
ABOUT THIS FILE

* This file is a tool you can use:

- before the game when deciding what faction you want to play
- during the game to remind you what are the other factions strengths and weaknesses
- as a short strategy guide for new players
- as a short reminder if you haven't played in a long time

* This file is a collection of informations from various sources:

Space Cats Peace Turtles podcast, *Board Game Geek* forums, *reddit*.

I only gathered some of the basics, just enough to get you started on a safe path with a new faction. If you wish to know more in-depth strategy guides you should listen to ***Space Cats Peace Turtles*** podcast and read the ***Board Game Geek*** strategy forums.

Use the bookmarks for quick file navigation.

STARTING FLEET



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

COMMODITIES: 3



HOME SYSTEM: 3/2



FLAGSHIP



• Duha Menaimon

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

Sustain Damage

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

STARTING TECHNOLOGY



• Magen Defense Grid (red - level 1)

[Exhaust]

If you have *Planetary Shield*, opponent cannot roll dice during this round of ground combat.

PROMISSORY NOTE



• Stymie

Action:

Place this card face-up in your play area. While this card is in your play area, the Arborec player cannot produce units in or adjacent to non-home systems that contain 1 or more of your units.

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

STRENGTHS

- flexible production via infantry
- holding planets very well
- snowballing into the late game
- rebounding quickly with unit production

FEARS

- early aggression
- *Bombardment*: Letnev, Muaat, Sardakk, L1z1x
- good infantry: Yin, Sardakk, Sol
- Naalu (flagship)
- Nekro --> don't research *Letani 2*
- fast factions (early): Creuss, Saar, Sol
- *X-89 Bacterial Weapon*

FACTION ABILITIES



• Mitosis:

Your space docks cannot produce infantry.

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

SPECIAL UNITS



• Letani Warrior I

Cost 1(2) | Combat 8

Production 1

FACTION TECHNOLOGIES



• Letani Warrior II (GG)

Cost 1(2) | Combat 7

Production 2

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

• Bioplasmosis (GG)

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

STRATEGY GUIDE

GAME PLAN

- you have a very slow start and you are very vulnerable early, so be cautious and prepare for stage two and secret objectives
- try to start as speaker to secure the early survival
- get *Sarween Tools* and second carrier round 1 or 2
- when moving, produce ground forces to increase production
- do not rush to Mecatol Rex but holding it is relatively easy if you take it
- don't ever give your faction promissory note
- you have a command token problem -> *Leadership*
- "root" into other people pie slices
- flagship is good for recovering after a critical loss:
 - put 5 infantry and build again in production step
- **optimal tech path: Green + Yellow/Red** (+ g. skip)
 - *Sarween Tools, Letani Warrior 2, Cruiser 2, PDS 2*
- **alternative tech path: Blue + Yellow**
 - *Sarween Tools, Carrier 2, Dreadnought 2, PDS 2*
- **alternative tech path: Yellow + Blue** (+ y. skip)
 - rush *Integrated Economy, Carrier 2, Dread 2*

BARONY OF LETNEV

DIFFICULTY: LOW

STARTING FLEET

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

COMMODITIES: 2

HOME SYSTEM: 4/0; 2/1

FLAGSHIP

• Arc Secundus

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

Sustain Damage; Bombard 5x3

Other player's units in this system lose planetary shield. At the start of each space combat round, repair this ship.

STARTING TECHNOLOGIES

• Antimass Deflector (blue - level 0)

Move into and through asteroid fields.

Apply -1 to *Space Cannon* rolls against you.

• Plasma Scoring (red - level 0)

When 1 or more units uses *Bombard* or *Space Cannon*, 1 unit may roll +1 die.

PROMISSORY NOTE

• War Funding

At the start of a round of space combat:

The Letnev Player loses 2 trade goods. During this combat round, re-roll any number of your dice.

Then, return this card to the Letnev player.

STRENGTHS

- very few weaknesses, adaptability
- best home system in the game
- *Non-Euclidian Shielding*

GOOD AGAINST

- PDS: Xxcha, Jol-Nar (*L4 Disruptors*, *NES*)
- infantry: Arborec, Sol, Winnu (*Bombard* path - A)
- Saar (early), Muaat (early) (economy path - D)
- Naalu (*Armada*), L1z1x (early) (big ships path - C)

FEARS

- being perceived as a threat
- Mentak (flagship), Nekro, L1z1x (situational)
- pick target abilities: Yin, Creuss, Sardakk

↓ weak = average ↑ strong

FACTION ABILITIES

• Munitions Reserves

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

• Armada

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

SPECIAL UNITS: None

FACTION TECHNOLOGIES

• L4 Disruptors (Y)

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

• Non-Euclidian Shielding (RR)

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

STRATEGY GUIDE

GAME PLAN

You are a flexible early faction, you have options:

A. Lots of planets. Be aggressive early, focus on infantry, flagship and carriers in early game. *Bombard* and get double pie slice. Then *dreads 2*.

B. Lots of tech. Score tech objectives. Get 2 tech every round if possible, get a red skip. You'll have smaller fleets, so play friendly and defensive.

C. Big fleets of big ships. Score battle objectives.

D. Economy path. Save TG's for spend objectives and re-rolls (*Munitions Reserves*). Be friends with a neighbor, save CC's for fleet supply, build large fleets of cruisers and carriers. *Dreads* later or not.

- put a second space dock in your home system
- *Munitions Reserves* is most efficient with a large fleet of smaller ships, so save TG's for big combats
- get *Trade* when you can - refresh only one person
- try to make the other players realize what a powerful ally you can be, sell your friendship
- winning space combats doesn't get you points, not having enough infantry is your Achilles' heel

• (A) safe tech path: Blue + Yellow

- *Carrier 2*, *Dread 2*, *L4 Disruptors*, *PDS 2*

• (B), (C) strong tech path: Blue + Red (+ red skip)

- *Dread 2*, *Non-Euclidian Shielding*, *War Sun* ?

• (D) crazy tech path: Yellow + Blue

- *Cruiser 2*, *Fighter 2*, *Carrier 2* or *Dread 2*

CLAN OF SAAR

DIFFICULTY: HIGH

STARTING FLEET



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

COMMODITIES: 3



HOME SYSTEM: 1/0; 2/1



FLAGSHIP



• Son of Ragh

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

Sustain Damage

Anti Fighter Barrage 6x4

STARTING TECHNOLOGY



• Antimass Deflector (blue - level 0)

Move into and through asteroid fields.

Apply -1 to *Space Cannon* rolls against you.

PROMISSORY NOTE



• Ragh's Call

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

STRENGTHS

- no need to defend home system
- mobility
- flexibility
- can hide in asteroid fields

GOOD AGAINST

- slow start races: Arborec (early), Jol-Nar (early), Muaat (early), Xxcha (early), Winnu

FEARS

- infantry clusters: Sol, Arborec (late game)
- PDS networks: Xxcha, Jol-Nar (late game)
- Yin (flagship, infantry), Muaat (war suns)
- late game (very large fleets with special units)



FACTION ABILITIES



• Scavenge

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

• Nomadic

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

SPECIAL UNITS



• Floating Factory I

Move 1 | Capacity 4

Production 5

This unit is placed in a space area instead of on a planet. This unit can move and retreat as if it were a ship. If this unit is blockaded, it is destroyed.

