

VULPRAITH ALLIANCE
FLESH ACCORD



When you produce fighter or infantry units:
Up to 2 of those units do not count against your PRODUCTION limit.

HACAN ALLIANCE
KENARAN EMBASSY



When you cast votes:
You may spend any number of trade goods; cast 2 additional votes for each trade good spent.

LETNEV ALLIANCE
MATERIEL SUPPLY CHAIN



After 1 of your units uses SUSTAIN DAMAGE:
You may gain 1 trade good.

ARGENT ALLIANCE
STRIKE WING ESCORT



When 1 or more of your units make a roll for a unit ability:
You may choose 1 of those units to roll 1 additional die.

CREUSS ALLIANCE
GATE WARD



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

LIZIX ALLIANCE
INTEGRATED SYSTEMS



Units that have PLANETARY SHIELD do not prevent you from using BOMBARDMENT.

ARBOREC ALLIANCE
HARMONY THROUGH COEXISTENCE



After another player activates a system that contains 1 or more of your units that have PRODUCTION:
You may produce 1 unit in that system.

EMPYREAN ALLIANCE
ARCHIVE ACCESS

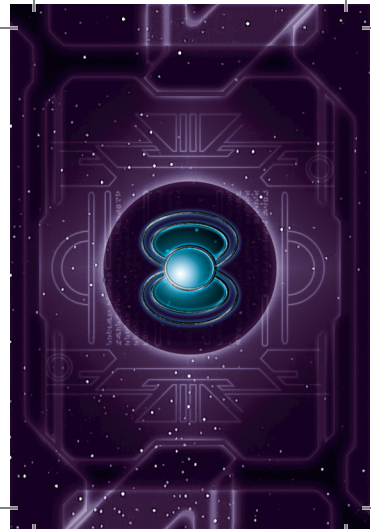
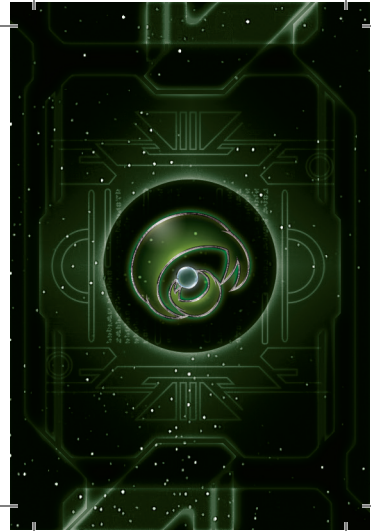


After another player moves ships into a system that contains 1 of your command tokens:
You may return that token to your reinforcements.

JOL-NAR ALLIANCE
DEEPWROUGHT GRANT



After you roll dice for a unit ability:
You may reroll any of those dice.





NAAZ-ROKHA ALLIANCE
DART AND TAI, NO MORE, NO LESS



After you gain control of a planet that was controlled by another player:
You may explore that planet.



SAAR ALLIANCE
RELAY MELDWAY




When you produce fighters or infantry:
You may place each of those units at any of your space docks that are not blockaded.



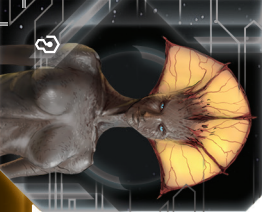
UL ALLIANCE
ELYSIAN BOUNTY



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



NAALU ALLIANCE
COURT SORCERESS



You may produce 1 additional fighter for their cost; these additional units do not count against your PRODUCTION limit.



NOMAD ALLIANCE
NAVARCH'S TIMEPIECE



You can produce your flagship without spending resources.



SOL ALLIANCE
POPULAR SUPPORT



At the start of a ground combat on a planet you control:
You may place 1 infantry from your reinforcements on that planet.



MENTAK ALLIANCE
BEST FRIENDS FOREVER



After you win a space combat:
You may force your opponent to give you 1 promissory note from their hand.



