Plasma Scoring

Starting Units

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

Additional Components

- Tribune

  This unit cannot be destroyed by "Direct Hit" action cards.

  When this unit produces a hit, you may repair it.

  While this unit is not damaged, you may reroll its combat roll.

  4, 5, 2, 1; SUSTAIN DAMAGE, BOMBARDMENT 5

  Propulsion (blue) <-> Warfare (red)

<u>Kyro Sodality</u>

Abilities

- Contagion

  After you resolve the primary or secondary ability of the "Politics" strategy card, commit 1 infantry from your reinforcements to a planet that is in or adjacent to a system that contains a planet you control; resolve invasion on that planet.

- Plague Reservoir

  Once per action, during invasion on a planet that contains your units, you may resolve ground combat on that planet, even if it does not contain another player's ground forces.

- Subversive

  When participating in a combat that would end in a draw, you are treated as the winner instead.

Home System

- Avicenna 4/0

Units

- Auriga - Flagship

  When you commit units to a planet in this system, you may commit 1 infantry from your reinforcements to that planet.

  8, 7(x2), 1, 3; SUSTAIN DAMAGE

Technology

- Indoctrination Teams [GG]

  During the agenda phase, after an outcome you voted for is resolved, place 2 infantry from your reinforcements on a planet you control.

- Vector Programs [Y]

  At the start of the strategy phase, you may place any number of your trade goods on any combination of strategy cards. Then, place 2 trade goods from the supply on 1 strategy card.

Commodity Value: 2

Promissory Note: Kyro Rider

  After an agenda is revealed:

  You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, place 3 infantry from your reinforcements on a planet you control.

  Then, return this card to the Kyro player.

Expansion Cards

- Agent: Tox - Plague Queen

  After a player loses or draws a ground combat:

  You may exhaust this card to allow that player to replenish their commodities; place a number of infantry equal to 1 less than their commodity value on 1 planet you control.

- Commander: Silas Deriga - Necrosage

  [Have 6 infantry and 6 fighters on the game board.]

  When you cast votes: You may remove up to 4 of your infantry from the game board to cast 1 additional vote for each unit removed.

- Hero: Speygh - Blightmaster | Brikk Strain - Galactic Blight

  At the start of the status phase: You may attach this card to 1 of your strategy cards. Its initiative

value is 9.

Non-Kyro Players may only resolve 1 clause of this strategy card's primary ability. The Kyro player gains any trade goods placed on this card.

- Mech: Pustule
  When this unit would be destroyed, if it is damaged, you may discard 1 action card to repair it instead.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: Strain Dispersal (draft)
  When researching a technology, you may discard an action card to ignore 1 of that technology's prerequisites.
  Other players must spend 1 influence as an additional cost to research or gain a technology you own.
  Cybernetic (yellow) <-> Warfare (red)

Starting Tech: Choose 1 of the following: Daxcive Animators, Bio-Stims

Starting Units

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

<u>Lanefir Remnants</u>

Abilities

- A New Edifice
  You may not use technology specialties. When you would gain a relic, instead purge it and explore up to 3 planets you control.
- Iconoclasm
  When researching a non-unit upgrade technology, you may purge 1 of your relic fragments to ignore 1 prerequisite on the technology you are researching.
- War Stories
  Once per action, after you win a combat, you may explore 1 planet you control, or if the active system does not contain any planets, the frontier exploration deck in the active system.

Home System

- Aysis' Rest 4/3
- Solitude 0/1

Units

- Memory of Dusk - Flagship
  At the end of a tactical action in this system, you may explore 1 planet you control in this system.
  8, 7(x2), 1, 3; SUSTAIN DAMAGE

Technology

- Spark Thrusters [BB]
  ACTION: Spend 1 command token from your strategy pool or purge 1 relic fragment to move 1 of your ships to an adjacent system that contains no other player's ships. If you spent a command token, exhaust this card.
- ATS Armaments [RR]
  After you explore, or purge 1 or more relic fragments, place 1 commodity token on this card.
  At the start of a round of combat, remove any number of tokens from this card to reroll up to that many of your dice during this round of combat.

Commodity Value: 2

Promissory Note: Spoils of War
> After you win a combat:
> Place this card face-up in your play area to explore 1 planet you control.
> At the start of the Lanefir player's turn, return this card to the Lanefir player.

Expansion Cards

- Agent: Vassa Hagi - Plunderer of Lost Arks
  When a player explores, you may exhaust this card to allow that player to discard 1 exploration card they drew and draw another.
- Commander: Master Halbert - Quartermaster | [7 relic fragments have been purged.]
  After you explore a planet: You may place 1 infantry from your reinforcements on that planet.
- Hero: The Venerable - Keeper of Myths | Resonance Cascade - Broken Legacy
  ACTION: Draw and reveal up to 3 relics. For each relic that started this action in a player's play area, gain 1 command token; you may swap that relic for 1 of the revealed relics or a relic in a player's play area. Then, shuffle the remaining relics into the relic deck and purge this card.

- Mech: Troubadour
  DEPLOY: At the start of your turn, purge 1 of your relic fragments to place 1 mech on a planet you control, if you do, you may end your turn.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: Erasure Corps. (draft)
  After another player purges 1 or more non-action card components, gain 1 command token or ready this card.
  During the action phase, you may exhaust this card to explore 1 planet you control.
  Biotic (green) <-> Warfare (red)

Starting Tech: Choose two of the following: Dark Energy Tap, Scanlink Drone Network, AI Development Algorithm

Starting Units

- 2 carriers
- 1 destroyer
- 2 fighters
- 3 infantry
- 1 space dock
- 1 PDS

<u>Li-Zho Dynasty</u>

Abilities
- Cunning
  After you perform a tactical action in a system, you may attach 1 "Trap" card from your reinforcements to a planet in that system that contains 1 or more of your infantry units.
- Subterfuge
  Trap attachments are attached face-down and remain hidden until revealed; you may look at Trap attachments at any time. You do not count trap attachments toward fulfilling objectives.

Home System
- Kyr 2/0
- Pax 1/2
- Vess 0/1

Units
- Silence of Stars - Flagship
  This unit can only be destroyed by an uncanceled hit being assigned to it.
  8, 5(x2), 1, 3; SUSTAIN DAMAGE
- Heavy Bomber I - Fighter I
  1(x2), 9, -; BOMBARDMENT 9

Technology
- Heavy Bomber II - Fighter II [GB]
  This unit may move without being transported. Fighters in excess of your ships' capacity count against your fleet pool.
  1(x2), 8, 2; BOMBARDMENT 8
- Wraith Engine [BB]
  After you activate a non-home system, you may exhaust this card to choose 1 ship you control; you may treat that ship as adjacent to the active system until the end of this tactical action.

Commodity Value: 3

Promissory Note: Trusted Counselor
> At the start of a space combat you are participating in:
> You may place up to 2 fighters from your reinforcements into the space area of the active system.
> Then, return this card to the Li-Zho player.

Expansion Cards
- Agent: Vasra Ivo - Intelligence Officer
  At the end of a player's turn: You may exhaust this card to allow that player to place 2 fighters from their reinforcements in the space area of a system that contains 1 or more of their ships.
- Commander: Dume Tathu - Ruthless Strategist
  [Have 4 trap attachments on the game board.]
  During a round of combat in which no more than 1 of your non-fighter ships or 1 of your infantry is participating, you may choose 1 of your units in that combat, that unit rolls 1 additional combat die.
- Hero: Khaz-Rin Li-Zho - Empress | Star's Razor - Closing Moves
  ACTION: You may attach, or remove and attach, each Trap card to a planet on the game board;

place a total of up to 12 fighters in any number of systems that contain 1 or more planets with Trap attachments and no other player's ships. Then, purge this card.

- Mech: Oro-Zhin Elite
  At the start of your turn, you may remove 1 trap attachment from the game board and attach it to this planet, or swap any trap attachment with 1 on this planet.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: Professional Intrigue (draft)
  After you perform a tactical action in a non-home system, you may move 1 of your infantry on the game board into coexistence on a planet in that system.
  When a player ends your units' coexistence on a planet, they must discard 1 action card, if able.
  Biotic (green) <-> Warfare (red)

Starting Tech: Psychoarchaeology, Antimass Deflectors

Starting Units

- 2 carriers
- 1 destroyer
- 3 fighters
- 4 infantry
- 1 space dock
- 1 PDS

Additional Components

- Trap - Interference Grid (1 copy)
  While this card is attached, you may reveal this card at the start of a space combat in this system.
  Choose 1 player, apply -1 to each of that player's combat rolls during this space combat.
  At the end of this tactical action, return this card to your reinforcements.
- Trap - Minefields (1 copy)
  While this card is attached, you may reveal this card after a player commits 1 or more infantry to this planet.
  Destroy up to 2 of that player's infantry on this planet.
  At the end of this tactical action, return this card to your reinforcements.
- Trap - Account Siphon (1 copy)
  While this card is attached, you may reveal this card after a player gains control of this planet.
  Take up to 2 trade goods or 3 commodities from that player.
  At the end of this tactical action, return this card to your reinforcements.
- Trap - Gravitic Inhibitor (1 copy)
  While this card is attached, you may reveal this card after a player activates this system.
  Until the end of this tactical action, that player cannot move more ships than 1 fewer than their fleet supply limit into this system.
  At the end of this tactical action, return this card to your reinforcements.
- Trap - Feint (1 copy)
  While this card is attached, you may reveal this card at any time.
  Then, return this card to your reinforcements.

<u>L'tokk Khrask</u>

Abilities

- Lithoids

  During the agenda phase, the number of votes you cast is instead equal to the combined resource value of the planets that you exhaust.

- Garden Worlds

  Apply +1 to the resource values of your planets that do not contain 1 or more ground forces.

- Meteor Slings

  When your units use BOMBARDMENT against a planet another player controls, you may cancel any number of hits you produce to place that many infantry from your reinforcements onto that planet. Those units participate in ground combat, if able.

Home System

- Bohl-Dhur 3/4

Units

- Splintering Gale - Flagship

  At the start of a space combat in this system, choose up to 2 non-fighter ships to gain SUSTAIN DAMAGE until the end of combat.

  8, 7(x2), 1, 3; SUSTAIN DAMAGE

- Shattered Sky I - Cruiser I

  2, 7, 2, 1; BOMBARDMENT 8

Technology

- Stone's Embrace [GG]

  When you would spend a token from your strategy pool, you may exhaust 1 planet you control to spend 1 token from your reinforcements instead.

- Shattered Sky II - Cruiser II [GYR]

  2, 6, 3, 2; BOMBARDMENT 6

Commodity Value: 2

Promissory Note: Stone Speakers

> During a tactical action, when you produce 1 or more hits during a BOMBARDMENT roll:
> For each hit you produced, you may instead place 1 infantry from your reinforcements on the planet being bombarded.
> Then, return this card to the L'tokk Khrask player.