FACTION TECHNOLOGIES



• Floating Factory II (YY)

Move 2 | Capacity 5

Production 7

This unit is placed in a space area instead of on a planet. This unit can move and retreat as if it were a ship. If this unit is blockaded, it is destroyed.

• Chaos Mapping (B)

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

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

STRATEGY GUIDE

GAME PLAN

- keep moving and getting trade goods on the move
- use asteroid fields as a safe spot to hide
- chase VPs fast and loose - *Imperial* is your friend
- the secondary of *Warfare* doesn't work for you so get *Warfare* yourself whenever you can
- you consume a lot of command tokens, so influence and *Leadership* are important
- build units each time you activate, outnumber your opponents (you need big fleet supply)
- don't lose your space dock (have at least 2 in play)
- going for Mecatol Rex can work nicely for you
- early game race - take the lead and win by round 5
- **optimal tech path: Yellow + Blue** (+ yellow skip)
 - *Chaos Mapping*, *Floating Factory 2*
 - then *Dreadnought 2* and *Fighter 2* or *Carrier 2*

STARTING FLEET

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

COMMODITIES: 4

HOME SYSTEM: 4/1

FLAGSHIP

• The Inferno

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

Sustain Damage

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

STARTING TECHNOLOGY

• Plasma Scoring (red - level 0)

When 1 or more units uses *Bombard* or *Space Cannon*, 1 unit may roll +1 die.

PROMISSORY NOTE

• Fires of the Gashlai

Action:

Remove 1 token from the Muaat player's fleet pool and return it to his reinforcements. Then, gain your war sun unit upgrade card.

Then, return this card to the Muaat Player.

FACTION ABILITIES

• Star Forge

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

• Gashlai Physiology

Your ships can move through supernova's.

SPECIAL UNITS

• Prototype War Sun I

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

Sustain Damage; Bombard 3x3

Other player's units lose Planetary Shield.

FACTION TECHNOLOGIES

• Prototype War Sun II (RRRY)

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

Sustain Damage; Bombard 3x3

Other player's units lose Planetary Shield.

• Magmus Reactor (RR)

Your ships can move into supernovas.

After 1 or more of your units use *Production* in a system that either contains a war sun or is adjacent to a supernova, gain 1 trade good.

STRATEGY GUIDE

STRENGTHS

- starts with war sun
- very valuable promissory note
- has a lot to trade and can threaten well

GOOD AGAINST

- infantry (*Bombardment*): Arborec, Sol, Winnu, Sardakk (early)

FEARS

- war sun vulnerability to
 - counter-attacks
 - *Direct Hit* action cards
 - *assign to non-fighter ship* abilities
 - *pick target* abilities
- mobile opponents (your HS is vulnerable early)
- lack of influence
- Yssaril, Yin, L1z1x, Xxcha, Mentak, Creuss, Sardakk (late)

GAME PLAN

- early game faction: quickly get a slightly bigger slice and, then just protect it with your war suns and a PDS network - let the objectives guide you
- war sun is a negotiation tool, don't make enemies
- sell *War Sun* tech across the table for anything that will get you a VP (remember fleet supply cost)
- don't lose the war sun early, get the second one R2
- accept that you will have a command token problem - you won't be able to fix it because of other more important ones, so don't use your *Star Forge* to stall, use it only to protect your war sun
- use *Warfare* to protect your war sun from counter-attacks
- if you get a *Sabotage* save it for *Direct Hits*
- **optimal tech path: Blue + Yellow** (+ blue skip)
 - *Gravity Drive, PDS 2, Graviton Laser System*
- **alternative tech path: Red + Yellow** (+ red skip)
 - *War Sun 2* is an alternative to *Gravity Drive*, but only if you get a red skip, otherwise it's not worth it

STARTING FLEET



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

COMMODITIES: 6



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



FLAGSHIP



• Wrath of Kenara

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

Sustain Damage

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

STARTING TECHNOLOGIES



• Antimass Deflector (blue - level 0)

Move into and through asteroid fields. Apply -1 to Space Cannon rolls against you.

• Sarween Tools (yellow - level 0)

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

PROMISSORY NOTE



• Trade Convoys

Action: Place this card face-up in your play area. While this card is in your play area, you may negotiate transactions with players who are not your neighbor.

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

STRENGTHS

- highest commodity number
- can trade with anyone
- able to trade action cards
- adaptable to the objectives
- *Quantum Datahub Node* can steal a win during the final turns

FEARS

- no one picks *Trade SC*, so you always have to
- metagame (collusion against you)
- Mentak (can be a very good friend or a big pain)

FACTION ABILITIES



• Masters of Trade

You do not have to spend a command token to resolve the secondary ability of the *Trade SC*.

• Guild Ships

You can negotiate transactions with players who are not your neighbor.

• Arbiters

When you are negotiating a transaction, action cards can be exchanged as part of that transaction.

SPECIAL UNITS: None

FACTION TECHNOLOGIES



• Production Biomes (GG)

Action: Exhaust this card and spend 1 token from your strategy pool to gain 4 trade goods and choose 1 other player, he gains 2 trade goods.

• Quantum Datahub Node (YYY)

At the end of the strategy phase, you may spend 1 token from your strategy pool and give another player 3 TG. Swap 1 strategy card with that player.

STRATEGY GUIDE

GAME PLAN

- pick *Trade* early and often
- use your early game advantage, before you lose it: make transactions early, sell anything, buy all *Trade Agreements* make money and bank it
- save your trade goods for the "spend" objectives - don't spend it all on fleets, use planets for build
- maintain a well defended pie slice, score objectives
- be friends with everybody, you are a passive race
- tax people for refreshing trade goods (mid game)
- look for opportunities to make a profit and try not to be seen as a major threat
- remember you can sell action cards at any moment, know your cards and their timing
- you are the best faction at winning from behind
- **optimal tech path: Blue + Yellow** (+ yellow skip)
 - *Neural Motivator, Dread 2, Quantum Datahub N.*
 - *Space Dock 2, Fighter 2*
- **alternative tech path: Blue + Green** (+ green skip)
 - *Neural Motivator, Dread 2, Production Biomes,*
 - *Infantry 2 and Fighter 2 or Carrier 2*
- **situational tech path: Green + Yellow** (+ g & y skip)
 - *Quantum Datahub Node, Production Biomes*
 - *Space Dock 2, Fighter 2, Infantry 2*

STARTING FLEET ⬆️

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

COMMODITIES: 4 ⬆️

HOME SYSTEM: 4/2 ⬆️

FLAGSHIP ⬆️

• **Genesis**

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

Sustain Damage

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

STARTING TECHNOLOGIES ⬆️

- **Antimass Deflector** (blue - level 0)
Move into and through asteroid fields. Apply -1 to *Space Cannon* rolls against you.
- **Neural Motivator** (green - level 0)
Draw 2 actions cards (inst. of 1) in status phase.