NEKRO ALLIANCE
PARALLEL COMPUTING



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



NORR ALLIANCE
VALKYRIE FOREIGN LEGION



During the "Commit Ground Forces" step:
You can commit up to 1 ground force from each planet in the active system and each planet in adjacent systems that do not contain 1 of your command tokens.



YIN ALLIANCE
SPINNER TRANSMISSION



This card satisfies a green technology prerequisite. You may produce 1 additional infantry for their cost; these additional units do not count against your **PRODUCTION** limit.




XXCHA ALLIANCE
CANOJS LIST



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

WINNU ALLIANCE
IMPERIAL ENDORSEMENT



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

MUAAT ALLIANCE
TRIBUNAL SANCTION



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

MAHACT "ALLIANCE"
THRALL OF THE KINGS



During setup, you must place one of your command tokens in the Mahact player's fleet pool; this token cannot be discarded or spent.

YSSARIL ALLIANCE
NOT QUITE TREASON




After another player activates a system that contains your units: You may look at that player's action cards, promissory notes, or secret objectives.

DYNAMIS CORE

While this card is in your play area, your commodity value is increased by 2.

ACTION: Purge this card to gain trade goods equal to your printed commodity value +2.

+2 

Dart and Tai stood, mesmerized by the swirling mass. Neither had any idea what it was, but both were fairly sure they were about to retire.

NANO-FORGE

ACTION: Attach this card to a non-legendary, non-home planet you control; its resource and influence values are increased by 2 and it is a legendary planet. This action cannot be performed once attached.

Intended to bring prosperity, the forge was twisted into an instrument of war.


+2  **+2**

JR-XS455-O
LOST TITAN PROTOTYPE



ACTION: Exhaust this agent and choose a player; that player may spend 3 resources to place a structure on a planet they control. If they do not, they gain 1 trade good.





THE ARBOREC

FUNGAL SYMPHONY

STARTING TECH
Magen Defense Grid

STARTING UNITS
1 carrier 4 infantry
1 cruiser 1 space dock
2 fighters 1 PDS

FACTION ABILITIES

- Your infantry can produce additional units
- You cannot produce infantry from space docks
- You get one free infantry each game round

FACTION LEADERS

- Upgrades a ship to a better ship
- Produces a unit when another player activates your system
- Produces any number of units across the game board

FACTION TECH

- Your infantry can produce more additional units
- You can move infantry between your adjacent planets

PROMISSORY
Allows others to halt aggression when their systems are activated

FLAGSHIP
Can produce units

MECH
Can replace infantry and produce units

HOME SYSTEM
Nestphar: 3 2

COMPLEXITY



THE ARGENT FLIGHT

ZEALOUS AVIAN SENTINELS

STARTING TECH
Choose Two:
Neural Motivator
Sarween Tools
Plasma Scoring

STARTING UNITS
1 carrier 5 infantry
2 destroyers 1 space dock
2 fighters 1 PDS

FACTION ABILITIES

- You always have to vote first, but you get extra votes
- Your anti-fighter barrage can damage some other ships
- You have stronger destroyers that can transport units

FACTION LEADERS

- Places your produced ground forces on adjacent planets
- Rolls extra dice for unit abilities
- Reorganizes your fleets across the game board

FACTION TECH

- Your destroyers can sometimes destroy ground forces
- Your structures prevent movement and give production


PROMISSORY
Allows others to roll an additional die for unit abilities

FLAGSHIP
Protects your ships in its system from space cannon

MECH
Does not count against capacity when being transported

HOME SYSTEM
Valk: 2 0
Avar: 1 1
Ylir: 0 2

COMPLEXITY



THE VUIL'RAITH CABAL

INTERDIMENSIONAL DEVOURERS

STARTING TECH
Self-Assembly Routines

STARTING UNITS
1 dreadnought 3 fighters
1 carrier 3 infantry
1 cruiser 1 space dock

FACTION ABILITIES

- You capture units you destroy
- You can spend captured units to research unit upgrades or produce units of that type
- Your space docks are gravity rifts that you do not roll for

