INSIDER INFORMATION

After an agenda is revealed:

Look at the top card of the agenda deck.

M'aban yawned. Another filibuster. Politics could be so flavorless at times. Besides, she already knew how this one was going to turn out. Not well. Not well at all...

PLAGIARIZE

ACTION: Spend 5 influence and choose a non-faction technology owned by 1 of your neighbors; gain that technology.

The Yssaril spies handed over their prize to Connor, who in turn passed it to the Sol engineers with a grim smile. "Now then, boys," he said, one hand on his rifle, "about those loose ends..."

MASTER PLAN

After you perform an action:

You may perform an additional action this turn.

Viktor laced his long fingers with a wicked smile. Unlenn would be proud. The tactician's reputation was well-earned; even pawns could unseat kings.

RALLY

After you activate a system that contains another player's ships:

Place 2 command tokens from your reinforcements in your fleet pool.

The Federation advance would not be halted—not today. Claire set her broadcast to play on all open channels. She began, her voice fierce and unwavering "Friends! On this day, our names shall be inscribed in the pages of legend!"

SCRAMBLE FREQUENCY

After another player makes a BOMBARDMENT, SPACE CANNON, or ANTI-FIGHTER BARRAGE roll:

That player rerolls all of their dice.

"I will not accept this from that worthless scum!" Feng growled as his enigmatic companion interfaced with the ship's nav suite. The Memoria's position flickered and shifted, and the blast flashed harmlessly by.

FORWARD SUPPLY BASE

After another player activates a system that contains your units:

Gain 3 trade goods. Then, choose another player to gain 1 trade good.

All eyes turned toward the darkening skies as the only surviving supply truck rolled through the gates. "Get these checked in and send the last shipment to our allies!" Harrugh yelled over the din of the engines.

FIGHTER CONSCRIPTION

ACTION: Place 1 fighter from your reinforcements in each system that contains 1 or more of your space docks or units that have capacity; they cannot be placed in systems that contain other players' ships.

T'esla grinned as her shimmering vessel lifted off the flight deck—at last, that damned Viscount would experience the superiority of Naalu dogfighting. "Get ready," she hissed into the comms.

BLITZ

At the start of an invasion:

Each of your non-fighter ships in the active system that do not have BOMBARDMENT gain BOMBARDMENT 6 until the end of the invasion.

"T-these weren't meant to be used like this. T-this is a t-terrible idea." Tai mumbled, wringing his hands. "Well 'course it is," Dart grinned, slamming his fist down on the release lock. "But we've got about sixty kilotons of 'surprise' and nothing to lose!"

HARNESS ENERGY

After you activate an anomaly:

Replenish your commodities.

"Manipulating the cosmos was a power reserved for the gods." Rowl spat at the ground as his contraption whirred to life. "Not anymore."

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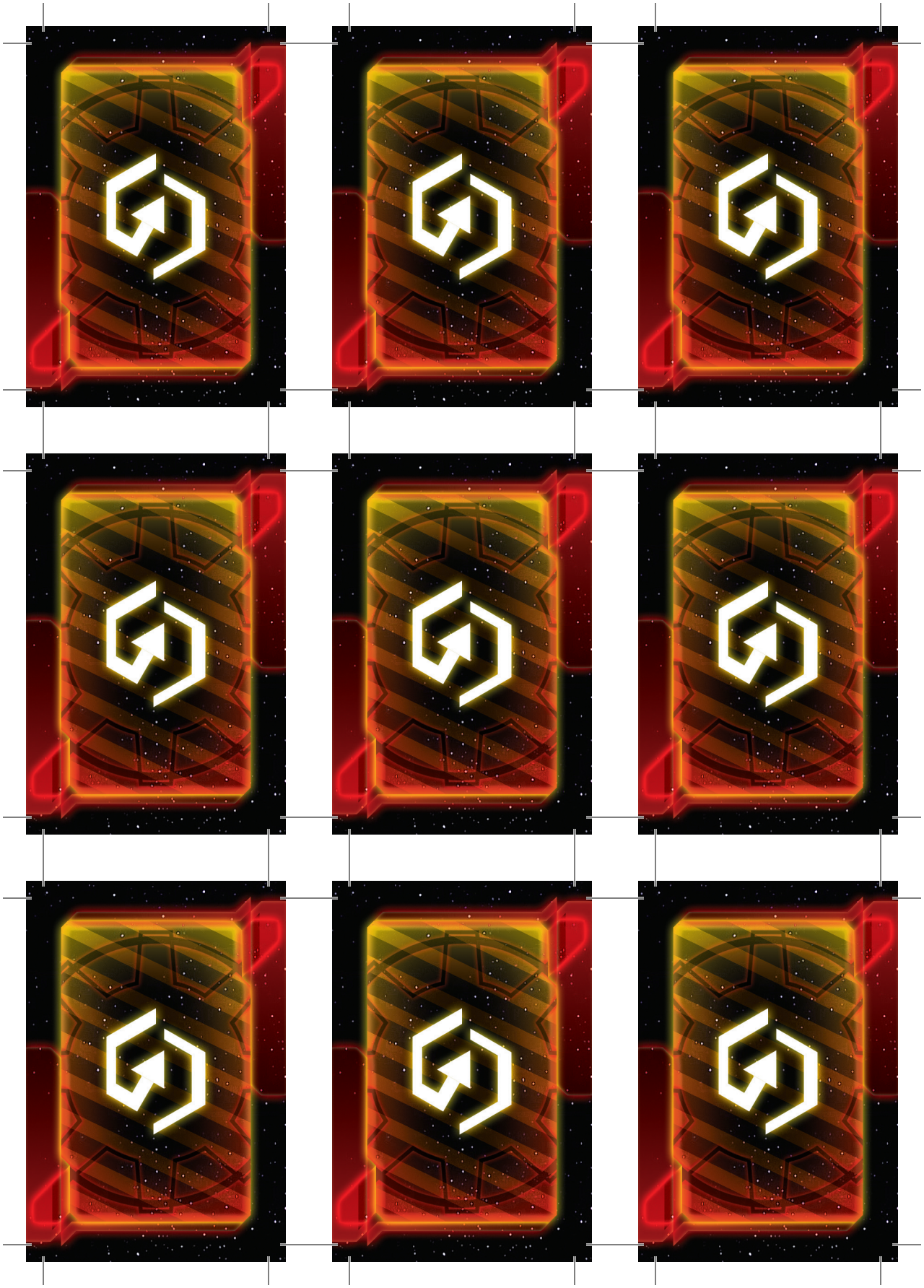