PROMISSORY NOTE ⬆️

• **Military Support**

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

STRENGTHS

- mobility, reinforcing, holding planets
- easy to take and hold Mecatol

GOOD AGAINST

- Winnu, Saar

FEARS

- losing carriers early
- lack of influence
- *Bombardment*: Letnev, Muaat, Sardakk, L1z1x
- other infantry factions: Yin, Arborec, Nekro
- Creuss - could get to Mecatol first

FACTION ABILITIES ⬆️

• **Orbital Drop**

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

• **Versatile**

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

SPECIAL UNITS ⬆️

• **Spec Ops Infantry I**

Cost 1(2) | Combat 7

• **Advanced Carrier I**

Cost 3 | Combat 9 | Move 1 | Capacity 6

FACTION TECHNOLOGIES ⬆️

• **Spec Ops Infantry II (GG)**

Cost 1(2) | Combat 6

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

• **Advanced Carrier II (BB)**

Cost 3 | Combat 9 | Move 2 | Capacity 8

Sustain Damage

STRATEGY GUIDE

GAME PLAN

- you are the best "Mecatol" faction, so go for it
- take planets aggressively over the first 2 rounds (get and hold objective required planets)
- you will have a command token problem, so focus on high influence planets, (infantry is cheap)
- reinforce key planets with *Orbital Drop*
- small mobile fleets and lots of infantry allow you to spread out and make it very difficult for others to uproot you
- you will have a production capacity problem, so try to build a second production center
- don't trade your *Political Secret*
- early game faction - take the lead, rush to victory (late game space combats will be a problem)
- **optimal tech path: Blue + Green**
 - take *Gravity Drive* and *Spec Ops 2* asap
 - then *Hyper Metabolism*, *Dread 2* or go deep blue
 - *Carrier 2* and *Fighter 2* are situational

☉ GHOSTS OF CREUSS

DIFFICULTY: HIGH

STARTING FLEET



- 1 Space Dock
- 2 Fighters
- 1 Carrier
- 2 Destroyers
- 4 Infantry

COMMODITIES: 4



HOME SYSTEM: 4/2 + Delta Wormhole



FLAGSHIP



• Hil Colish

Cost 8 | Combat 5x1 | Move 1 | Capacity 3

Sustain Damage

This ship's system contains a Delta wormhole.

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

STARTING TECHNOLOGY



• Gravity Drive (blue - level 1)

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

PROMISSORY NOTE



• Creuss Iff

At the start of your turn during the action phase: Place or move a Creuss wormhole token into either a system that contains a planet you control or a non-home system that does not contain another player's ships.

Then, return this card to the Creuss player.

SPECIAL UNITS: None

STRENGTHS

- insane mobility
- high commodity count
- home system is 1 extra move for others

GOOD AGAINST

- Naalu, Yin, Muaat (*Dimensional Splicer*)
- Muaat, Winnu, Arborec (R1 blockade Home S.)

FEARS

- being perceived as a threat or nuisance
- early aggression
- 4 commodities factions can upset your trades
- Xxcha, Mentak

weak

average

strong

FACTION ABILITIES



• Quantum Entanglement

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

• Slipstream

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

• Creuss Gate

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

FACTION TECHNOLOGIES



• Wormhole Generator (BB)

At the start of the status phase, place or move a Creuss wormhole token into either a system that contains a planet you control or a non-home system that does not contain another player's ships.

• Dimensional Splicer (R)

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

STRATEGY GUIDE

GAME PLAN

- early: don't over extend, don't be aggressive, stay in your pie slice, don't make enemies R1
- don't ever take the lead, setup a big late game, prepare for stage 2 and secret objectives
- you need influence - a lot of command tokens, so you can always be ready for opportunities
- pay someone to play your promissory note early so you won't have to get *Wormhole Generator*
- get a Creuss wormhole in a good system (in your pie slice), then build a forward space dock there
- you need *Action Cards*, you are a surprise faction
- **optimal tech path: Green + Blue**
 - *Neural Motivator, Infantry 2, Fighter 2, Carrier 2*
 - *Sarween Tools, Dreadnought 2*
- **alternative tech path: Red + Blue**
 - *Dimensional Splicer, PDS 2, Dread 2, Destroyer 2*
- **alternative tech path: Red + Yellow (+ red skip)**
 - *Dimensional Splicer, PDS 2, War Sun, Destroyer 2*

STARTING FLEET



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

COMMODITIES: 2



HOME SYSTEM: 5/0



FLAGSHIP



• 0.0.1

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

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

STARTING TECHNOLOGIES



• Neural Motivator (green - level 0)

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

• Plasma Scoring (red - level 0)

When 1 or more units uses *Bombard* or *Space Cannon*, 1 unit may roll +1 die.

PROMISSORY NOTE



• Cybernetic Enhancements

At the start of your turn: Remove 1 token from the L1z1x player's strategy pool and return it to his reinforcements. Then, place 1 command token from your reinforcements in your strategy pool. Then, return this card to the L1z1x player.

STRENGTHS

- having 2 capacity dreadnoughts that hit on a 4 is the best reason to pick this race
- the best start in the game (outside of Jol-Nar)
- best race at taking planets
- your ability to take a space dock, then produce units makes you very scary

GOOD AGAINST

- fighter screens (your flagship): Naalu, Saar, Muat
- ground forces (*Harrow*): Sol, Arborec, Yin

FEARS

- being perceived as a threat
- PDS 2: Mentak, Xxcha, Jol-Nar
- Letnev, Sardakk

FACTION ABILITIES



• Assimilate

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

• Harrow

After each round of ground combat, your ships in the active system may use their bombardment ability against your opponent's ground forces on the planet.

SPECIAL UNITS



• Super Dreadnought I

Cost 4 | Combat 5 | Move 1 | Capacity 2
Sustain Damage; Bombard 5

FACTION TECHNOLOGIES



• Super Dreadnought II (BBY)

Cost 4 | Combat 4 | Move 2 | Capacity 2
Sustain Damage; Bombard 4
This unit cannot be destroyed by *Direct Hit*.

• Inheritance Systems (YY)

You may *exhaust* this card and spend 2 resources when you research a technology; ignore all of that technology's prerequisites.

STRATEGY GUIDE

GAME PLAN

- mid game faction: build a *Super-Dreadnaught 2* fleet and get 6 action cards ready for a big round 3
- keep taking planets and focus on objectives and influence (you need command tokens)
- don't focus on holding the planets because you can easily take them back
- 5 capacity flagship and 2 capacity dreadnoughts means you don't need carriers
- very good at scoring secret obj. and stage 2 obj.
- **optimal tech path: Blue +** (whatever skip you get)
 - get *Super-Dreadnaught 2* quickly (double tech)
 - *Inheritance Systems* is an option only if you get a yellow skip and only if it's necessary
- **alternative tech path: Yellow +** (Red or Green)
 - get *Inheritance Systems* quickly (double tech)
 - then *Super-Dreadnaught 2*, then whatever you need more, *War Sun* (if you have resources to build)



weak average strong

STARTING FLEET

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

COMMODITIES: 2

HOME SYSTEM: 4/1

FLAGSHIP

• Fourth Moon

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

Sustain Damage

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

STARTING TECHNOLOGY

• Sarween Tools (yellow - level 0)

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

• Plasma Scoring (red - level 0)

When 1 or more units uses *Bombard* or *Space Cannon*, 1 unit may roll +1 die.