FACTION LEADERS

- Converts a player's commodities but captures one of their units
- Produces fighters and infantry beyond your production limit
- Has a chance to capture entire fleets adjacent to your space docks

FACTION TECH

- Your space docks can support many fighters
- Captures units from nearby players' reinforcements


PROMISSORY
Allows others to move farther and safely traverse gravity rifts

FLAGSHIP
Captures your own destroyed units in its system

MECH
Captures your own destroyed infantry on its planet

HOME SYSTEM
Acheron: 4 0

COMPLEXITY



THE EMBERS OF MUAAT

STELLAR FORGEMASTERS

STARTING TECH
Plasma Scoring

STARTING UNITS
1 war sun 4 infantry
2 fighters 1 space dock

FACTION ABILITIES

- You begin with a war sun
- You can spend command tokens to forge additional fighters and destroyers
- Your ships can move though supernovas

FACTION LEADERS

- Produces extra units at a war sun or flagship
- Gains trade goods when spending command tokens
- Turns a system into a supernova, destroying units and planets

FACTION TECH

- Your war suns have three move
- You can move into supernovas and produce additional units there


PROMISSORY
Allows others to gain war sun technology

FLAGSHIP
Can create cruisers in its system

MECH
Creates infantry when you forge additional units

HOME SYSTEM
Muaat: 4 1

COMPLEXITY



THE EMPYREAN

ENIGMATIC WATCHERS

STARTING TECH
Dark Energy Tap

STARTING UNITS
2 carriers 4 infantry
1 destroyer 1 space dock
2 fighters

FACTION ABILITIES

- Nebulae do not affect your ships' movement
- You can let other players move through your ships
- You have an additional promissory note

FACTION LEADERS

- Gains command tokens for moving into empty space
- Frees up your units in a system when another player moves there
- Replenishes frontier tokens and explores any you have ships with

FACTION TECH

- You can give an extra move to ships moving near anomalies
- Players that move into your systems must give you a promissory


PROMISSORY
Forms a pact with the Empyrean for votes or trade goods

FLAGSHIP
Can repair adjacent, damaged ships

MECH
Can sabotage neighbor's cards

HOME SYSTEM
The Dark: 3 4

COMPLEXITY



THE GHOSTS OF CREUSS

SHALEREI SPECTERS

STARTING TECH
Gravity Drive

STARTING UNITS
1 carrier 4 infantry
2 destroyers 1 space dock
2 fighters

FACTION ABILITIES

- You treat alpha and beta wormholes as connected
- Your ships that start on wormholes move farther
- Your home system is through a wormhole off the board

FACTION LEADERS

- Connects most wormholes
- Generates fighters when moving through wormholes
- Swaps the position of two systems that contain wormholes

FACTION TECH

- You can place additional wormhole tokens
- Automatically hit a ship during combat in a wormhole