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HACK ELECTION

After an agenda is revealed:

During this agenda, voting begins with the player to the right of the speaker and continues counterclockwise.

YOUR [NULL ID] STATELY GAME WILL BE FOR NAUGHT<< [VAR:42687] ORDER WILL ARISE FROM [VAR:89001] CHAOS<< IT IS OUR HAND THAT CONTROLS THE OUTCOME<<

REFLECTIVE SHIELDING

When one of your ships uses SUSTAIN DAMAGE during combat:

Produce 2 hits against your opponent's ships in the active system.

Prit scrambled up to Hesh's shoulder, gleefully clapping as the entropic shielding tore the mercenary cruisers apart.

IMPERSONATION

ACTION: Spend 3 influence to draw 1 secret objective.

"Also," Connor continued, bemused. "Someone just handed me this as I was leaving. I think it was meant for our dear friend Sucaban. We should be able to put it to good use."

SOLAR FLARE

After you activate a system:

During this movement, other players cannot use SPACE CANNON against your ships.

Meian braced for combat as the fleet entered the Ordinian system, but there were no Valefar droneships waiting to meet them. The solar flare gambit had succeeded—they were completely undetected.

SANCTION

After an agenda is revealed:

You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, each player that voted for that outcome returns 1 command token from their fleet supply to their reinforcements.

Two can play at this game.

COUNTERSTROKE

After a player activates a system that contains 1 of your command tokens:

Return that command token to your tactic pool.

"That's the thing about loyalty—" Viktor mused, turning one of the pieces backward, facing its own side. "It can be bought."

GHOST SQUAD

After a player commits units to land on a planet you control:

Move any number of ground forces from any planet you control in the active system to any other planet you control in the active system.

The L1 advance team was expecting to find the outpost abandoned. What they found—unfortunately for them—was Connor.

WAR MACHINE

When 1 or more of your units use PRODUCTION:

Apply +4 to the total PRODUCTION value of your units and reduce the combined cost of the produced units by 1.

"This would have taken weeks to replace if you had run it backwards," Varish called as she rotated the massive supercapacitor bank. "Okay, fire it up!"

WAR MACHINE

When 1 or more of your units use PRODUCTION:

Apply +4 to the total PRODUCTION value of your units and reduce the combined cost of the produced units by 1.

The station vibrated as the device sputtered to life, emitting a high-pitched buzz to Varish's ears. "Micro-wormholes are cycling at 19 kilohertz," Cole read. "The entropic field tap is stable."