PROMISSORY NOTE

• Promise of Protection

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

While this card is in your play area, the Mentak player cannot use his pillage faction ability against you. If you activate a system that contains 1 or more of the Mentak player's units, return this card to the Mentak player.

STRENGTHS

- *Mirror Computing* (best tech in game)
- synergy between tech / abilities (best in game)
- good faction abilities and promissory note
- fast route to desired tech

GOOD AGAINST

- Letnev, L1z1x (your flagship)
- Hacan, Saar in early game (*Pillage*)

FEARS

- being perceived as a nuisance
- *PDS 2: Xcha, Jol-Nar, maybe Arborec*
- Nekro (flagship & ability), Naalu (fighter swarm)

FACTION ABILITIES

• Ambush

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

• Pillage

After one of your neighbors gains trade goods or resolves a transaction:

If he has 3 or more trade goods you may take 1 of his trade goods or commodities.

SPECIAL UNITS: None

FACTION TECHNOLOGIES

• Salvage Operations (YY)

After you win or lose a space combat, gain 1 trade good;

If you won the combat, you may also produce 1 ship in that system of any ship type that was destroyed during the combat.

• Mirror Computing (YYY)

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

STRATEGY GUIDE

GAME PLAN

- rush to *Cruiser 2* (try round 1 with a green skip)
- use your mobility to take powerful systems
- save as much trade goods as you can until you get *Mirror Computing*, then use them to rebuild your fleet and for "spend" public objectives
- be aggressive early when you have the advantage, bank TG's and prepare for the stage II objectives
- defend your home system with your flagship and a *PDS 2* network
- take *Trade S.C.* often, refresh all your neighbors
- the "meta-game" is your Achilles' heel
- don't *Pillage* every single time, also take their commodities instead of TG's if possible
- use *Promise of Protection* to gain at least 1 ally in a 5-6 player game
- **optimal tech path: Yellow + Red (+ green skip)**
- *Cruiser 2, PDS 2, Mirror Computing*

STARTING FLEET



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

COMMODITIES: 3



HOME SYSTEM: 3/1; 0/2



FLAGSHIP



• Matriarch

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

Sustain Damage

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

After combat return those units to the space area.

STARTING TECHNOLOGIES



• Neural Motivator (green - level 0)

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

• Sarween Tools (yellow - level 0)

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

PROMISSORY NOTE



• Gift of Prescience

At the end of the Strategy Phase: Place this card face-up in your play area and place the Naalu "0" token on your strategy card; You are the first in initiative order. The Naalu player cannot use his Telepathic faction ability during this game round.

Return this card to the Naalu player at the end of the status phase.

STRENGTHS

- *Crystal Fighters* and *Neuroglive* are powerful
- scoring first can win you the game
- free retreats are great

GOOD AGAINST

- infantry (your flagship), Saar (after *Neuroglive*)

FEARS

- early aggression
- *Graviton Laser System: Xxcha, L1z1x* (flagship)
- *Destroyer 2: Yin, Letnev, Mentak, Creuss*
- Sol, Saar (flagship), Nekro (flagship)
- after you get *Neuroglive* only Letnev can hurt you

FACTION ABILITIES



• Telepathic

At the end of the strategy phase, place the Naalu "0" token on your strategy card. You are first in initiative order.

• Foresight

After another player moves ships into a system that contains one or more of your ships, you may place 1 token from your strategy pool in an adjacent system that does not contain another player's ships: move your ships from the active system into that system.

SPECIAL UNITS



• Hybrid Crystal Fighter I

Cost 1(2) | Combat 8

FACTION TECHNOLOGIES



• Hybrid Crystal Fighter II (GB)

Cost 1(2) | Combat 7 | Move 2

This unit may move without being transported.

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

• Neuroglave (GGG)

After another player activates a system that contains 1 or more of your ships, that player removes 1 token from his fleet pool and returns it to his reinforcements.

STRATEGY GUIDE

GAME PLAN

- build 2 space docks in a double planet system to help with fighter production (next to your home)
- develop a fighter screen network, making it very difficult to invade your space (after you get *Neuroglive*, with a few fighters placed in key systems, you can block the movement of your competitors and you can start extorting)
- the only ships you need are fighters and carriers
- focus on influence (fighters are cheap) and take *Leadership* every time it's available
- always have command tokens ready for *Foresight*
- don't ever give your faction promissory note
- take the lead, stay in the lead and win by initiative
- **optimal tech path: Green + (Blue or Yellow)**
 - rush *Crystal Fighter 2* (b skip), *Neuroglive* (g skip)
 - then *Carrier 2, Space Dock 2 or Infantry 2*
 - depending on what skip you get (blue or yellow)



STARTING FLEET



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

COMMODITIES: 3



HOME SYSTEM: 4/0



FLAGSHIP



• The Alastor

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

Sustain Damage

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

STARTING TECHNOLOGY



• Dacxive Animators (green - level 1)

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

• Valefactor Assimilator X / Y

PROMISSORY NOTE



• Antivirus

At the start of a combat: Place this card face-up in your play area. While this card is in your play area, the Nekro player cannot use his Technological Singularity faction ability against you.

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

STRENGTHS

- gains technology through combat
- very command token rich
- powerful in the late game due to command token wealth and the ability to steal racial tech and/or unit upgrades

GOOD AGAINST

- value tech races: Jol-Nar, L1z1x, Mentak, Sol, Xxcha

FEARS

- haters and lots of tech objectives
- Letnev, Winnu (flagship), Xxcha (flagship)
- *pick target* abilities: Sardakk, Yin, Creuss

FACTION ABILITIES



• Galactic Threat

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

• Technology Singularity

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

• Propagation

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

FACTION TECHNOLOGIES



• Valefactor Assimilator X / Y

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

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

SPECIAL UNITS: None

STRATEGY GUIDE

GAME PLAN

- don't hunt people just for the tech if it doesn't help you score objectives
- influence is not that useful to you
- build your economy with *Trade*, *Leadership*, or *Technology* early, and get rich enough from the secondaries over time
- always take *Trade* if it is available
 - ask people to send destroyers to be your neighbor, offer deals in their favor
 - later you can kill the destroyer and get tech
- take Mecatol Rex and other key systems, the other players will have to attack you
- bully, but avoid all-out war on multiple fronts
- sell your racial promissory note to assure an ally
- your flagship with a stack of ground forces is one of the best defensive set-ups in the game, so use it on your home system or on Mecatol Rex
- choose wisely the racial techs you want to copy, look for synergy
- you want *Transit Diodes* and any infantry upgrade

↓ SARDAKK N'ORR

DIFFICULTY: AVERAGE

STARTING FLEET



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

COMMODITIES: 3



HOME SYSTEM: 3/1; 1/0



FLAGSHIP



• C'Morran N'orr

Cost 8 | Combat 6x2 | Move 1 | Capacity 3

Sustain Damage

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

STARTING TECHNOLOGIES



- None

PROMISSORY NOTE



• Tekklar Legion

At the start of an invasion combat:

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

Then, return this card to the N'orr player.