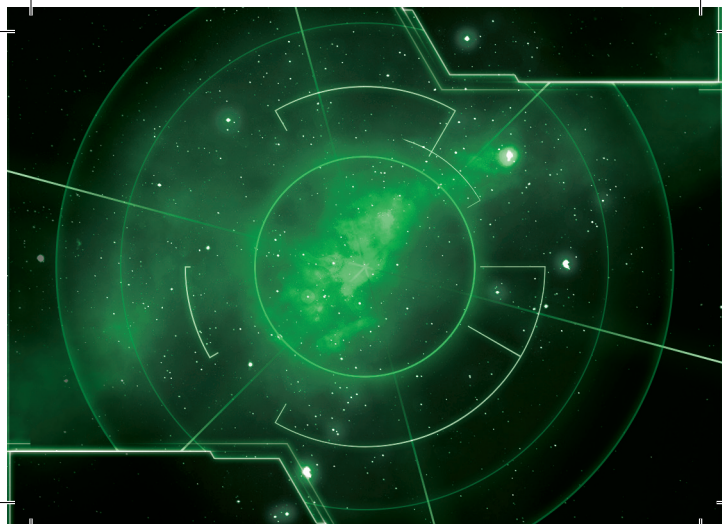
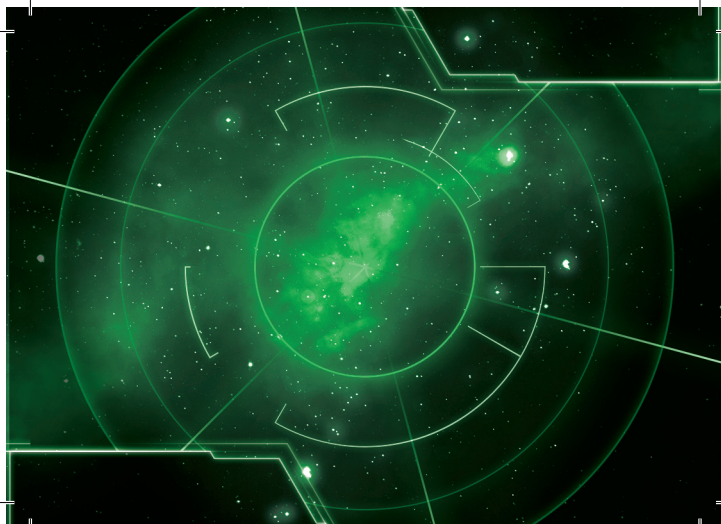
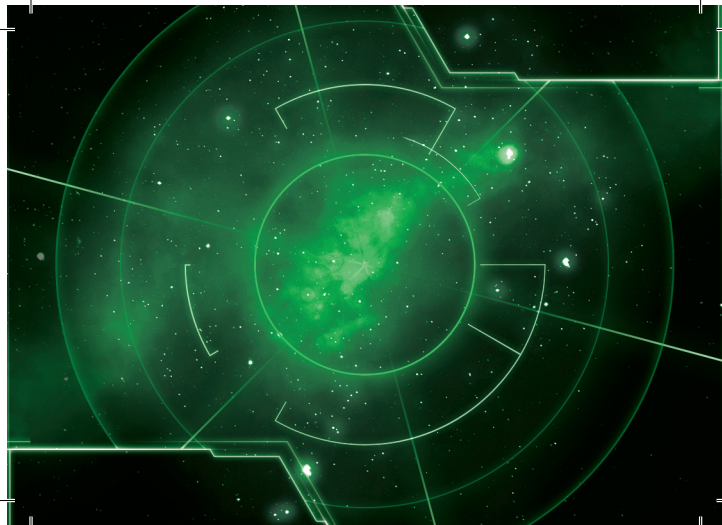
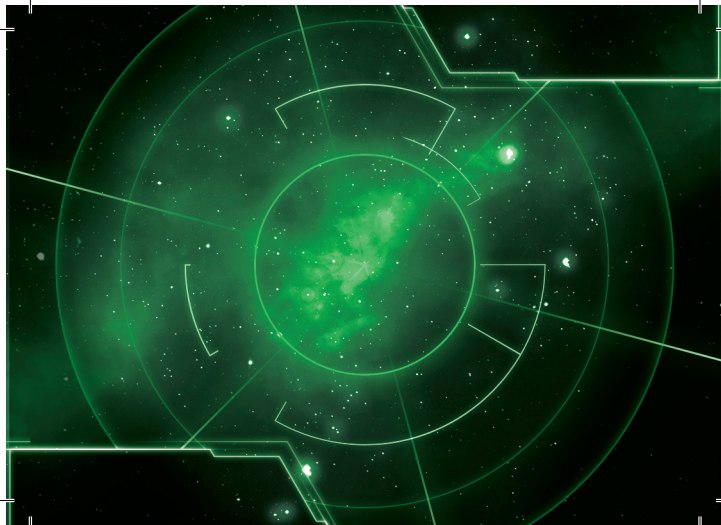
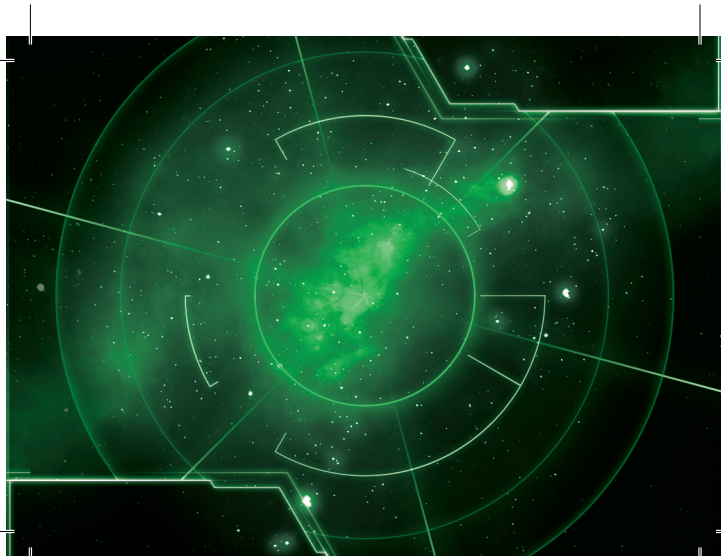
PROMISSORY
Allows others to place wormhole tokens