Expansion Cards

- Agent: Udosh B'rtul - Grove Tender

  When a player would spend influence: You may exhaust this card to allow that player to spend the resources of 1 non-home planet they control as influence, in addition to its influence.

- Commander: Hkot Tokal - Crystal Druid

  [Win a ground combat on a planet you do not control.]

  At the start of invasion in a system that contains 1 or more planets: You may place 1 infantry unit from your reinforcements in that system's space area if you have unused capacity in that system.

- Hero: Vehl Tikar - Arch Druid | Crystal Chorus - Worlds Awaken

  ACTION: Purge this card to choose up to 4 planets; exhaust or ready each of those planets.

- Mech: Megalith
  Units other than your mechs do not make combat rolls during the first round of ground combat on this planet.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: Mended Grove (draft)
  When you resolve METEOR SLINGS, you may choose for your units to coexist instead; if you do, you may reroll each of your unit's BOMBARDMENT rolls.
  While you are coexisting on 1 or more planets, you control the Grove card.
  Biotic (green) <-> Cybernetic (yellow)

Starting Tech: Scanlink Drone Network, Plasma Scoring

Starting Units

- 3 cruisers
- 1 fighter
- 3 infantry
- 1 space dock
- 1 PDS

Additional Components

- Grove – 2/X
  This card's influence value is equal to the number of planets that contain your coexisting units.

Mirveda Protectorate

Abilities

- **Privileged Citizenry**

  Each system can contain a number of your PDS equal to the number of command tokens in your fleet pool. For the purpose of scoring objectives, you may treat each of your PDS units as though it is a structure on any planet you control.

- **Combat Drones**

  Your space docks cannot produce infantry. At the start of invasion, you may replace each of your fighters in the active system with 1 infantry unit. During invasion, your infantry in the space area of the active system do not count against your ships' capacity.

Home System

- Aldra 2/3
- Beata 2/1

Units

- **Nexus - Flagship**

  After each round of space combat in this system, place 1 fighter from your reinforcements in this system.

  8, 9(x2), 1, 3; SUSTAIN DAMAGE

- **Gauss Cannon I - PDS I**

  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. This unit can be blockaded, if it is blockaded, it is destroyed.

  1; SPACE CANNON 6, BOMBARDMENT 6

Technology

- **Gauss Cannon II - PDS II [RY]**

  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. This unit can be blockaded, if it is blockaded, it is destroyed.

  2; SPACE CANNON 4, BOMBARDMENT 4, CAPACITY 1

- **Orbital Defense Grid [RR]**

  At the start of invasion, choose up to 1 unit you control in the active system; that unit gains PLANETARY SHIELD.

  When a player commits a unit to land on a planet you control, you may exhaust this card to destroy that unit.

Commodity Value: 3

Promissory Note: Rapid Excavation

At the start of your turn:

You may move up to 2 PDS units you control to a planet you control.

Then, return this card to the Mirveda player.

Expansion Cards

- **Agent: Logic Machina - Weapon Development**

  After a player gains a unit upgrade technology:

  You may exhaust this card to allow that player to spend 1 command token from their strategy pool to research 1 technology of the same color as any 1 of that unit upgrade's prerequisites.

- Commander: Assault Machina - Delta Shield
  [Own 2 unit upgrade technologies.]
  During Movement, for each infantry you transport, you may replace that unit with 1 fighter.
  You may use the SPACE CANNON of 1 of your units against units that are adjacent to that unit's system.
- Hero: Wrath Machina - AI Mainframe | Dhor's Hammer - Peace at Last
  ACTION: Place up to 3 PDS units from your reinforcements on planets you control and choose 1 system; your PDS units may use their SPACE CANNON on ships in that system, and BOMBARDMENT against units on 1 planet in that system. Then, purge this card.
- Mech: Javelin
  For every 2 unit upgrade technologies you own, apply +1 to the result of this unit's combat rolls.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: Stabilization Arrays (draft)
  At the start and end of your turn, move up to 1 of your PDS units onto a planet you control in that unit's system, or that system's space area.
  Your PDS units on planets have PLANETARY SHIELD and do not have text abilities; you may use their SPACE CANNON against ships in adjacent systems.
  Propulsion (blue) <-> Cybernetic (yellow)

Starting Tech: AI Development Algorithm

Starting Units

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

Glimmer of Mortheus

Abilities

- Facsimile
  At the start of a space combat while you are the defender, you may spend influence equal to the cost value of 1 of your opponent's ships in the active system to place 1 unit of that type from your reinforcements in that system.
- Illusory Presence
  During the agenda phase, after another player casts votes, you may exhaust up to 2 planets you control; that player casts an additional number of votes equal to 1 more than the combined influence values of those planets.

Home System

- Biaheo 3/0
- Empero 0/3
- Nebula

Units

- Particle Sieve - Flagship
  After you activate this system, if it does not contain any planets, you may place 1 frontier token in this system.
  8, 7(x2), 1, 3; SUSTAIN DAMAGE

Technology

- Fractal Plating [RR]
  After a unit you control in a system is destroyed, you may exhaust this card to place 1 unit of that type from your reinforcements in the space area of a system adjacent to that system that contains 1 or more of your ships.
- Fabrication Grid [YY]
  Each system that contains 1 or more of your ships and no planets gains PRODUCTION 2 as if it were a unit you control.

Commodity Value: 3

Promissory Note: Secrets of the Weave

> At the start of a space combat while you are the defender:
> You may spend influence equal to the cost value of 1 of your opponent's ships in the active system to place 1 unit of that type from your reinforcements in that system.
> Then, return this card to the Mortheus player.

Expansion Cards

- Agent: Walik - Dull Green
  When a player produces 1 or more units in a system: You may exhaust this card to allow that player to place 1 of the produced units in the space area of an adjacent system that does not contain another player's ships.
- Commander: Komat - Vibrant Blue
  [Have ships in 3 systems not adjacent to or including your home system.]
  At the start of a space combat while you are not the active player: Choose 1 of your non-fighter ships in the active system to gain SUSTAIN DAMAGE until the end of combat.

- Hero: Bayan - Deep Magenta | Weavelink Replicator - Two by Two
  ACTION: Purge this card to choose 1 ship you control in each system; for each of those units, you may place 1 unit of that unit type from your reinforcements in the space area of that unit's system, if able.
- Mech: Duuban
  When a player commits 1 or more units to a planet you control adjacent to this system, you may swap this unit with 1 of your infantry on that planet.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: Mirage Craft (draft)
  At the start and end of a space combat in which you are the defender, you may swap 1 of your ships in the active system with 1 of your ships in another system that contains 1 of your command tokens; the swapped ships cannot transport units.
  Cybernetic (yellow) <-> Warfare (red)

Starting Tech: Dark Energy Tap, Sarween Tools
Starting Units

- 1 dreadnought
- 1 carrier
- 1 destroyer

- 2 fighters
- 3 infantry
- 1 space dock

<u>Myko-Mentori</u>

Abilties

- Prescient Memories
  You have 4 "Omen" Dice. At the start of the strategy phase, roll all 4 Omen dice and place them near your faction sheet.
- Divination
  Before you would roll a die, you may instead return 1 Omen die near your faction sheet to your reinforcements to resolve that roll as if it had the result of that die.
- Necrophage
  Apply +1 to your commodity value for each space dock you control. After the first round of combat, gain 1 commodity or convert 1 of your commodities to a trade good.

Home System

- Shi-Halaum 4/0

Units

- Psyclobea Qarnyx - Flagship
  Once per round of space combat, when a non-fighter ship in this system is destroyed, you may gain 1 commodity.
  8, 7(x2), 1, 3; SUSTAIN DAMAGE
- Mycelium Ring I - Space Dock I
  This unit's PRODUCTION value is equal to 2 more than the resource value of this planet.
  DEPLOY: When you gain control of a planet, you may replace 4 infantry on that planet with 1 space dock.
  PLANETARY SHIELD, PRODUCTION X

Technology

- Mycelium Ring II - Space Dock II [YY]
  This unit's PRODUCTION value is equal to 5 more than the resource value of this planet.
  DEPLOY: When you gain control of a planet, you may replace 3 infantry on that planet with 1 space dock.
  PLANETARY SHIELD, PRODUCTION X
- Psychoactive Armaments [GG]
  After your opponent makes a combat roll, you may exhaust this card. If you do, for each of their units that did not produce a hit, you may reroll that unit's combat roll; any hits that roll produces are produced against your opponent's units instead.

Commodity Value: 1

Promissory Note: Gift of Insight

    ACTION: Place this card face up in your play area.
    While this card is in your play area, once per turn, after you roll a die, you may reroll that die.
    If you activate a system that contains 1 or more of the Myko-Mentori player's units, return this card to the Myko-Mentori player.

Expansion Cards

- Agent: Lactarius Indigo - Omen Caller
  Before a player rolls a die, you may instead exhaust this card and choose 1 Omen die near the Myko-Mentori player's faction sheet; resolve that die roll as if it had the result of that Omen die.
- Commander: Amanita Muscaria - Rampant Growth
  [Have 4 commodities on your faction sheet.]
  After another player produces 1 or more hits against your units during space combat, you may spend 1 commodity or 1 trade good to cancel 1 of those hits.
- Hero: Coprinus Comatus - Necromancer | Soul Cage - Rise Again
  When another player's hero would be purged, instead attach it to this card. You may resolve this card as if it instead had the text of any single hero attached to this card. When this card is purged, purge each of its attachments as well.
- Mech: Amandia Pholdis
  After this unit is destroyed, roll a die. If the result is 6 or greater, place the unit on this card. At the start of your turn, you may replace 1 infantry you control with a unit that is on this card.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: Dreamwalkers (draft)
  Capture other player's infantry that are destroyed during combat on planets you control.
  After each round of ground combat on a planet you control, roll a die. On a result of 7 or greater, place up to 1 of your captured infantry onto that planet, as if it were your own.
  Biotic (green) <-> Cybernetic (yellow)

Starting Tech: Predictive Intelligence

Starting Units
- 2 carriers
- 1 cruiser
- 1 fighter
- 6 infantry
- 1 space dock

Additional Components
- Omen Dice (x4)
- Commodity value tokens: 2, 3, 4
- Myko Calamity tile (Nova Seed / Cataclysm)

<u>Nivyn Star Kings</u>

Abilities

- Celestial Guides
  Your units do not roll for gravity rifts. You may ignore the movement effects of anomalies in systems that contain or are adjacent to 1 or more of your structures.
- Singularity Point
  The system that contains the "Wound" token is both a nebula and a gravity rift.
- Voidsailors
  When you explore a frontier token, you may draw 1 additional card; choose 1 to resolve and return the rest to the frontier exploration deck. Then, shuffle that deck.