STRENGTHS

- +1 to all combat roles
- +1 to ship rolls when flagship is present
- *Bombard 4x2* on dreadnought

GOOD AGAINST

- Muaat, Letnev, L1z1x, Jol-Nar (*Exotrireme II* ability)
- Arborec, Yin (*Bombard, Valkyrie, infantry +1*)

FEARS

- lots of tech objectives
- being perceived as a threat
- Nekro, Sol (capacity, *Orbital Drop*)

FACTION ABILITIES



• Unrelenting

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

SPECIAL UNITS



• Exotrireme Dreadnought I

Cost 4 | Combat 5 | Move 1 | Capacity 1

Sustain Damage; Bombard 4x2

FACTION TECHNOLOGIES



• Exotrireme Dreadnought II (BBY)

Cost 4 | Combat 5 | Move 2 | Capacity 1

Sustain Damage; Bombard 4x2

This unit cannot be destroyed by *Direct Hit*.

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

• Valkyrie Particle Weave (RR)

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

STRATEGY GUIDE

GAME PLAN

- focus on building your economy (resources) as you start from behind
- *Unrelenting* is best realized with fighters and infantry, so mobility is very useful - also a double dock system is a good idea (maybe home system)
- sell your promissory note across the table as much as possible (when they need it: before combats)
- your fleets are your whole advantage, so don't lose fights because you lose your advantage
- you win through efficient aggression and diplomacy
- convince the table you are weak and plan for a come from behind win
- your flagship with a fighter screen is very strong, but is not essential to your game
- there is no synergy between your faction techs and abilities - you have to choose a path, so tech based on the objectives and the other factions
- tech skips are very valuable for you
- double tech as much as possible; aim unit upgrades
- **optimal tech path: Blue + Green**
 - *Neural Motivator, Fighter 2, Infantry 2, Carrier 2*
- **alternative tech path: Blue + Yellow**
 - *Dreadnought 2, Carrier 2, Space Dock 2*
- *Valkyrie PW* is an option only with 2 red skips



weak



average



strong

STARTING FLEET

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

COMMODITIES: 4

HOME SYSTEM: 2/3; 1/2

FLAGSHIP

• J.N.S. Hylarim

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

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

STARTING TECHNOLOGY

- **Antimass Deflector** (blue - level 0)
Move into and through asteroid fields.
Apply -1 to *Space Cannon* rolls against you.
- **Neural Motivator** (green - level 0)
Draw 2 actions cards (inst. of 1) in status phase.
- **Sarween Tools** (yellow - level 0)
Production: reduce total combined cost by 1
- **Plasma Scoring** (red - level 0)
Bombard or *Space Cannon*: +1 die

PROMISSORY NOTE

• **Research Agreement**

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

STRENGTHS

- the most flexible faction in the game
- you start with the best fleet
- you start with the most tech
- you can get whatever tech you want round 2
- tech objectives are almost free points for you

FEARS

- the meta game
- early aggression
- Saar, Sardakk, Nekro, Mentak, Yin

FACTION ABILITIES

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

SPECIAL UNITS: None

FACTION TECHNOLOGIES

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

STRATEGY GUIDE

GAME PLAN

- get a tech per turn, build defense, score objectives
- if you decide to take Mecatol Rex do it early
- you can't take and hold planets very well (early game), so build your economy through trading
- sell your promissory note every turn, be clear about what tech you give and make sure that you will get it back
- you can get *War Sun* in round 2, but if you intend to do it, don't sell your promissory until you get it
- don't take an early lead, play nice, make trades and hit big objectives in the last rounds
- infantry (ground combat) is your Achilles' heel
- your -1 is less important with bigger ships
- **you can pick any tech path**, but this is the safest:
- *Hyper Met.*, *E-Res Siphons*, *PDS2*, *Dread. 2*
- **some of the alternative tech paths**:
- *War Sun*, *E-Res Siphons*, *Fighter 2*
- *Cruiser2*, *E-Res Siphons*, *Integrated Ec*, *Infantry2*

STARTING FLEET



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

COMMODITIES: 3



HOME SYSTEM: 3/4



FLAGSHIP



• Salai Sai Corian

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

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

STARTING TECHNOLOGY



- Choose any 1 technology that has no prerequisites.

PROMISSORY NOTE



• Acquiescence

At the end of the strategy phase:
Exchange 1 of your strategy cards with a strategy card that was chosen by the Winnu player.
Then, return this card to the Winnu player.

SPECIAL UNITS: None

STRENGTHS

- taking Mecatol with no influence (situational)
- building a free space dock + PDS on Mecatol
- choose your starting tech, but you only get one
- other than that, this race is super weak
- it is only playable with 3 or 4 players because of the double Strategy Card pick

FEARS

- aggression at any time
- factions that can get Mecatol before you: Saar, Sol, Creuss
- mobile opponents (your HS is vulnerable early): Creuss, Yssaril, Mentak
- *Bombardment*: Letnev, Muaat, Sardakk, L1z1x
- good infantry: Sol, Sardakk

FACTION ABILITIES



• Blood Ties

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

• Reclamation

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

FACTION TECHNOLOGIES



• Lazax Gate Folding (BB)

If you do not control Mecatol Rex, treat its system as if it contains both an alpha and beta wormhole.

Action: If you control Mecatol Rex, *exhaust* this card to place 1 infantry on Mecatol Rex.

• Hegemonic Trade Policy (YY)

When 1 or more of your units use *Production exhaust* this card to swap the resource and influence values of 1 planet you control until the end of your turn.

STRATEGY GUIDE

GAME PLAN

- your pie slice must have two systems with planets on the path to Mecatol, and one of these planets should be a yellow skip
- not a Mecatol faction, rather a Mecatol deterrent
- try to take Mecatol first and hold it as much as you can, but prepare to also score elsewhere
- round 1 you must get *Warfare* (or *Politics*), and you must build a second carrier and 2 infantry
- you have no abilities, you are the weakest faction:
 - secure your home system with a lot of infantry
 - trade for any advantage you can find, beg for it
 - when somebody tries to take advantage of your weakness ask for help from the others
 - try to get promissory notes from the others
 - don't ever take the lead
- **optimal tech path: Yellow + Blue** (+ yellow skip)
 - *Hegemonic Trade Policy* is your only strength, so your starting tech must be *Sarwin Tools*
 - then *Space Dock 2*, *Gravity Drive*, *Carrier 2*
- **situational tech path: Blue + Yellow**
 - if you are speaker and if Hacan or Xxcha is playing you might get the blue tech first, then go yellow
 - R1 pick *Technology* --> get *Gravity Drive*
 - get the extra resource for a carrier and 2 infantry

STARTING FLEET

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

COMMODITIES: 4

HOME SYSTEM: 2/3; 1/1

FLAGSHIP

• Loncara Ssodu

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

Sustain Damage; Space Cannon 5x3

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

STARTING TECHNOLOGY

• Graviton Laser System (yellow - level 1)

[Exhaust]

When 1 or more units uses *Space Cannon*, hits produced must be assigned to non-fighter ships if able.