FLAGSHIP
Contains a mobile wormhole to and from your home system

MECH
Can place wormhole tokens

HOME SYSTEM
Creuss: 4 2

COMPLEXITY





THE EMIRATES OF HACAN

MASTERS OF COMMERCE

STARTING TECH

- Antimass Deflectors
- Sarween Tools

STARTING UNITS

2 carriers	4 infantry
1 cruiser	1 space dock
2 fighters	

6

FACTION ABILITIES

- You can refresh commodities without spending a token
- You can trade with players who are not your neighbors
- You can trade action cards with other players

FACTION LEADERS

- Replenishes commodities for you and one other player
- Allows you to spend trade goods for additional votes
- Ignores the cost of all units for one use of production

FACTION TECH

- Creates trade goods for you and another player
- Allows you to force a strategy card swap with others

PROMISSORY

Allows others to trade with non-neighbors

FLAGSHIP

Can gain a combat bonus by spending a trade good


MECH

Allows you to trade the planet it is on to other players

HOME SYSTEM

Arretze: 2 1
Hercant: 1 1
Kamdorn: 0 1 ?

COMPLEXITY



THE UNIVERSITIES OF JOL-NAR

BRILLIANT RESEARCHERS

STARTING TECH

- Neural Motivator
- Antimass Deflectors
- Sarween Tools
- Plasma Scoring

STARTING UNITS

1 dreadnought	2 infantry
2 carriers	1 space dock
1 fighter	2 PDS

4

FACTION ABILITIES

- All of your units are slightly worse at combat
- You can research additional tech at a lower cost
- You can ignore a prerequisite on non-unit upgrade tech

FACTION LEADERS

- Can sacrifice infantry instead of spending resources to research
- Rerolls dice for unit abilities
- Lets you change which tech you researched within each color

FACTION TECH

- Gain trade goods when others activate your systems
- Allows you to warp between systems with your units

PROMISSORY

Allows others to gain tech when you research

FLAGSHIP

Produces extra hits when it rolls a 9 or a 10

MECH

Strengthens your infantry on its planet

HOME SYSTEM

Jol: 1 2
Nar: 2 3 ?

COMPLEXITY



THE LIZIX MINDNET

LAST OF THE LAZAX

STARTING TECH

- Neural Motivator
- Plasma Scoring

STARTING UNITS

1 dreadnought	5 infantry
1 carrier	1 space dock
3 fighters	1 PDS

2

FACTION ABILITIES

- You can take over others' structures after you invade
- Your ships can bombard between every combat round
- Your dreadnoughts can transport extra units

FACTION LEADERS

- Upgrades infantry into mechs
- Ignores opponents' units that would prevent bombardment
- Moves any of your dreadnoughts to an empty system at any distance

FACTION TECH

- Your dreadnoughts have more effective bombardment
- You can pay to ignore technology prerequisites

PROMISSORY

Allows others to gain a command token

FLAGSHIP

Its hits are assigned to non-fighter ships


MECH

Can bombard as if it were a ship

HOME SYSTEM

[0.0.0]: 5 0 ?