Home System

- 3/3 Ellas
- Gravity Rift

Units

- Eradica - Flagship
  When a unit in this system would be destroyed, you may remove it from the game board instead.
  8, 5(x2), 1, 3; SUSTAIN DAMAGE

Technology

- Voidwake Missiles [Y]
  After 1 or more of your units with SUSTAIN DAMAGE makes a combat roll, you may choose 1 of those units to become damaged to reroll its combat roll.
- Voidflare Warden II - Mech II [BYR]
  After a system is activated, you may have this unit become damaged to place or move the Wound token into this system.
  2, 4; SUSTAIN DAMAGE

Commodity Value: 3

Promissory Note: Nivyn Guidance

> After you activate a system:
> During this activation, you may ignore the effects of each anomaly.
> Return this card to the Nivyn player at the end of this activation.

Expansion Cards

- Agent: Suldhan Wraeg - Shrouded Advisor
  When a player would use 1 unit's non-PRODUCTION unit ability in a system that contains or is adjacent to an anomaly, you may exhaust this card to prevent that unit from using that unit ability.
- Commander: Thussad Krath - High Inquisitor
  [Have units in 2 different non-home anomalies.]
  When 1 or more of your damaged units make a combat roll, up to 2 of those units may roll an additional combat die.
- Hero: Krill Drakkon - Star-Crowned King | Singularity Cradle - Eye of the Abyss
  ACTION: Each unit on the game board with SUSTAIN DAMAGE, other than your mechs, becomes damaged, if able. Place this card near the game board; you may treat each unit you

control as adjacent to the system that contains the Wound token until the end of this game round. At the end of this game round, purge this card.

- Mech: Voidflare Warden I

  After this system is activated, you may have this unit become damaged to place or move the Wound token into this system.

  2, 6; SUSTAIN DAMAGE

- Breakthrough: Anomaly Stabilization (draft)

  The system that contains the Wound token is also an entropic scar. You may ignore the effects of entropic scars.

  You may treat entropic scars as ingress tokens.

  Propulsion (blue) <-> Warfare (red)

Starting Tech: Dark Energy Tap, Plasma Scoring

Starting Units

- 1 dreadnought
- 1 carrier
- 1 cruiser
- 3 fighters
- 3 infantry
- 1 mech
- 1 space dock

Additional Components

- Wound Token

<u>Nokar Sellships</u>

Abilities
- Hired Guns

  After a system is activated, you may choose up to 3 of your ships. Those ships are also treated as the active player's and participate in combat as their units. At the end of this tactical action, that player may replace each of those ships in the active system with their own of the same unit type. Then, remove the rest from the game board.
- Private Fleet

  During setup, place 4 additional destroyers in your reinforcements.
- Desperados

  When 1 or more of your units use PRODUCTION, 1 destroyer does not count against your PRODUCTION limit. Apply +1 to your destroyers' move values while you are not the active player.

Home System
- Zarr - 2/1
- Nokk - 1/1

Units
- Annah Regia - Flagship

  Apply +1 to the results of this unit's combat rolls for every 2 destroyers you control.

  8, 9(x2), 2, 3; SUSTAIN DAMAGE
- Sabre I - Destroyer I

  After this unit is destroyed during combat, roll a die, on a result of 9 or 10, produce up to 1 hit against your opponent's ships.

  1, 8, 2; ANTI-FIGHTER BARRAGE 9(x2)

Technology
- Sabre II - Destroyer II [RR]

  After this unit is destroyed during combat, roll a die, on a result equal to or greater than 7, produce up to 1 hit against your opponent's ships.

  1, 7, 2; ANTI-FIGHTER BARRAGE 6(x3)
- Local Contracts [YY]

  During the action phase: You may exhaust this card to use the PRODUCTION ability of 1 of your units. Then, place 1 command token from your reinforcements in that unit's system.

Commodity Value: 4

Promissory Note: Nokar Navigator

  At the start of a space combat:

  During this combat, the active system is adjacent to each system that contains a planet you control for the purposes of announcing and resolving retreats.

  At the end of this combat, return this card to the Nokar player.

Expansion Cards
- Agent: Sal Sparrow - The Privateer

  After movement:

  You may exhaust this card to allow 1 player with 1 or more ships in the active system to place 1

destroyer from their reinforcements in that system.

Then, you may resolve 1 transaction with that player.

- Commander: Jack Hallard - The Commodore

  [Another player moves 1 of your ships.]

  Before you assign hits to your ships during a space combat, if you announced a retreat, cancel up to 2 hits. During combat, you may treat the active system as adjacent to each system adjacent to your home system.

- Hero: Starsails - Mercenary King | Irrefutable Offer - Galactic Press Gang

  ACTION: Place this card near the game board, until the end of this game round, each of your planets gains the PRODUCTION 3 ability as if it were a unit. At the end of this game round, purge this card.

- Mech: Freelance Outfit

  You may treat this system as adjacent to the active system for the purposes of declaring and resolving retreats.

  2, 6; SUSTAIN DAMAGE

- Breakthrough: Mercenary Captains (draft)

  ACTION: Exhaust this card to place 1 neutral cruiser and 2 neutral destroyers into a non-fracture system that contains no non-neutral ships.

  After another player wins a space combat in a system that contains your ships, gain 2 commodities.

  Cybernetic (yellow) <-> Warfare (red)

Starting Tech: Choose two of the following: Psychoarchaeology, Dark Energy Tap, AI Development Algorithm

Starting Units

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

Additional Components

- Nokar Destroyer tokens (x4)

<u>Olradin League</u>

Abilities
- Policies
  When you gather your starting components, place the 3 "Policy" cards near your faction sheet, choose which side of each card to place face up.
  This faction has the abilities and effects listed on the face up side of each Policy card.

Home System
- Sanctuary 3/4

Units
- Rallypoint - Flagship
  When you move this ship, apply +1 to the move value of each of your other ships during this tactical action.
  8, 5(x2), 1, 3; SUSTAIN DAMAGE

Technology
- False Flag Operations [R]
  At the start of your turn, you may exhaust this card and 1 planet you control to ready 1 non-home planet other than Mecatol Rex.
- Geosympathic Impeller [B]
  After you activate a system, you may exhaust a planet you control of the same type as a planet in that system to apply +1 to the move value of each of your ships during this tactical action.

Commodity Value: 3

Promissory Note: Incite Revolution
  ACTION: Place this card face up in your play area to choose and exhaust 1 planet you control.
  Then, ready 1 non-home planet you control other than Mecatol Rex.
  At the start of the status phase, return this card to the Olradin player.

Expansion Cards
- Agent: Baggil Wildpaw - Political Haggler
  After a player exhausts a cultural, hazardous, or industrial planet they control, you may exhaust this card to allow that player to ready a planet they control of a different trait than that planet.
- Commander: Knak Half-Ear - Grizzled Negotiator
  [Control 1 cultural planet, 1 hazardous planet, and 1 industrial planet.]
  When you pass: You may exhaust 1 non-home planet you control other than Mecatol Rex to gain a number of trade goods equal to that planet's resource or influence value.
- Hero: Pahn Silverfur - Council Speaker | Shadow Council - Change of Plans
  ACTION: Place 1 infantry from your reinforcements on each planet you control; you may choose and flip 1 policy card. Then, purge this card.
- Mech: Exemplar
  If you have at least 2 "+" policies, flip this card. || If you have at least 2 "-" policies, flip this card.
  If this planet contains no more than 1 of your mechs, apply +1 to its resource value. || If this planet contains no more than 1 of your mechs, apply +1 to its influence value.
  2, 6; SUSTAIN DAMAGE || 2, 6; SUSTAIN DAMAGE

- Breakthrough: Insurrectionist Networking (draft)

  Once per action, after you resolve a policy ability, you may spend 1 trade good to move 1 of your infantry on the game board into coexistence on a planet in an adjacent system.

  ACTION: Purge this card to resolve invasion on all planets that contain your coexisting infantry.

  Biotic (green) <-> Warfare (red)

Starting Tech: Psychoarchaeology, Scanlink Drone Network

Starting Units

- 2 carriers
- 1 cruiser
- 3 fighters

- 4 infantry
- 1 space dock

Additional Components

- Policy: The People
  - Connect (+)

    Once per action, after you exhaust a cultural or legendary planet you control, you may move 1 infantry on that planet to another planet you control.
  - Control (-)

    You cannot perform transactions during the agenda phase.

    During the agenda phase, after you cast votes on an agenda, cast 2 additional votes for each cultural planet you exhausted.
- Policy: The Environment
  - Preserve (+)

    Once per action, after you exhaust a hazardous or legendary planet you control, you may reveal the top card of the exploration deck that matches 1 of those planets; if it is a relic fragment, gain it, otherwise discard that card.
  - Plunder (-)

    When 1 or more of your units use PRODUCTION, reduce the PRODUCTION value of 1 of those units by 2.

    Once per action, after you explore a hazardous planet, you may remove 1 unit from that planet to explore that planet.
- Policy: The Economy
  - Empower (+)

    Once per action, after you exhaust an industrial or legendary planet you control, gain 1 commodity.
  - Exploit (-)

    Place the "2" commodity token on your faction sheet, your commodity value is 2.

    Once per action, after you exhaust an industrial planet you control, place up to 1 fighter from your reinforcements in a system that contains 1 or more of your ships.
- 2 Commodity token

<u>Zealots of Rhodun</u>

Abilities
- Conspirators
  Once per agenda phase, after an agenda is revealed, if you are not the speaker, you may choose to vote after the speaker on that agenda.
- Ancient Knowledge
  When you use a technology specialty to ignore a prerequisite on a technology card you are researching, you may ignore 1 additional prerequisite of the same color. After you exhaust a planet to use its technology specialty, you may gain 1 commodity.

Home System
- Poh 2/0
- Orad 3/1

Units
- Reckoning - Flagship
  For each unit upgrade technology your opponent owns, apply +1 to the results of this unit's combat rolls.
  8, 7(x2), 1, 3; SUSTAIN DAMAGE

Technology
- Sanctification Field [YYY]
  When you activate a system, or a system that contains 1 or more of your units is activated, you may choose 1 technology or non-fighter, non-structure unit upgrade technology another player controls; until the end of this tactical action, that card is treated as though it had no ability text.
- Pilgrimage Beacons [BB]
  Once during your turn, when you exhaust 1 or more planets you control that have a technology specialty, you may produce 1 ship in 1 system that contains 1 of those planets.

Commodity Value: 3

Promissory Note: Favor of Rhodun
  When you ignore a prerequisite on a technology card you are researching:
  You may ignore 1 additional prerequisite of the same color.
  Then, return this card to the Rhodun player.