PROMISSORY NOTE

• Political Favor

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

Then, return this card to the Xxcha player.

STRENGTHS

- trade, negotiation, difficult to attack
- *Diplomacy* is similar to *Warfare* for you (early)
- people must respect you and they are better off being your friend than your enemy
- you have valuable services that people will pay for at certain points in the game

GOOD AGAINST

- fighter screens: Naalu, Sol (early), Muat
- Saar, Arborec (early)

FEARS

- no one picks *Diplomacy SC* (early game)
- *Duranium Armor*: Letnev (faction techs, flagship)
- ground force clusters: Sol, Arborec, Yin
- L/W *Deflector*, mobility: Creuss, Yssaril (flagship)

FACTION ABILITIES

• Peace Accords

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

• Quash

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

SPECIAL UNITS: None

FACTION TECHNOLOGIES

• Instinct Training (G)

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

• Nullification Field (YY)

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

STRATEGY GUIDE

GAME PLAN

- your abilities are defensive, you don't score well
- your flagship is your only offensive ability
 - get it as fast as possible, but don't lose it early
- quickly grab a slightly bigger slice and lock it with a PDS network (don't get *PDS 2* until you need it, but you have to be ready for it)
- don't over invest into defense, remember to score
- focus on influence (command tokens for abilities)
- sell your abilities: *Quash* and *Instinct Training*
- for mobility get *Cruiser 2*, or put *Space Docks 2* on the borders and expand from there
 - alternative: *Gravity Drive* if you get a blue skip R1
- **standard tech path: Yellow + Green** (+ yellow skip)
 - *Neural Motivator, Cruiser 2, Nullification Field*
 - *PDS 2, Instinct Training, Infantry 2*
- **optimal tech path: Yellow + Blue** (+ blue skip R1)
 - *Gravity Drive, Plasma Scoring, PDS 2*
 - *Nullification Field, Dreadnought 2, Fighter 2*

YIN BROTHERHOOD

DIFFICULTY: AVERAGE

STARTING FLEET

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

COMMODITIES: 2

HOME SYSTEM: 4/4

FLAGSHIP

• Van Hauge

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

Sustain Damage

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

STARTING TECHNOLOGIES

• Sarween Tools (yellow - level 0)

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

PROMISSORY NOTE

• Greyfire Mutagen

After a system is activated:

The Yin player cannot use faction abilities or faction technology during this tactical action.

Then, return this card to the Yin player.

STRENGTHS

- solid racial abilities and a great starting fleet
- you are very good at winning ground combat
- you are very good at holding planets
- you are usually awkward to attack and most people will prefer not to mess with you
- 0/2 or 1/2 planets are great in your hands due to your racial ability

GOOD AGAINST

- planets with 1-2 infantry: all in the early game
- Saar, Sol (early), Muat (early)

FEARS

- not being seen as dangerous
- PDS: Xxcha, Jol-Nar, Mentak
- infantry flood: Arborec (late), Sol (late)
- *Bombard*: L1z1x, Letnev, Muat (late), Sardakk

FACTION ABILITIES

• Indoctrination

At the start of a ground combat, you may spend 2 influence to replace 1 of your opponent's participating infantry with 1 infantry from your reinforcements.

• Devotion

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

SPECIAL UNITS: None

FACTION TECHNOLOGIES

• Impulse Core (YY)

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

• Yin Spinner (GG)

After one or more of your units use *Production*, place 1 infantry from your reinforcements on a planet you control in that system.

STRATEGY GUIDE

GAME PLAN

- defensive faction with a strong starting fleet
 - use your advantage before the others get strong
 - get many planets as fast as possible + Mecatol
 - it is easier for you to defend than to take planets
- focus on influence (planets with 0/2 are perfect)
- for defense: spread destroyers through your pie slice and put the flagship in your home system
- always have at least one 0/2 planet available for *Indoctrination* even after you pass
- always take *Leadership* and *Warfare* if available
- you have the ability to cause significant damage for a very low cost, so that makes you dangerous:
 - threaten everyone without actually having to follow through
- **optimal tech path: Yellow + Green** (+ yellow skip)
 - *Transit Diodes*, put a *Space Dock 2* on Mecatol
 - then get *Infantry 2*
- **alternative tech path: Green + Yellow** (+ red skip)
 - *Neural Motivator*, *Cruiser 2*, *Infantry 2*
 - *Daxcive Animators* + *Cruiser 2* = sniping planets
- **situational tech path: Red + Yellow**
 - *PDS 2*, *Cruiser 2*, *Destroyer 2*

weak

average

strong

STARTING FLEET



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

COMMODITIES: 3



HOME SYSTEM: 2/3; 1/2



FLAGSHIP



• Y'sia Y'ssrila

Cost 8 | Combat 5x2 | Move 2 | Capacity 3
Sustain Damage

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

STARTING TECHNOLOGY



• Neural Motivator (green - level 0)

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

PROMISSORY NOTE



• Spy Net

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

Then, return this card to the Yssaril player.

SPECIAL UNITS: None

STRENGTHS

- a hand full of useful action cards late game makes this a scary race to attack
- starting with 5 influence in your home system gives you some flexibility
- a great start combined with a fast flagship

FEARS

- drawing the wrong action cards
- Xxcha (*Instinct Training*)
- multiple attacks on multiple fronts will consume your deck fast

FACTION ABILITIES



• Stall Tactics

Action:

Discard 1 action card from your hand.

• Scheming

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

• Crafty

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

FACTION TECHNOLOGIES



• Transparasteel Plating (G)

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

• Mageon Implants (GGG)

Action:

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

STRATEGY GUIDE

GAME PLAN

- get the secondary of *Politics* as often as possible
- craft a powerful hand of action cards and craft a game plan around them and the objectives, look for synergies
- focus on influence as you will want the secondary of *Imperial* as well - this faction is very good at scoring secret objectives
- consider stalling *Warfare* turn 1 and stalling *Leadership* turns 2 - 3 if you have the opportunity (this can greatly hinder the other players)
- you don't have to take *Mecatol Rex* to win, but it might make sense at certain points
- your flagship has movement 2, so use it
 - it can also be used to sneak into a neighboring undefended home system (see ability)
- don't ever give your promissory note (as a non-binding deal, you can sell cards via *Spy Net*, but only try this if you really trust the buyer)
- stay under the radar - end with a 4 points surprise
- **optimal tech path: Green + Blue** (+ blue skip)
 - *T. Plating*, *Hyper Metabolism*, *Mageon Implants*
 - then *Gravity Drive*, *Infantry 2*, *Fighter 2*