COMPLEXITY



THE BARONY OF LETNEV

MILITARISTIC BUREAUCRATS

STARTING TECH

- Antimass Deflectors
- Plasma Scoring

STARTING UNITS

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

2

FACTION ABILITIES

- You can spend trade goods to reroll dice in space combat
- Your fleet limit is increased by two in all systems

FACTION LEADERS

- Allows a ship to roll an extra die
- Gains trade goods after your ships use sustain damage
- Ignores fleet limit for an entire game round

FACTION TECH

- Space cannon cannot be used against your invading units
- Your sustain damage cancels two hits instead of one

PROMISSORY

Allows others to reroll dice in space combat

FLAGSHIP

Ignores units that prevent bombardment


MECH

Can appear in place of an infantry

HOME SYSTEM

Arc Prime: 4 0
Wren Terra: 2 1 ?

COMPLEXITY



THE MAHACT GENE-SORCERERS

MAD KINGS OF OLD

STARTING TECH

- Bio-Stims
- Predictive Intelligence

STARTING UNITS

1 dreadnought	2 fighters
1 carrier	3 infantry
1 cruiser	1 space dock

3

FACTION ABILITIES

- You cannot exchange alliances, but you increase your fleet limit and copy an ability of each player you defeat in combat
- Your infantry become commodities when they die

FACTION LEADERS

- Spends other players' placed tokens instead of your own
- Can activate previously activated systems to remove your tokens
- Forces two players' fleets to enter combat with one another

FACTION TECH

- Your infantry always respawn at home when they die
- Choose a player's vote unless they lose a token from fleet pool

PROMISSORY

Locks a system against each player whose ability you have

FLAGSHIP

Stronger against players whose abilities you do not have yet

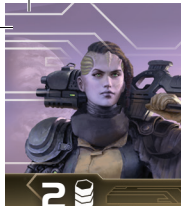
MECH

Can be used to end a player's turn whose ability you have

HOME SYSTEM

Ixth: 3 5 ?

COMPLEXITY



THE MENTAK COALITION

PRIVATEER ARMADA

STARTING TECH

- Sarween Tools
- Plasma Scoring

STARTING UNITS

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

2

FACTION ABILITIES

- You can pillage a trade good from players who gain trade goods or perform transactions
- Your cruisers and destroyers can ambush the enemy for extra hits at the start of combat

FACTION LEADERS

- Allows you and a pillaged player to draw an action card
- Forces opponent to give you a promissory after you win a combat
- Replaces destroyed enemy ships with your own during combat

FACTION TECH

- Allows you to recoup cost from destroyed ships, and rebuild one if you win
- Doubles value of your trade goods