Expansion Cards
- Agent: Priestess Tuh - The Edifier
  After a player researches a technology:
  You may exhaust this card to allow that player to produce 1 ship in their home system or a system that contains a planet they control that has a technology specialty.
- Commander: Bishop Ulin - The Librarian
  [Have a technology with 2 or more prerequisites.]
  When researching a technology, you may use the technology specialty of 1 planet you control to ignore any 1 prerequisite on the technology card you are researching.
- Hero: Saint Binal - The Prophet | Blessing of the Ancients - Forgotten Sorcery
  ACTION: Place this card and up to 3 non-faction technologies near the game board, you gain

those technologies. At the start of the next strategy phase, purge all but 1 of those technologies and this card.

- Mech: Templar
  Apply +1 to this unit's combat rolls for each faction technology your opponent owns.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: Rhodun's Reliquary (draft)
  After you gain control of a legendary or fracture planet, you may research 1 technology or remove 1 of your command tokens in that system and return it to your reinforcements.
  Cybernetic (yellow) <-> Warfare (red)

Starting Tech: Bio-Stims

Starting Units

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

<u>Roh'Dhna Mechatronics</u>

Abilities

- Industrious
  After you place a space dock in a system that contains no other players' ships, you may spend 6 resources and remove that space dock to place 1 war sun in that system's space area.
- Recycled Materials
  After you activate a system, you may return 1 cruiser, carrier, or dreadnought you control in that system to your reinforcements to gain a number of trade goods equal to 1 less than that unit's cost value.
- Orbital Foundries
  For the purpose of scoring objectives, you may treat each of your war sun units as though it is a structure on any planet you control.

Home System

- Prind 3/3

Units

- Ky'vir The Replicator - Flagship
  DEPLOY: After you activate a system, you may spend 4 resources to replace 1 of your non-fighter ships in that system with your flagship.
  8, 5(x2), 1, 3; SUSTAIN DAMAGE
- Terrafactory I - War Sun I
  This unit produces only 1 fighter or infantry for their cost instead of 2.
  This unit cannot move or be produced.
  -, 5(x2), -, 4; PRODUCTION 5

Technology

- Contractual Obligations [YY]
  At the start of the agenda phase, for each unit upgrade technology you control, you may choose 1 player. Each of those players must produce 1 ship in a system that contains 1 or more of their space docks or war suns.
- Terrafactory II - War Sun II [YRRR]
  Other player's units in this system lose PLANETARY SHIELD.
  This unit produces only 1 fighter or infantry for their cost instead of 2.
  12, 3(x3), 2, 6; SUSTAIN DAMAGE, PRODUCTION 5, BOMBARDMENT 3(x3)

Commodity Value: 4

Promissory Note: Automatons

> At the end of your turn, you may attach this card to a non-home planet you control other than Mecatol Rex. This planet has PRODUCTION 3 as if it were a unit.

Expansion Cards

- Agent: Rond Bri'ay - Master of Operations
  After 1 or more of a player's units use PRODUCTION: You may exhaust this card to allow that player to gain 1 command token.
- Commander: B-Unit 205643a - Predominant Constructor
  [Have units with a combined PRODUCTION value of at least 7 in a single system.]

When you spend a command token to resolve the secondary ability of the "Construction" strategy card, you may resolve the primary ability instead.

- Hero: Roh'Vhin Dhna mk4 - Ruthless Executive | Primespace Actualization - Subversive Automation
  After you move 1 or more of your ships into the active system: You may purge this card to produce ships using the PRODUCTION abilities of any units in the active system as if they were your own, regardless of whether that system contains another player's ships.
- Mech: Autofabricator
  DEPLOY: After you use your RECYCLED MATERIALS faction ability in a system, you may place 1 mech in that system's space area or on a planet you control in that system.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: The Prodigy's Triumph (draft)
  If you have the Terrafactory II technology, flip this card and place it on top of Terrafactory II.
  Propulsion (blue) <-> Cybernetic (yellow)

Starting Tech: Psychoarchaeology, Sarween Tools

Starting Units

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

Additional Components

- Automatons token
- Omni-Forgeworld
  Other player's units in this system lose PLANETARY SHIELD.
  This unit is also a station with a resource value of 2. When you would exhaust this station's planet card, this unit becomes damaged instead.
  10, 3(x3), 2, 8; SUSTAIN DAMAGE, BOMBARDMENT 3(x3), PRODUCTION 7
  Propulsion (blue) <-> Cybernetic (yellow)

<u>Tnelis Syndicate</u>

Abilities
- Plausible Deniability
  When you draw 1 or more secret objective cards, draw 1 additional secret objective card. Then, return 1 secret objective card to the secret objective deck; shuffle that deck.
- Information Brokers
  You may have 1 additional unscored secret objective.
- Stealth Insertion
  If you place units onto the same planet as another player's units, your units must participate in combat during the "Ground Combat" step.

Home System
- Discordia 4/1

Units
- Principia Aneris - Flagship
  At the start of a round of combat, choose 1 ship in this system, during this combat round, that ship rolls 1 less combat die.
  8, 9(x4), 2, 3; SUSTAIN DAMAGE
- Blockade Runner I - Destroyer I
  1, 9, 2; ANTI-FIGHTER BARRAGE 9(x3)

Technology
- Blockade Runner II - Destroyer II [RR]
  This ship can move through systems that contain other players' ships.
  1, 8, 2; ANTI-FIGHTER BARRAGE 6(x4)
- Daedalon Flight System [Y]
  After a round of space combat in a system that contains 1 or more of your mechs, you may have 1 of those units become damaged to produce 1 hit and assign it to a cruiser, dreadnought, or destroyer you do not control in that system.

Commodity Value: 2

Promissory Note: Plots Within Plots
> When you draw 1 or more secret objective cards: Draw 1 additional secret objective card. Then, return 1 secret objective card to the secret objective deck; shuffle that deck.
> Then, return this card to the Tnelis player.

Expansion Cards
- Agent: Davish S'Norri - Labor Relations Specialist
  At the start of invasion: You may exhaust this card to choose 1 ship in the active system. During this invasion, that ship may use its ANTI-FIGHTER BARRAGE as if it were BOMBARDMENT.
- Commander: Fillipo Rois - Logistical Expeditor
  [Have 6 of your destroyers on the game board.]
  After you activate a system, you may produce and assign 1 hit to a non-fighter ship you control in a system to apply +1 to the move value of 1 of your ships in that system until the end of this tactical action.
- Hero: Turra Sveyar - Shadow Councilor | Contract Network - Friends in Low Places

After another player scores a secret objective: You may attach, or remove and attach, this card to that secret objective. You treat the attached secret objective as if it were a public objective. After you score the attached objective, purge this card.

- Mech: Daedalon
  DEPLOY: After you move a destroyer into a non-home system other than Mecatol Rex, you may spend 3 resources to place 1 mech on a planet in that system.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: Hidden Hardpoints (draft)
  During ground combat, you may exhaust this card; all your units on that planet enter coexistence and that combat ends in a draw.
  When a player ends coexistence with your units, draw 1 secret objective.
  Propulsion (blue) <-> Warfare (red)

Starting Tech: Choose two of the following: Neural Motivator, Antimass Deflectors, Plasma Scoring

Starting Units

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

<u>Vaden Banking Clans</u>

Abilities
- Fine Print
  After a player resolves the secondary ability of 1 of your strategy cards, place up to 1 of their control tokens on your faction sheet.
- Collateralized Loans
  After 1 of your opponent's ships is destroyed during a round of space combat, you may remove 1 of that player's control tokens from your faction sheet to place 1 ship of that type from your reinforcements in the active system.
- Binding Debts
  Other players may place their control tokens on your faction sheet at any time. At the start of the status phase, each of your neighbors may give you 1 trade good to remove up to 2 of their control tokens from your faction sheet.

Home System
- Vadarian 3/0
- Norvus 1/2

Units
- Aurum Vadra - Flagship
  After this unit produces 1 or more hits during a BOMBARDMENT roll, gain 1 trade good.
  8, 7(x2), 1, 3; SUSTAIN DAMAGE, BOMBARDMENT 5(x2)

Technology
- Midas Turbine [B]
  After you activate a system, you may exhaust this card and spend any number of trade goods; for each trade good you spent, apply +1 to the move value of 1 non-fighter ship you control.
- Krovoz Strike Teams [YY]
  After another player's unit uses SUSTAIN DAMAGE to cancel a hit produced by your units or abilities, you may exhaust this card to destroy that unit.
  After you produce 1 or more hits during a round of combat, you may spend 1 trade good to produce 1 additional hit.

Commodity Value: 3

Promissory Note: Vaden Handshake
  After you activate a system:
  You may spend any number of trade goods; for each trade good spent, apply +1 to the move value of 1 non-fighter ship you control during this activation.
  Return this card to the Vaden player at the end of this activation.

Expansion Cards
- Agent: Yudri Sukhov - Developer
  At the start of a player's turn: You may exhaust this card to allow that player to choose 1 planet they control; that player gains a number of commodities equal to that planet's influence value.
- Commander: Komdar Borodin - Banker
  [Have 1 or more different players' control tokens on your faction sheet for every 2 players in this game.]

At the start of the status phase: Gain 1 trade good for each secret objective you have scored and 1 commodity for each public objective you have scored.

- Hero: Putriv Sirvonsk - Clanmaster Prime | Acula Network - Debts Come Due
ACTION: For each control token that belongs to another player on your faction sheet, you may return that token. If you do, that player must give you 1 of their trade goods, 2 of their commodities, or 1 promissory note from their hand, if able. Then, purge this card.

- Mech: Collector
At the end of a round of ground combat, you may remove 1 of your opponent's control tokens from your faction sheet to place 1 infantry unit from your reinforcements on this planet.
2, 6; SUSTAIN DAMAGE

- Breakthrough: Strongarm Banking (draft)
Other players cannot take any of your trade goods, commodities, or relic fragments unless you allow it.
When another player returns 1 of your promissory notes, place 1 of their control tokens on your faction sheet.
Biotic (green) <-> Warfare (red)

Starting Tech: Choose two of the following: Neural Motivator, Antimass Deflectors, Sarween Tools
Starting Units

- 1 dreadnought
- 1 carrier
- 1 cruiser

- 2 fighters
- 3 infantry
- 1 space dock

<u>Vaylerian Scourge</u>

Abilities
- Cargo Raiders
  During the first round of a space combat, you may prevent your opponent from declaring a retreat unless they spend 1 trade good.
- Scour
  Once per tactical action, after you gain control of a planet, you may discard 1 action card to ready that planet.
- Raze
  After 1 or more of another player's structures are destroyed on a planet that contains your units, you may replenish your commodities.