HOW TO WIN THE GAME

- be objective focused
 - score at least one public objective each round
 - try to score control objectives first because these are the most difficult to achieve
 - try to score tech objectives last because these cannot be taken away from you
 - save trade goods for spend objectives or emergencies (use just the planets for build)
 - prepare for stage II objectives in advance
 - set up a big "swing round" (4 points in one round):
 - timing *Imperial* right is essential for this
 - secret objectives that can be scored during the action phase are important (there are only 5)
 - save powerful action cards for this moment
 - anybody at 6 points is in striking distance
 - "win from behind" is usually a safer strategy than "win from ahead", but it depends on the faction
 - an early big lead will paint a target on your back
 - don't rush to score easy secret objectives
 - remember initiative order when picking strategy cards if you suspect it will be the last round
 - never give up - even if you are 5 points behind, you can still "swing" a victory (agenda phase, transactions and a good hand of action cards can often make the difference)
 - don't waste resources (command tk, fleets, cards) on an action if it doesn't get you a point or prepare you for getting a point
 - being aggressive for no reason will only turn the meta-game against you
 - if you completely ruin someone's chances to win you just made an enemy with no other goal than to hunt you
 - always be open for trade and negotiations (really help others achieve their goals, you just have to be more efficient at achieving yours)
 - play people against each other
-

GAME START

- Round 1:
 - if you don't start with 2 carriers and 4 infantry, your first priority is to get those
 - if you don't have 2 starting tech, try to catch up
 - expand and try to fill your slice
- Round 2 (standard):
 - consolidate your position
 - prepare fleets, command tokens and action cards for a big round 3 (have objectives in mind)
- Round 2 (alternative): Mecatol rush

ALWAYS

- at the beginning of each action phase prepare:
 - set planets in groups according to their intended use: unit production, command tokens, technology, objectives
 - prepare the plastic you intend to produce
 - prepare the action cards you want to play
 - have a tech path in mind - prepare in advance the tech cards you intend to research
 - know the promissory notes you got from other players and remember to play them at the right time - also remember you can trade them
 - know your opponents status
 - what abilities and technology they have
 - how many command tokens (actions left)
 - trade goods, action cards, promissory notes
 - what objectives are they trying to score next
 - remember that retreat is an important option
 - don't forget the *Announce Retreats* step
 - always retreat if you are going to lose
 - avoid getting into big space combats without having where to retreat
 - use all your planets before you pass
 - when you build in your home system, instead of activating it, use the secondary of *Warfare*
 - with every build get at least 2 infantry units
 - count the sabotage cards left (there are 4)
 - have a good Command Token (C.T.) economy
 - CTs are the most important resource in the game
 - CTs fuel your actions and abilities
 - CTs can be converted into anything via actions
 - save *Riders* for agendas that are "*For or Against*" (never play them on "*Elect*" agendas)
 - save at least one vote for the second agenda
-

OBJECTIVE TYPES

- **Control Planets** (3 stage I, 4 stage II, 4 secret)
- **Control Space** (1 stage I, 5 secret)
- **Spend** (4 stage I, 4 stage II)
 - influence, resources, TG's, command tokens
 - + **discard** 5 action cards (secret objective)
- **Own Technologies** (2 stage I, 2 stage II, 2 secret)
- **Own Units** (3 secret objectives)
 - 3 Space Docks, 4 PDS, 5 Dreadnoughts
- **Combat** (5 secret - scored in action phase)
 - destroy war sun or flagship
 - destroy infantry using *Bombardment*
 - destroy ship using *Space Canon*
 - win a combat against the leader
 - win a space combat with your flagship

GROUND FORCES MOBILITY

- being able to quickly move your infantry where you need it is essential (attack or defense)
 - extending your range:
 - makes it harder for opponents to defend their planets against all of your of potential attacks
 - gives you more flexibility
 - makes you less predictable
 - **There are 3 solutions for ground force mobility:**
 - **Gravity Drive with Dread2** and/or **Carrier2** good for massive invasions or planet sniping
 - **Cruiser2 with Dacxive Animators and Infantry2** great for sniping planets but larger invasions are more difficult to accomplish
 - **Space Dock 2 on the borders**, expand from there
- * with a yellow skip *Transit Diodes* is a great addition to any of these (especially for cruisers)

TECH PATHS

- Optimal tech path should:
 - have good synergy with your faction abilities
 - solve ground force mobility problem
 - have no "dead" tech (one that you never use)
 - be ready for tech objectives:
 - "own 2 tech in 2 colors" (stage I)
 - "own 2 unit upgrades" (stage I)
 - "own 3 unit upgrades" (stage II)
 - Other things to consider:
 - faction tech can be decisive for some factions
 - in a 10 point game you can research 5-7 techs
 - tech skips allow for better synergies and open more creative tech path options
 - *Magen Defense Grid* is almost never useful, it's usually better to skip it
 - similarly *Graviton Laser System* isn't much use if you don't anticipate utilizing a PDS network
- * **Because of the "own 2 tech in 2 colors" objective there are 6 possible tech path starting points:**
- **2 Blue + 2 Green** = best synergy
 - opens: *Infantry 2*, *Carrier 2*, *Fighter 2*
 - **2 Blue + 2 Yellow** = very good synergy
 - opens: *Dreadnought 2*, *Carrier 2*, *Space Dock 2*
 - **2 Red + 2 Yellow** = good synergy (with a red skip)
 - opens: *PDS 2*, *Space Dock 2*, *Destroyer 2*, *War Sun*, *Cruiser 2*
 - **2 Green + 2 Yellow** = some synergy
 - opens: *Infantry 2*, *Space Dock 2*, *Cruiser 2*
 - **2 Red + 2 Blue** = bad synergy
 - opens: *Carrier 2*, *Destroyer 2*
 - **2 Red + 2 Green** = worst synergy
 - opens: *Infantry 2*, *Destroyer 2*, *Cruiser 2*

VICTORY POINTS SOURCES

- Objectives (Public and Secret)
- Custodians (1 VP for the first to invade Mecatol)
- Mecatol Rex control (via *Imperial S.C.*)
- *Support for the Throne* promissory notes
- Some Agenda Cards:
 - *Holy Planet of Ixth* (1 vp attached to a planet)
 - *Shard of the Throne* (1 vp attached to a player)
 - *The Crown of Emphidia* (... a home system planet)
 - *Seed of an Empire* (first or last place gets 1 vp)
 - *Mutiny* (who voted "For" either gets or loses 1 vp)

ACTION CARDS

- you have two options for a steady flow of cards: either get *Neural Motivator* early or save more command tokens for the secondary of *Politics*
- always know your action cards and remember to play them at the right time (*Timing Window*)
- play the junk action cards when you are closing on the seven cards hand size limit
- consider saving the good cards for the last rounds
- hold *Public Disgrace* until the last round so you can block *Imperial* for a potential winner
- *Sabotage* is the most important action card
 - it can block someone from winning the game
 - it can protect you when you take the last point
- hold *Sabotage* for powerful cards like:
 - *Public Disgrace* (return picked strategy card)
 - *Political Stability* (keep the previous strategy c.)
 - *Rise of the Messiah* (+1 infantry on every planet)
 - *Imperial Rider* (gain a Victory Point)
 - *Parley* (return enemy units to space area)
 - *Unexpected Action* (remove your command t.)
 - *Signal Jamming* (place a player's command t.)
 - *In the Silence of Space* (move through ships)
 - *Reactor Meltdown* (destroy a space dock)
 - *Spy* (takes an action card from you)
- * there are 7 cards that have 4 copies in the deck: *Sabotage*, *Direct Ht*, *Flank Speed*, *Skilled Retreat*, *Morale Boost*, *Shields Holding*, *Maneuvering Jets* - the other 52 are unique
- * certain action cards have precise keywords that tell you when or how the card should be played:
 - cards with the keyword "When" are played before cards with the keyword "After" (*agenda phase*)
 - multiple effects separated by the keyword "then": you must resolve all effects written on the card
 - multiple effects separated by the keyword "and": you must resolve as many effects as possible (but not necessarily all of them)