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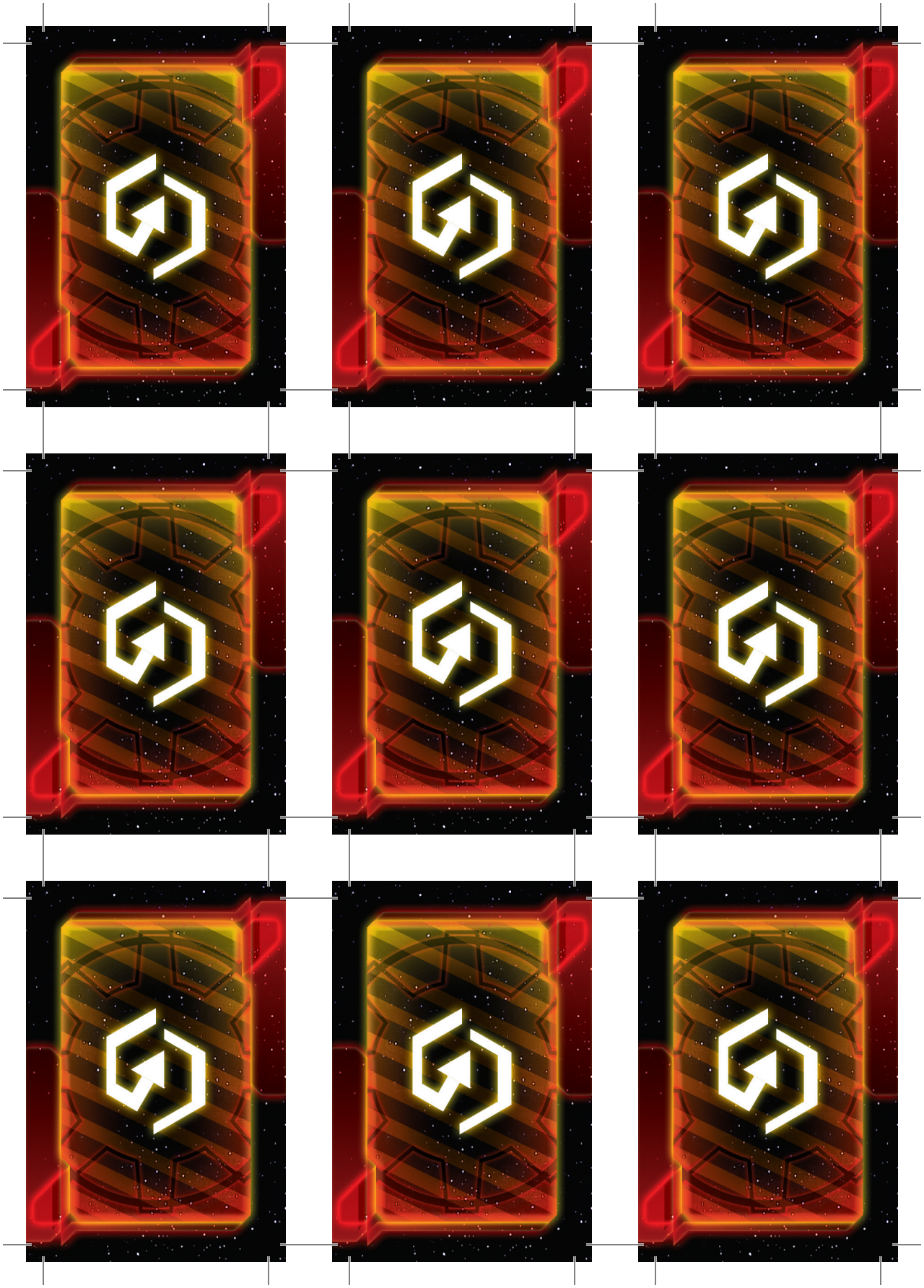

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WAR MACHINE

When 1 or more of your units use PRODUCTION:

Apply +4 to the total PRODUCTION value of your units and reduce the combined cost of the produced units by 1.

"The automated production facilities spooled up to new intensities, lights flaring as the assembly drones increased their speeds to keep up.

WAR MACHINE

When 1 or more of your units use PRODUCTION:

Apply +4 to the total PRODUCTION value of your units and reduce the combined cost of the produced units by 1.

"Varish, let the Commanders know they can contact the Tetrarchy. Tell them the fighter squadron assembly will be done ahead of schedule and under budget."

WAR FUNDING Ω

After you and your opponent roll dice during space combat:

You may reroll all of your opponent's dice.

You may reroll any number of your dice.

Then, return this card to the Letnev player.

GREYFIRE MUTAGEN Ω

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

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

Then, return this card to the Yin player.

STYMIE Ω

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

You may place 1 command token from that player's reinforcements in any non-home system.

Then, return this card to the Arborec player.

ACQUIESCENCE Ω

When the Winnu player resolves a strategic action:

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

Then, return this card to the Winnu player.

CYBERNETIC ENHANCEMENTS Ω

When you gain command tokens during the status phase:

Gain 1 additional command token.

Then, return this card to the L1Z1X player.

WORMHOLE GENERATOR Ω

THE GHOSTS OF CREUSS

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

YIN SPINNER Ω

THE YIN BROTHERHOOD

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

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X-89 BACTERIAL WEAPON Ω

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

X-89 BACTERIAL WEAPON Ω

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

???_EXCEPTION_NO_ID_???

THE NEKRO VIRUS

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

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

X-89 BACTERIAL WEAPON Ω

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

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MAGEN DEFENSE GRID Ω

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

MAGEN DEFENSE GRID Ω

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

MAGMUS REACTOR Ω

THE EMBERS OF MUAAT

Your ships can move into supernovas.

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

MAGEN DEFENSE GRID Ω

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

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