Home System
- Vaylar 3/2

Units
- Lost Cause - Flagship
  At the start of a space combat in this system, you may choose 1 adjacent system. Your opponent cannot retreat to that system.
  8, 7(x2), 2, 3; SUSTAIN DAMAGE
- Raider I - Cruiser I
  During a round of space combat, if your opponent cannot declare a retreat, hits produced by this ship must be assigned to non-fighter ships, if able. This unit may only transport ground forces.
  2, 7, 2, 1

Technology
- Scavenger Exos [R]
  Once per action, after you win a ground combat, you may draw 1 action card.
- Raider II - Cruiser II [GYR]
  During a round of space combat, if your opponent cannot declare a retreat, hits produced by this ship cannot be canceled and must be assigned to non-fighter ships, if able.
  2, 6, 3, 1

Commodity Value: 2

Promissory Note: Clan's Favor
  At the start of a round of space combat:
  The Vaylerian player discards 1 action card. Then, move all of your ships from the active system to an adjacent system that does not contain another player's ships; the space combat ends in a draw.
  Then, place a command token from your reinforcements in that system and return this card to the Vaylerian player.

Expansion Cards
- Agent: Yvin Korduul - Political Gambler
  After a player gains control of a planet, you may exhaust this card to allow that player to draw 1 action card.

- Commander: Pyndil Gonsuul - Strike Team Coordinator

  [Control 3 planets that each have the same trait.]

  After you activate a system: Choose 1 ship you control with a capacity value, apply +2 to that value during this tactical action.
- Hero: Dyln Harthuul - Vice Admiral of Fleet Group 15 | Spear of Vaylar - Hidden Vanguard

  After you activate a system: Remove 1 of your command tokens from the board and gain 1 command token. Until the end of this tactical action, apply +1 to the move value of each of your ships and the result of each of your ships' combat rolls. At the end of this turn, purge this card.
- Mech: Eclipse

  During your tactical actions, hits produced by SPACE CANNON cannot be assigned to 1 of your ships in this system.

  2, 6; SUSTAIN DAMAGE
- Breakthrough: Gravitic Disruption (draft)

  After you move 1 or more ships into the active system, you may discard an action card to move 1 of those ships into an adjacent system that does not contain another player's ships.

  Propulsion (blue) <-> Warfare (red)

Starting Tech: Neural Motivator, Dark Energy Tap

Starting Units

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

<u>Veldyr Sovereignty</u>

Abilities
- Corporate Entity
  During setup, take the additional Veldyr faction promissory notes; you have 4 faction promissory notes. "Branch Office" attachments do not count toward scoring objectives.
- Holding Company
  At the start of the status phase, for each planet that has a Branch Office attachment, you may gain 1 commodity or convert 1 of your commodities to a trade good.
- Targeted Acquisition
  At the start of the status phase, you may give 1 of your faction promissory notes in your hand to 1 of your neighbors.

Home System
- Rhune 3/4

Units
- Richtyrian - Flagship
  When this ship makes a combat roll, it rolls 1 additional die for each round of combat that has been resolved this combat.
  8, 7(x2), 1, 3; SUSTAIN DAMAGE
- Lancer Dreadnought I - Dreadnought I
  4, 5, 1, 1; SUSTAIN DAMAGE, BOMBARDMENT 5, SPACE CANNON 8

Technology
- Lancer Dreadnought II - Dreadnought II [BBY]
  This unit cannot be destroyed by "Direct Hit" action cards.
  4, 5, 2, 1; SUSTAIN DAMAGE, BOMBARDMENT 5, SPACE CANNON 5
- SEIDR Project [RR]
  At the end of each round of space combat, you may use the SPACE CANNON of 1 of your units in the active system against your opponent's ships, without rolling additional dice.

Commodity Value: 4

Promissory Notes:
- Branch Office - Tax Haven
  When you receive this card, you must attach it to a non-home planet you control other than Mecatol Rex that does not have a Branch Office attachment. Its influence value is increased by 1.
- Branch Office - Broadcast Hub
  When you receive this card, you must attach it to a non-home planet you control other than Mecatol Rex that does not have a Branch Office attachment. Its influence value is increased by 1.
- Branch Office - Reserve Bank
  When you receive this card, you must attach it to a non-home planet you control other than Mecatol Rex that does not have a Branch Office attachment. Its resource value is increased by 1.
- Branch Office - Orbital Shipyard
  When you receive this card, you must attach it to a non-home planet you control other than Mecatol Rex that does not have a Branch Office attachment. Its resource value is increased by 1.

Expansion Cards

- Agent: Solis Morden - Research and Development
  When a player spends resources to research: You may exhaust this card to allow that player to spend the influence of 1 planet they control as resources.
- Commander: Vera Khage - Chief Legal Officer
  [2 other players control 1 or more planets that have Branch Office attachments.]
  When you research a technology that is owned by a player who controls a planet with a Branch Office attachment, you may ignore 1 prerequisite on that technology.
- Hero: Auberon Elyrin - Chairman | Twilight Protocol - A New Dawn
  ACTION: For each planet that has a Branch Office attachment, you may gain 1 unit upgrade technology of the same unit type as 1 owned by the player that controls that planet. Then, purge this card.
- Mech: Aurora Stormcaller
  After a player activates this system, you may remove this unit from the game board to place 1 PDS from your reinforcements on this planet.
  2, 6; SUSTAIN DAMAGE
- Breakthrough: Aurora Research Base (draft)
  Your home system is also a nebula. Hits produced by the combat and ability rolls of your units in nebulae cannot be canceled.
  When you pass, explore the frontier deck in your home system.
  Propulsion (blue) <-> Cybernetic (yellow)

Starting Tech: Dark Energy Tap, AI-Development Algorithm

Starting Units
- 1 dreadnought
- 1 carrier
- 1 destroyer
- 3 fighters
- 4 infantry
- 1 space dock
- 1 PDS

Zelian Purifier

Abilities

- **Obsessive Designs**
  During the action phase, after you research a unit upgrade technology, you may use the PRODUCTION ability of 1 of your space docks in your home system to produce units of that type, reducing the combined cost of the produced units by 2.
- **Biophobic**
  During the agenda phase, the number of votes you cast is instead equal to the number of planets you exhaust to cast votes.
- **Paranoia**
  Game effects other than your command tokens cannot prevent you from activating, or moving ships into, your home system.

Home System

- Gen 2/0
- Zelian 3/3
- Asteroid Field

Units

- **World-Cracker - Flagship**
  When this unit makes a combat or unit ability roll, it rolls 1 additional die for each asteroid field adjacent to this unit.
  8, 5, 1, 3; SUSTAIN DAMAGE, BOMBARDMENT 5, ANTI-FIGHTER BARRAGE 5
- **Impactor I - Infantry I**
  During invasion, this unit must commit to a planet it bombards.
  1(x2), 8; BOMBARDMENT 9

Technology

- **Shard Volley [R]**
  When 1 or more of your units produce 1 or more hits during a BOMBARDMENT roll against a planet, produce 1 additional hit for that roll.
- **Impactor II - Infantry II [GG]**
  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 home system.
  1(x2), 7; BOMBARDMENT 8

Commodity Value: 2

Promissory Note: Hyperkinetic Ordnance

When 1 or more of your units would make a BOMBARDMENT roll:
If you produce 1 or more hits during this BOMBARDMENT roll, produce 1 additional hit for that roll.
Then, return this card to the Zelian player.

Expansion Cards

- Agent: Zelian A - The Mutilator

  At the start of invasion: You may exhaust this card to allow the active player to replace 1 of their infantry in the space area of the active system with 1 mech from their reinforcements.

- Commander: Zelian B - The Hunter

  [Have 1 or more ships in 2 systems that contain an asteroid field.]

  Each of your Dreadnoughts and War Suns without ANTI-FIGHTER BARRAGE gains ANTI-FIGHTER BARRAGE 5.

- Hero: Zelian R - The Destroyer | Cataclysm - Celestial Impact

  After you move a unit with BOMBARDMENT into a non-home system other than Mecatol Rex: You may gain trade goods equal to the total combined resource values of planets in that system. If you do, destroy all units on planets in that system and replace that system tile with the Zelian asteroid tile. Then, purge this card and each planet card that corresponds to the replaced system tile.

- Mech: Collider

  At the start of invasion, if this unit is in the space area of the active system, you may remove this unit from the game board to destroy 1 unit on a planet in that system.

  2, 6; SUSTAIN DAMAGE

- Breakthrough: Awakened Planetoids (draft)

  Your planets in the active system participate in space combat if that system contains 1 or more of your ships, and ground combat on themselves if they contain 1 or more of your ground forces. Your planets cannot be assigned hits and have a combat value equal to 10 minus their resource value, minimum 1.

  Biotic (green) <-> Warfare (red)

Starting Tech: Antimass Deflectors, AI Development Algorithm

Starting Units

- 1 dreadnought
- 1 carrier
- 1 destroyer
- 1 fighter
- 5 infantry
- 1 space dock
- 1 PDS

Additional Components

- Zelian Cataclysm tile

Shipwrights of Axis [Priority:]

- Arms Brokerage [B]
  At the end of your turn, you may exhaust this card to move any number of your ships between two systems that contain your space docks and no other player's ships.
- Networked Deployment [Y]
  Your command tokens in systems have PRODUCTION 1 as if they were your units.
  After a player activates a system, you may exhaust this card to place 1 structure from your reinforcements on a planet you control in that system.
- Steel-Hearth [space dock]
  This planet is a station except for purposes of control; units can be committed to, produced on, and placed on this planet.
  Up to 3 fighters in this system do not count against your ships' capacity.
  PRODUCTION 7
- Engineering Genome
  ACTION: Exhaust this card to choose 1 player; that player may place 1 cruiser or 1 destroyer from their reinforcements in a system that contains their ships.
  Then, if you chose another player, gain 2 commodities.
- Industrial Coup de Grace - Axis Paradigm
  ACTION: Attach 4 Axis order cards of your choice to this card. When an attached card would be returned, purge it instead. When this card has no attachments, purge it.

Bentor Conglomerate [Priority:]

- Secret Maps [G]
  At the end of your tactical actions, you may explore 1 planet in the active system that is or contains 1 of your units with PRODUCTION that you did not explore during that tactical action.
  Once per action, after you explore a planet or frontier token, you may gain 1 commodity.
- Broker Network [G]
  Each planet you control that has a technology specialty or an attachment gains the PRODUCTION 1 ability as if it were a unit.
- Archeo-Corps. [infantry]
  After you activate this system, you may destroy this and 1 other infantry on this planet to explore this planet.
  1(x2), 7
- Trade Genome
  ACTION: Exhaust this card and choose 1 player; that player gains 4 commodities. For each commodity they would gain in excess of their commodity value, they gain 1 trade good instead.
- Primordial Data Core - Bentor Paradigm
  ACTION: Purge this card to explore each planet you control, in any order.

Celdauri Trade Confederation [Priority:]

- Projection of Power [R]
  At the start of space combat, you may use ANTI-FIGHTER BARRAGE 6(x2) against a player's fighters in the active system (even if you are not participating in that combat).