INFANTRY

- the most important unit in the game because infantry takes and defends planets
- it's easier to defend than to take planets, that's why the attacker has to bring more infantry
- to defend a planet you need at least one more unit than the sum of bombardment dice and infantry units the attacker can bring
- you don't need to own the space area of a system if you have enough infantry on the planets

* *Infantry 2* is the most important upgrade, always consider getting it

CARRIER

- the most important ship because of it's capacity
- the other ships are there only to protect your carrier and it's precious cargo: your infantry
- the success of an invasion depends on how many infantry units you can carry
- always have at least 2 carriers on the board, (no carriers = missed opportunities)
- when you switch focus from invading planets to space combat, carriers are also important because they carry the fighters: your armor

* *Carrier 2* is situational

CRUISER

- good in-between unit, but usually you get it when you don't have enough resources for a dreadnought

* *Cruiser 2*

- fastest ship in the game
 - great for unexpected attacks
 - great for sniping undefended planets
-

PDS

- their main purpose is to defend planets by blocking *Bombardment*
- firing before ground combat is also important
- it's usually better to put only one on a planet
 - more planets protected from *Bombardment*
 - a wider defensive network
 - better odds against action cards and other game effects that target PDS units

* *PDS 2* network with *Graviton Laser System* is an amazing combo, but only helps defensively

FIGHTER

- their main purpose is to shield your fleets (the cheapest way to absorb hits)
- * *Fighter 2*
- can be used offensively as a "swarm" by overwhelming the opponent
 - can be used defensively as a network of lone fighters that block opponent's movement
-

DESTROYER

- their main purpose is to shield your fleets against "*assign to non-fighter ship*" abilities
 - can also be used
 - to block opponent's movement
 - to quickly get neighbors for transactions
 - for some objectives that require space control
 - against fighters (limited without upgrade)
 - the worst unit in the game - usually you get it to fill the production capacity or because you don't have enough resources for a better ship
 - main problem: the fleet supply it is much more important than the benefit a destroyer can bring
- * *Destroyer 2* is only useful against fighter swarms
-

DREADNOUGHT

- the best ship in the game:
 - it has capacity
 - it has *Bombard*
 - it hits very well
 - it has reliable *Sustain Damage* (if upgraded)
 - the most upgradeable unit in the game
 - can be used offensively or defensively

* *Dreadnought 2* is amazing and you get *Gravity Drive* and *Sarween Tools* as prerequisites ...

SPACE DOCK

- put it on high resource planets
 - consider putting two space docks in a double planet system
 - always have at least one fighter for protection against lone carriers
 - always build at least 2 infantry units
 - build as many units as production capacity allows (example: instead of building just 2 dreadnoughts, it's better to get 1 cruiser, 2 infantry, 2 fighters and 1 dreadnought, for the same cost)
- * *Space Dock 2* is only worth it if you go heavy on fighters (or sometimes infantry)

WAR SUN

- their main purpose is to "uproot" well defended planets by ignoring *Planetary Shield* and very good *Bombardment*
- it's better to think of them as big carriers
 - big capacity and always need an escort
- vulnerable to
 - counter-attacks
 - *Direct Hit* action cards
 - *assign to non-fighter ship* abilities
 - *pick target* abilities
- it takes too long to get tech and gather resources for a war sun, so it's only viable in a 14 point game
- in a 10 point game only if you have two tech skips (red-red or yellow-red) and you have the resources to get them quickly on the board
- you are limited to only two war sun units, you can't have more
- * there is a secret objective that targets war suns (when you build a war sun you put a point on the table, so be ready to defend it)

FLAGSHIP TYPES

- **only worth the VP**
 - bad ship - build it only if you got that secret obj.
 - Muat, Winnu, Hacan
- **good ships to have in your fleet**
 - Yssaril, Jol-Nar
- **win more** - good, but you don't necessarily need it
 - makes you better at what you already excel
 - Sol, Sardakk, Letnev (against non-PDS players)
- **essential to strategy**
 - important part of how you play that faction
 - L1z1x, Letnev (against PDS)
- **hole pluggger**
 - must get it because it fixes your weakness
 - Xxcha, Nekro, Naalu, Creuss, Mentak
- **rainy day** - situational
 - must get it only in some specific situations
 - Arborec, Saar
- **the gun on the table**
 - Yin - it rather helps your meta than your battles
- * considerations regarding combat value:
 - combat 5x2 - can be considered good plain ships if you are low on fleet supply
 - combat 7x2 - you need to consider their ability
 - combat 9x2 - has to have a very good ability
- * there is a secret objective that targets flagships (when you build your flagship you put a point on the table, so be ready to defend it)

STRATEGY CARDS

- *initiative* is always important but in the last round it is often the decisive factor in winning the game
- **Warfare, Leadership, Technology**
 - are usually picked first (especially in early game)
 - if you get one try to stall it as much as possible
- **Trade**
 - before you take it, make sure you have *neighbors* and that they are willing to trade
 - never replenish for free
- **Politics**
 - always consider taking it if you are picking last
 - consider selling the speaker token
 - make sure you have the first pick in the last round of the game - for this you need to take *Politics* the round before (players at 5-6 points)
- **Construction**
 - play it on your first turn so others can't do the secondary without locking their systems
- **Imperial**
 - always consider taking it if you have Mecatol
 - timing it right is essential for a "win from behind"
- **Diplomacy**
 - Never pick it in Round 1 because you give out to the others much more than you gain. There are some exceptions to this:
 - you have a faction that start with only 1 carrier, you pick last, you have a 5 resource system next to your home system
 - Mentak - flip a green skip and get *Cruiser2* R1
 - Xxcha - flip a blue skip and get *Gravity Drive* R1

EASILY FORGOTTEN FACTION ABILITIES

- **Saar**
 - your space docks move like ships but they are not ships, so PDS don't fire at them
 - *Chaos Mapping* does not trigger *Sarween Tools*
- **Letnev**
 - remember you have 2 extra fleet supply
- **Mentak**
 - pay attention to all your neighbors transactions, including promissory notes swaps - *Pillage*
- **Creuss**
 - be sure you know all the places you have access to
- **Nekro**
 - you get 3 command tokens any time you would research a tech (not only from *Tech S.C.*)
- **Xxcha**
 - know where your *PDS 2* can hit (...wormholes)
- **Arborec and Sol Flagship**
 - take a free infantry unit (during status phase)