- Starbase Webway [B]
  After you activate a system that contains 1 or more of your space docks, gain 1 commodity.
  Your ships may treat systems that contain 1 or more of your space docks as adjacent to each other.
- Trade Port [space dock]
  This unit's PRODUCTION value is equal to 4 more than the resource or influence value of this planet.
  Up to 3 fighters in this system do not count against your ships' capacity.
  This unit may use its ANTI-FIGHTER BARRAGE during each round of space combat.
  PRODUCTION X, ANTI-FIGHTER BARRAGE 6(x2)
- Merchantile Genome
  At the end of a player's tactical action: You may exhaust this card to allow that player to spend 2 trade goods or 2 commodities to place 1 spacedock from their reinforcements on a planet they control in the active system.
- Mobilization Act - Celdauri Paradigm
  After a player activates a system other than Mecatol Rex:
  You may place 1 space dock on a planet you control in that system, convert each of your commodities to a trade good, and use the PRODUCTION ability of each of your units in the active system. Then, purge this card.

Cheiran Hordes [Priority:]
- Abyssal Defense Grid [R]
  When any player activates a system that contains 1 or more of your structures, place 1 infantry from your reinforcements with each of those structures.
  At the start of ground combat on a planet that contains 1 or more of your structures, produce 1 hit and assign it to 1 of your opponent's ground forces.
- Matriphagy [G]
  At the end of your turn, you may exhaust this card to choose 1 of your non-fighter ships on the game board; replace that ship with 1 or more units from your reinforcements that have a total combined cost less than that ship's cost value.
- Chitin Hulk [dreadnought]
  This unit cannot be destroyed by "Spark" action cards.
  When this unit is destroyed, you may place 1 fighter or 1 destroyer from your reinforcements in this system's space area.
  4, 5, 2, 1; SUSTAIN DAMAGE, BOMBARDMENT 5
- Subspace Genome
  At the end of a player's turn:
  Exhaust this card to allow that player to remove 1 of their command tokens from the game board and place that token in an adjacent system that contains 1 or more of their structures and none of their command tokens.
- Contingency Plan - Cheiran Paradigm
  ACTION: Gather units from your reinforcements up to equal to your starting units. Place these units, in any combination, in the space area of any systems that contain 1 of your structures and no other players' ships, or on planets you control. Then, purge this card.

Savages of Cymiae [Priority:]
- Autonetic Madness [G]
  When you would draw 1 or more action cards, you may draw 1 less card to either choose 1 card from the action card discard pile and add it to your hand, or place 1 infantry from your reinforcements on a planet you control. After you fully resolve an action card's ability text, purge that card instead of discarding it.
- Recursive Worm [Y]
  At the start of your turn, you may exhaust this card to choose 1 non-home system other than Mecatol Rex that contains 1 or more of your units; place 1 other player's command token from their reinforcements in that system.
- Unholy Abomination [infantry]
  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 turn, place each unit that is on this card on a planet you control, if able.
  1, 4
- Replication Genome
  When a player discards or purges an action card: You may exhaust this card to allow that player to draw 1 action card.
- The Scream - Cymiae Paradigm
  ACTION: Draw and reveal a number of action cards from the action card deck equal to 1 more than the number of players in the game, give 1 to each other player in the game and keep the rest; each other player must discard 1 action card. Then, purge this card.

Dih-Mohn Flotilla [Priority:]
- Capital Dominance [R]
  Destroyers do not count against your fleet pool.
- Impressment Programs [Y]
  When you explore a planet, you may produce 1 ship in that planet's system.
  ACTION: Exhaust this card and 1 planet you control to explore that planet.
- Aegis [dreadnought]
  When another ship in this system would be destroyed by a game effect, you may have this ship become damaged instead.
  4, 4, 2, 1; SUSTAIN DAMAGE, BOMBARDMENT 5
- Protective Genome
  At any time: You may exhaust this card to repair 1 unit on the game board.
- Defense Matrix Overload - Dih-Mohn Paradigm
  After the "Roll Dice" step of space combat: You may purge this card. If you do, all ships in the active system become damaged; during this round of space combat your ships cannot be destroyed.

Edyn Mandate [Priority:]
- Radiant Sigils [B]
  At any time, you may exhaust this card to place or move 1 sigil token into any system.
  Systems that contain sigil tokens are anomalies; you may prevent ships from moving through anomalies that contain your ground forces.

- Rampant Grace [G]
  When any game effect would allow you to score a public objective, you may instead draw 1 secret objective.
- Archmagus [mech]
  Keep this card in your play area; players cannot move ships through systems that contain your mechs unless you allow it.
- Elder Genome
  When a player commits units to a planet: You may exhaust this card to allow that player to place those units into coexistence instead.
- Golden Order - Edyn Paradigm
  At any time: Score 1 public objective, if you fulfill its requirements. Then, purge this card.

Florzen Profiteers [Priority:]
- Data Leak [Y]
  When you would gain a relic, you may draw 1 additional card; choose 1 to gain and return the rest to the relic deck. Then, shuffle the relic deck.
- Mercenaries [B]
  At the start of any space combat, you may remove up to 2 fighters you control in a system adjacent to the active system. Then, choose 1 player participating in that combat; that player places the same number of fighters from their reinforcements in the active system.
- Shadow Markets [G]
  When you explore a planet, you may treat that planet as if it had the same trait as another planet you control.
- Elite Corsair [fighter]
  This unit may move without being transported. Fighters in excess of your ships' capacity count against your fleet pool. Other players cannot play action cards during ground combat in this system.
  1(x2), 8, 3; ANTI-FIGHTER BARRAGE 8
- Shady Genome
  At the start of a player's turn: You may exhaust this card to allow that player to remove an attachment from a non-home planet they control and attach it to a non-home planet they control other than Mecatol Rex adjacent to that planet's system.
- Harmonic Convergence - Florzen Paradigm
  ACTION: Place 2 fighters from your reinforcements in each system that contains 1 or more planets you control and no other player's ships. Then, you may remove 1 attachment from any planet in a system that contains 1 or more of your ships and attach it to 1 planet in your home system. Then, purge this card.

Free Systems Compact [Priority:]
- Rally the Horde [R]
  Once per action, after you produce 1 or more ships, you may place 1 neutral unit of the same type as one of those ships in a system that contains no non-neutral units.
  Text.

- Rallying Marshalls [Y]
  Your infantry tokens on planets you control can be accompanied by your control tokens instead of plastic pieces.
  After you spend a strategy token, place 1 infantry from your reinforcements into coexistence on any cultural, hazardous, or industrial planet that contains the active player's ground forces.
- Peace Bringer [war sun]
  Other player's units in this system lose their printed abilities.
  12, 3(x3), 2, 6; SUSTAIN DAMAGE, BOMBARDMENT 3(x3)
- Friendly Genome
  While ready, this card has the text ability of each legendary planet ability card any player controls, even if that card is exhausted. You may allow another player to use this card's ability.
- Heart of Rebellion - Free Systems Paradigm
  ACTION: Ready a non-home planet other than Mecatol Rex that you control, remove all units on that planet and attach this card to it.
  Units cannot be committed to, produced on, or placed on this planet, and other players cannot gain control of it.

Ghemina Raiders [Priority:]
- Raider Programming [R]
  While you are the active player, players that have two or fewer command tokens on the game board cannot cancel hits your units or abilities produce.
- War Song Implants [G]
  After you win a space combat, you may ready 1 planet you control.
- Combat Transport [carrier]
  You may reroll 1 of your unit's combat dice during each round of ground combat on a planet in this system.
  3, 9, 2, 6
- Raid Genome
  When the active player produces 1 or more hits during a round of combat: You may exhaust this card to allow that player to produce 1 additional hit.
- Razed Destiny - Ghemina Paradigm
  ACTION: Destroy all units on a non-home, non-legendary planet adjacent to a system that contains your ships. Then, gain control of that planet and purge this card.

Ghoti Wayfarers [Priority:]
- Abyssal Tunneling [B]
  After you activate a system: You may treat systems that contain no planets as adjacent to each other during this tactical action
- Parallel Production [Y]
  When you produce 1 or more units, you may produce 1 additional unit in each of 2 systems that contain 1 or more of your ships and 1 of your command tokens.
- Echo of the Mother [flagship]
  Keep this card in your play area; your flagship is also treated as a space dock with a PRODUCTION value equal to the number of tokens in your fleet pool.

- Caretaker Genome
  When a player produces 1 or more units: You may exhaust this card to allow that player to either produce 2 additional units or gain 1 trade good.
- Transcendence - Ghoti Paradigm
  ACTION: For each system that contains 1 or more of your ships, you may replace 1 of your non-fighter ships in that system with a ship from your reinforcements that has a cost value of up to 2 greater than the cost value of that ship. Then, purge this card.

GLEdge Union [Priority:]
- Mantle Cracking [Y]
  ACTION: Place 1 "Core" token on a non-home planet you control other than Mecatol Rex to destroy all units on that planet and gain 4 trade goods.
  Planets that contain Core tokens are stations with a resource value of 2 and influence value of 0. Core tokens cannot be removed from the planet that contains them.
- Deep Installations [Y]
  When you would explore a planet that contains 1 of your mechs or structures, you may instead gain 2 trade goods.
  Stations you control have SPACE CANNON 5(x2)
- Orion Platform [PDS]
  When this unit produces 1 or more hits against another player's units, explore this planet or gain 1 trade good. You may use this unit's SPACE CANNON against ships that are adjacent to this unit's system.
  PLANETARY SHIELD, SPACE CANNON 5
- Ember Genome
  When 1 or more of a player's units use PRODUCTION: You may exhaust this card to apply +3 to the total PRODUCTION value of that player's units.
- Magnum Opus - GLEdge Paradigm
  ACTION: Reveal cards from any non-frontier exploration decks until you reveal up to 3 attachments, if able; attach those cards to any planets you control of the corresponding planet type, and discard the rest. Then, purge this card.

Augurs of Ilyxum [Priority:]
- Oracular Algorithms [G]
  ACTION: Exhaust this card too look at 1 unrevealed public objective.
- Psychographics [G]
  During the status phase, you may score 1 additional public objective instead of a secret objective.
- Sentient Datapool [Y]
  At the start of the status phase, you may spend 4 trade goods to draw 1 ability card.
- Drone Host [destroyer]
  Hits produced by this unit's ANTI-FIGHTER BARRAGE replace your opponent's fighters with your own, instead of destroying them.
  1, 8, 2; ANTI-FIGHTER BARRAGE 6(x3)

- Speaker Genome
  When a player explores a legendary planet or a planet that has a technology specialty, you may exhaust this card to allow that player to gain 2 trade goods or place 1 mech on that planet.
- Synchronicity Algorithm - Ilyxum Paradigm
  When an objective is revealed:
  Draw 3 objective cards from 1 of the public objective decks; choose up to 1 of those cards to be revealed instead, and return the rest to the bottom of their corresponding decks. Then, purge this card.

Berserkers of Kjalengard [Priority:]
- Glorious Halls [R]
  After you win a combat, you may place or move a Glory token into the active system. For each Glory token on the game board, you control 1 Bannerhall card.
  When units make a combat roll in a system that contains a Glory token, each result of 10, before applying modifiers, produces 1 additional hit.
- Valor [G]
  When each of your units makes a combat roll, each result of 10, before applying modifiers, produces 1 additional hit.
- Star Dragon [carrier]
  This unit may ignore the movement effects of anomalies.
  3, 7, 2, 6
- Marshal Genome
  At the start of a combat: Exhaust this card to move a Glory token to the active system, if able. Then, the active player may gain a number of commodities equal to the number of neighbors they have.
- A Tale of Legends - Kjalengard Paradigm
  ACTION: Remove any 3 command tokens from the game board and gain 3 command tokens, if able. Then, purge this card.

Kollecc Society [Priority:]
- Shrouded Fleets [B]
  After you produce 1 or more units, you may place up to 3 of those ships on your faction sheet; those ships are captured.
  After movement, if the active system contains 1 or more of your non-fighter ships, you may place up to 2 of your captured ships and 2 of your captured ground forces from your faction sheet in that system's space area.
- Treasure Hunters [Y]
  At the start of your turn, you may look at the top card of the cultural, hazardous, and industrial exploration deck. At the end of your turn, shuffle those decks.
- Logistical Coordination [B]
  When you retreat, if the active system does not contain 1 of your command tokens, you do not place a command token in the system your ships retreated to.
- Shroud Dagger [fighter]
  DEPLOY: At the start of combat, place 2 fighters from your reinforcements into the space area of

the active system.

Fighters in excess of your ships' capacity count against your fleet pool.

1(x2), 8, 2

- Broker Genome
  At the start of a player's turn: You may exhaust this card to allow that player to reveal the top 2 cards of an exploration deck that matches a planet they control; they gain any relic fragments that they revealed and discard the rest.
- Shadowcaster - Kollecc Paradigm
  ACTION: Draw a number of relic cards up to an amount equal to the number of players in the game, choose 1 to gain, and return the rest to the relic deck. Then, shuffle that deck and purge this card.

Monks of Kolume [Priority:]

- Meditation [Y]
  ACTION: Spend 1 token from your strategy pool to ready 1 of your abilities.
- Kinematic Starfall [R]
  Apply +1 to each of your unit's ability rolls.
  During each of your actions, up to 2 of your non-fighter ships gain SPACE CANNON 9.
- Halberdier [PDS]
  You may use this unit's SPACE CANNON ability against ships that are adjacent to this system or in systems that contain your PDS units.
  SPACE CANNON 5
- Meditative Genome
  ACTION: Exhaust this card to allow a player to redistribute 1 of their command tokens on their command sheet.
- Coil Overcharge - Kolume Paradigm
  ACTION: Place this card near the game board; during this game round, after you perform an action, you may use 1 of your unit's SPACE CANNON against ships in or adjacent to that unit's system, without rolling additional dice.
  At the end of this game round, purge this card.

Kortali Tribunal [Priority:]

- Zealous [R]
  When you spend a command token to resolve the secondary ability of the "Warfare" strategy card, you may resolve the primary ability instead.
- Tempest Drive [B]
  After you win a combat in a system, you may exhaust this card to remove 1 command token from that system.
- Justicar [mech]
  Place this card in your play area; your mechs gain PLANETARY SHIELD, and cannot lose their abilities.
  PLANETARY SHIELD

- Atonement Genome

  When a player wins a ground combat: You may exhaust this card to allow that player to take 1 relic fragment their opponent owns, at random, if able.

- Calling of the Queens - Kortali Paradigm

  When you win a combat: You may purge this card to choose and take up to 1 of your opponent's relics. Then, for each planet you control that is a legendary planet or has a technology specialty, gain 1 command token.

Kyro Sodality [Priority:]

- Contagion [R]

  After you resolve the primary or secondary ability of the "Tyrannus" strategy card, commit 1 infantry from your reinforcements to a planet that is in or adjacent to a system that contains a planet you control; resolve invasion on that planet.

- Subversive [G]

  When participating in a combat that would end in a draw, you are treated as the winner instead.

- Blight Drone [carrier]

  When you commit units to a planet in this system, you may commit 1 infantry from your reinforcements to that planet.

  2, 9, 2, 6

- Plague Genome

  After a player loses or draws a ground combat:

  You may exhaust this card to allow that player to replenish their commodities; place a number of infantry equal to 1 less than their commodity value on 1 planet you control.

- Brikk Strain - Kyro Paradigm

  At the start of the status phase: You may attach this card to 1 of your strategy cards. Its initiative value is 9.

  Players may only resolve 1 clause of this strategy card's primary ability.

Lanefir Remnants [Priority:]

- War Stories [G]

  Once per action, after you win a combat, you may explore 1 planet you control, or if the active system does not contain any planets, the frontier exploration deck in the active system.

- Spark Thrusters [B]

  ACTION: Spend 1 token from your strategy pool or purge 1 relic fragment or ability card to move 1 of your ships to an adjacent system that contains no other player's ships. If you spent a command token, exhaust this card.

- ATS Integration [R]

  After you explore a planet: You may place 1 infantry from your reinforcements on that planet and 1 commodity token on this card.

  At the start of a round of combat, remove any number of tokens from this card to reroll up to that many of your dice during this round of combat.

- Troubadour [cruiser]

  At the end of a tactical action in this system, you may explore 1 planet you control in this system.

  2, 6, 3

- Plunderer Genome
  When a player explores, you may exhaust this card to allow that player to discard 1 exploration card they drew and draw another.
- Resonance Cascade - Lanefir Paradigm
  ACTION: Draw and reveal up to 3 relics. For each relic that started this action in a player's play area, gain 1 command token; you may swap that relic for 1 of the revealed relics or a relic in a player's play area. Then, shuffle the remaining relics into the relic deck and purge this card.

Li-Zho Dynasty [Priority:]
- Cunning [G]
  At the end of your turn, you may attach or move 1 "Trap" card or attachment onto a planet that contains 1 or more of your infantry units.
  Trap attachments do not count for the purpose of scoring public objectives, are attached face-down, and remain hidden until revealed; you may look at Trap attachments at any time.
- Wraith Engine [B]
  After you activate a non-home system, you may exhaust this card to choose 1 ship you control; you may treat that ship as adjacent to the active system until the end of this tactical action.
- Heavy Bomber [fighter]
  This unit may move without being transported. Fighters in excess of your ships' capacity count against your fleet pool.
  1(x2), 8, 2; BOMBARDMENT 8
- Intelligent Genome
  At the end of a player's turn: You may exhaust this card to allow that player to place 2 fighters from their reinforcements in the space area of a system that contains 1 or more of their ships.
- Star's Razor - Li-Zho Paradigm
  ACTION: Place a total of up to 12 fighters in any number of systems that contain 1 or more of your ships, and replace any number of coexisting units on any planets you control with your own, if able. Then, purge this card.

L'tokk Khrask [Priority:]
- Meteor Slings [R]
  When your units use BOMBARDMENT against a planet another player controls, you may cancel any number of hits you produce to place that many infantry from your reinforcements onto that planet. Those units participate in ground combat, if able.
- Stone's Embrace [G]
  When you would spend a token from your strategy pool, you may exhaust 1 planet you control to spend 1 token from your reinforcements instead.
- Shattered Sky [cruiser]
  2, 6, 3, 2; BOMBARDMENT 6
- Tender Genome
  When a player would spend influence: You may exhaust this card to allow that player to spend the resources of 1 non-home planet they control as influence, in addition to its influence.
- Crystal Chorus - L'tokk Paradigm
  ACTION: Purge this card to choose up to 4 planets; exhaust or ready each of those planets.

Mirveda Protectorate [Priority:]
- Drone Hosts [B]
  During invasion, you may replace each of your fighters with an infantry unit (these infantry do not count against your ships' capacity during invasion).
  When you transport infantry units, you may replace any of those units with fighters.
- Orbital Defense Grid [R]
  At the start of invasion, choose up to 1 unit you control in the active system; that unit gains PLANETARY SHIELD.
- Gauss Cannon [PDS]
  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. This unit can be blockaded, if it is blockaded, it is destroyed.
  2; SPACE CANNON 4, BOMBARDMENT 4, CAPACITY 1
- Machina Genome
  ACTION: Exhaust this card and choose 1 player; that player draws 1 unit upgrade.
- Dhor's Hammer - Mirveda Paradigm
  ACTION: Place up to 3 PDS units from your reinforcements on planets you control and choose 1 system; your PDS units may use their SPACE CANNON on ships in that system, and BOMBARDMENT against units on 1 planet in that system. Then, purge this card.

Glimmer of Mortheus [Priority:]
- Facsimile [G]
  At the start of a space combat while you are the defender, you may spend influence equal to the cost value of 1 of your opponent's ships in the active system to place 1 unit of that type from your reinforcements in that system.
- Fabrication Grid [Y]
  Each system that contains 1 or more of your ships and no planets gains PRODUCTION 2 as if it were a unit you control.
- Fractal Spike Drives [B]
  Units your ships transport can be moved out of systems that contain your command tokens.
  You may treat wormholes as ingress tokens or gravity rifts.
- Echo of Duuban [flagship]
  Keep this card in your play area; when you spend a token from your strategy pool, you may swap your flagship with another ship you control. Your flagship may transport units during the swap.
- Shimmering Genome
  When a player produces 1 or more units in a system: You may exhaust this card to allow that player to place 1 of the produced units in the space area of an adjacent system that does not contain another player's ships.
- Weavelink Replicator - Mortheus Paradigm
  ACTION: Purge this card to choose 1 ship you control in each system; for each of those units, you may place 1 unit of that unit type from your reinforcements in the space area of that unit's system, if able.

Myko-Mentori [Priority:]
- Prescient Divination [Y]

You have 4 "Omen" Dice. At the start of the strategy phase, roll all 4 Omen dice and place them near your faction sheet.

Before you would roll a die, you may instead return 1 Omen die near your faction sheet to your reinforcements to resolve that roll as if it had the result of that die.

- Predictive Command [G]
  At any time, you may exhaust this card to redistribute your command tokens.
- Biomatter Ring [space dock]
  DEPLOY: At any time, you may replace 3 infantry on that planet with 1 space dock from your reinforcements.
  Up to 3 fighters in this system do not count against your ships' capacity.
  PLANETARY SHIELD, PRODUCTION 7
- Omen Genome
  After a play rolls a die, you may exhaust this card an roll a die; add or subtract the result of your roll from the result of theirs (with a minimum result of 1).
- Soul Cage - Myko-Mentori Paradigm
  When another player's paradigm would be purged, instead attach it to this card. You may resolve this card as if it instead had the text of any single paradigm attached to this card. When this card is purged, purge each of its attachments as well.

Nivyn Star Kings [Priority:]

- Celestial Guides [B]
  Your units do not roll for gravity rifts. You may ignore the movement effects of anomalies in systems that contain or are adjacent to 1 or more of your structures.
- Inquisition [R]
  When 1 or more of your damaged units make a combat roll, up to 2 of those units may roll an additional combat die.
- Singularity Point [B]
  At the end of your turn, you may exhaust this card to place or move the wound token into a system that contains or is adjacent to your units.
  The system that contains the wound token is a nebula, a gravity rift, and an entropic scar. You may ignore the effects of entropic scars.
- Voidscout Warden [mech]
  Keep this card in your play area; after you win a ground combat in which your mechs participated, you may explore the frontier deck in or adjacent to the active system.
- Shrouded Genome
  When a player would use 1 unit's non-PRODUCTION unit ability in a system that contains or is adjacent to an anomaly, you may exhaust this card to prevent that unit from using that unit ability.
- Singularity Cradle - Nivyn Paradigm
  At any time: Each unit on the game board you do not control becomes damaged, if able.
  Then, purge this card.

Nokar Sellships [Priority:]

- Mercenary Captains [B]
  ACTION: Exhaust this card to place 1 neutral cruiser and 2 neutral destroyers into a non-fracture system that contains no non-neutral ships.
  Once per action, when a neutral unit produces a hit, gain 1 commodity.
- Desperados [B]
  After you produce 1 or more ships in system, place up to 1 destroyer in that system. Your destroyers may move out of systems that contain your command tokens.
- Sabre [destroyer]
  After this unit is destroyed during combat, roll a die, on a result equal to or greater than 7, produce up to 1 hit against your opponent's ships.
  1, 7, 2; ANTI-FIGHTER BARRAGE 6(x3)
- Privateer Genome
  After a player moves ships:
  You may exhaust this card to allow 1 player with ships in the active system to place 1 destroyer or 1 cruiser from their reinforcements in that system.
- Irrefutable Offer - Nokar Paradigm
  ACTION: Place this card near the game board, until the end of this game round, each of your planets gains the PRODUCTION 3 ability as if it were a unit. At the end of this game round, purge this card.

Olradin League [Priority:]
- False Flag Operations [R]
  At the start of your turn, you may exhaust this card and 1 planet you control to ready 1 non-home planet other than Mecatol Rex.
- Policies [G]
  When you gain this card, place or move the 3 "Policy" cards near your faction sheet, choose which side of each card to place face up.
  This card also has the abilities and effects listed on the face up side of each Policy card.
- Rebel [infantry]
  DEPLOY: At the start of your turn, you may remove 1 of your infantry from the game board to place 1 infantry from your reinforcements into coexistence on a planet adjacent to that unit's system.
  1(x2), 7
- Political Genome
  After a player exhausts a cultural, hazardous, or industrial planet they control, you may exhaust this card to allow that player to ready a planet they control of a different trait than that planet.
- Shadow Council - Olradin Paradigm
  ACTION: Place 1 infantry from your reinforcements on each planet you control; draw 1 action card for each non-home system that contains 1 or more of your infantry.

Zealots of Rhodun [Priority:]
- Forbidden Knowledge [G]
  When you participate in a splice, instead of choosing a card to keep, you may discard 1 of the available cards to draw 1 card from the bottom of the corresponding type's deck instead.

- Sanctification Field [Y]

  When you activate a system, or a system that contains 1 or more of your units is activated, you may choose 1 ability another player controls; until the end of this tactical action, that card is treated as though it had no ability text.

- Echo of Reckoning [flagship]

  Keep this card in your play area; if your opponent has more abilities, unit upgrades, or genomes than you, apply +1 to the results of your flagship's combat and ability rolls for each of those card types (up to +3).

- Edification Genome

  After a player gains an ability:

  You may exhaust this card to allow that player to produce 1 ship in their home system or a system that contains a planet they control that has a technology specialty.

- Curse of the Ancients - Rhodun Paradigm

  ACTION: Draw and reveal a total of 3 cards off of the top of the paradigm, ability, genome, or unit upgrade decks; choose 1 of those cards to keep and purge the rest. Then, purge this card.

Roh'Dhna Mechatronics [Priority:]

- Industrial Juggernaut [Y]

  At the end of your turn, you may spend 6 resources to replace one of your space docks in a system that contains no other players' ships with 1 war sun from your reinforcements.

- Recycled Materials [Y]

  After you activate a system, you may return 1 cruiser, carrier, or dreadnought you control in that system to your reinforcements to gain a number of trade goods equal to 1 less than that unit's cost value.

- Omni-Forgeworld [war sun]

  Other player's units in this system lose PLANETARY SHIELD.

  This unit is also a station with a resource value of 2. When you would exhaust this station's planet card, this unit becomes damaged instead.

  10, 3(x3), 2, 8; SUSTAIN DAMAGE, BOMBARDMENT 3(x3), PRODUCTION 7

- Operations Genome

  After 1 or more of a player's units use PRODUCTION:

  You may exhaust this card to allow that player to gain 1 command token.

- Primespace Actualization - Roh'Dhna Paradigm

  After you move 1 or more of your ships into the active system: You may purge this card to produce ships using the PRODUCTION abilities of any units in the active system as if they were your own, regardless of whether that system contains another player's ships.

Tnelis Syndicate [Priority:]

- Plausible Deniability [G]

  At any time, if another player satisfies the requirements of one of your secret objectives, you may ignore its requirements; if you score that objective, draw 1 secret objective.

- Stealth Corps. [R]

  After you place 1 or more units on a planet, you may destroy up to 1 ground force on that planet.

- Echo of Silence [flagship]
  Keep this card in your play area; your flagship's movement value is increased by 1 and it can move through systems that contain other players' ships.
  +1
- Ordinance Genome
  At the start of invasion: You may exhaust this card to choose 1 ship in the active system. During this invasion, that ship may use its ANTI-FIGHTER BARRAGE as if it were BOMBARDMENT.
- Contract Network - Tnelis Paradigm
  After another player scores a secret objective: You may attach, or remove and attach, this card to that secret objective. You treat the attached secret objective as if it were a public objective. After you score the attached objective, purge this card.

Vaden Banking Clans [Priority:]
- Krovoz Strike Teams [Y]
  After another player's unit uses SUSTAIN DAMAGE to cancel a hit produced by your units or abilities, you may exhaust this card to destroy that unit.
  After you produce 1 or more hits during a round of combat, you may spend 1 trade good to produce 1 additional hit.
- Midas Turbine [B]
  After you activate a system, you may exhaust this card and spend any number of trade goods; for each trade good you spent, apply +1 to the move value of 1 non-fighter ship you control.
- Ruthless Banking [Y]
  At the start of the status phase: Gain 1 trade good for each secret objective you have scored and 1 commodity for each public objective you have scored.
- Vadra Doma [war sun]
  Hits this unit produces cannot be canceled. Other players' units in this system lose their PLANETARY SHIELD.
  12, 3(x3), 2, 6; SUSTAIN DAMAGE, SPACE CANNON 3
- Strongarm Genome
  At the start of a player's turn: You may exhaust this card to allow that player to choose 1 planet they control; that player gains a number of commodities equal to that planet's influence value.
- Acula Network - Vaden Paradigm
  ACTION: For each other player in the game, you may take 2 of that player's trade goods, 4 of their commodities, and 1 of their abilities, if able.
  Then, purge this card.

Vaylerian Scourge [Priority:]
- Cargo Raiders [R]
  During the first round of a space combat, you may prevent your opponent from declaring a retreat unless they give you 1 trade good.
- Scavenger Exos [R]
  Once per action, after you win a ground combat, you may draw 1 action card.

- Strike Teams [B]

  After you activate a system: Choose 1 ship you control with a capacity value, apply +2 to that value during this tactical action.
- Raider [cruiser]

  During a round of space combat, if your opponent cannot declare a retreat, hits produced by this ship cannot be canceled and must be assigned to non-fighter ships, if able.

  2, 6, 3, 1
- Gamble Genome

  After a player gains control of a planet, you may exhaust this card to allow that player to draw 1 action card.
- Spear of Vaylar - Paradigm

  After you activate a system: Remove 1 of your command tokens from the board and gain 1 command token. Until the end of this tactical action, apply +1 to the move value of each of your ships and the result of each of your ships' combat rolls. At the end of this turn, purge this card.

Veldyr Sovereignty [Priority:]
- Corporate Imperialism [Y]

  Your commodity value is increased by 4.
- Harnessed Aurora [B]

  Your home system is also a nebula. Hits produced by the combat and ability rolls of your units in nebulae cannot be canceled.

  When you pass, explore the frontier deck in your home system.
- SIEDR Unleashed [R]

  At the end of each round of space combat, you may use the SPACE CANNON of 1 of your units in the active system against your opponent's ships.

  Capture units destroyed by your unit abilities. After you roll a combat or ability die you may return 1 of your captured units to apply +1 to the result.
- Lancer Dreadnought [dreadnought]

  This unit cannot be destroyed by "Spark" action cards.

  4, 5, 2, 1; SUSTAIN DAMAGE, BOMBARDMENT 5, SPACE CANNON 5
- Development Genome

  When a player would resolve the primary or secondary ability of the "Magus" strategy card: You may exhaust this card to allow that player to ignore any resource or influence costs on that card during this action.
- Twilight Protocol - Veldyr Paradigm

  ACTION: Draw up to 3 unit upgrades, or take 1 unit upgrade from another player.

  Then, purge this card.

Zelian Purifier [Priority:]
- Shard Saturation [R]

  When 1 or more of your units produce 1 or more hits during an ability roll, produce 1 additional hit for that roll.
- Hostile Planetoids [R]

  Your planets in the active system participate in space combat if that system contains 1 or more of

your ships, and ground combat on themselves if they contain 1 or more of your infantry. Your planets cannot be assigned hits and have a combat value equal to 10 minus their resource value, minimum 1.

- Impactor Prime [destroyer]
  At the start of invasion, you may destroy this unit to destroy 1 unit on a planet in this system.
  1, 8(x2), 2; ANTI-FIGHTER BARRAGE 6(x3), BOMBARDMENT 6(x2)
- Obsessive Genome
  After a player gains a unit upgrade, you may exhaust this card to allow that player to use the PRODUCTION ability of 1 of their units to produce units of that type, reducing the combined cost of the produced units by 2.
- Cataclysm - Zelian Paradigm
  After you move a unit with BOMBARDMENT into a non-home system other than Mecatol Rex: You may gain trade goods equal to the total combined resource values of planets in that system. If you do, destroy all units on planets in that system and replace that system tile with the Zelian asteroid tile. Then, purge this card and each planet card that corresponds to the replaced system tile.