PROMISSORY

Gives another player protection from your pillaging

FLAGSHIP

Others' ships in its system cannot use sustain damage

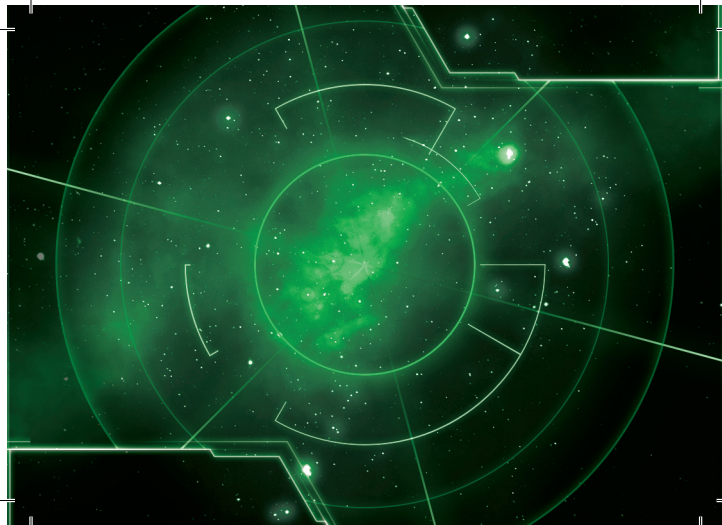
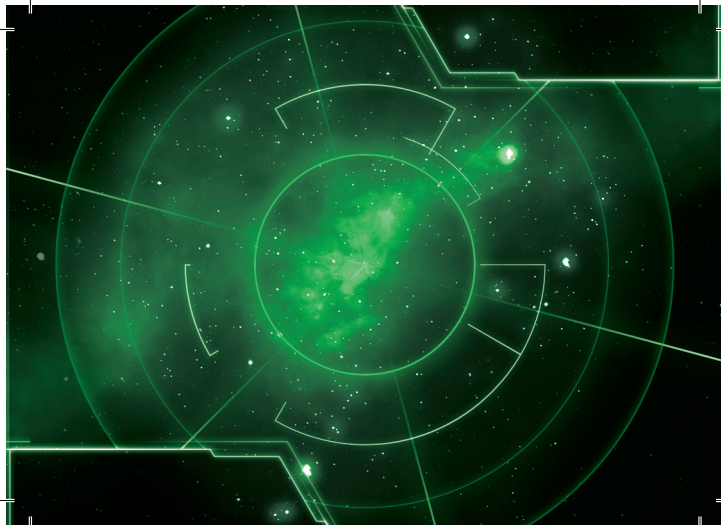
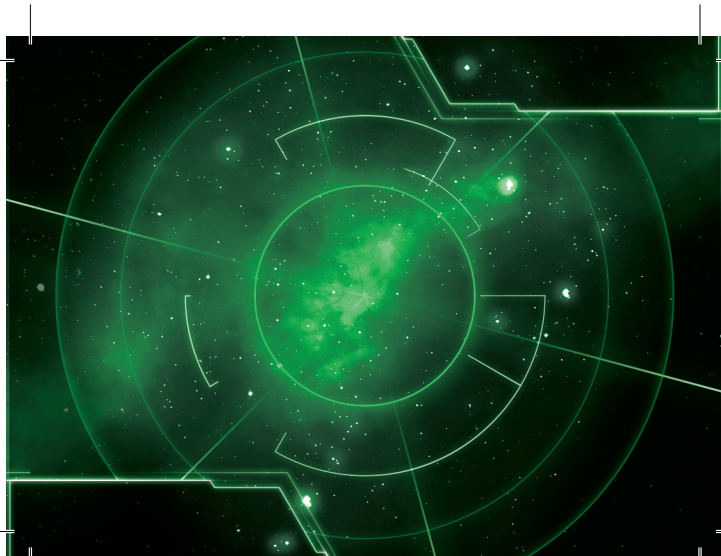
MECH


Others' ground forces on its planet cannot use sustain damage

HOME SYSTEM

Moll Primus: 4 1 ?

COMPLEXITY





THE NAALU COLLECTIVE

TELEPATHIC MANIPULATORS

STARTING TECH

- Neural Motivator
- Sarween Tools

STARTING UNITS

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

FACTION ABILITIES

- You are always first in initiative order
- When others move ships into your systems, you can move your ships out in response
- Your fighters are stronger

FACTION LEADERS

- Allows you to look at the top card of the agenda deck
- Allows you to produce fighters beyond your production limit
- Forces each other player to give you a promissory note

FACTION TECH

- Your fighters only count as half of a ship against your limit
- Players lose a token from fleet pool when they attack you

PROMISSORY

Allows another player to be first in initiative order

FLAGSHIP

Accompanying fighters can fight in ground combat

MECH

Stronger against players who have relic fragments

HOME SYSTEM

Maaluuk: 3 2
Druua: 3 1

COMPLEXITY



THE NAAZ-ROKHA ALLIANCE

ALLIED ARCHAEOLOGISTS

STARTING TECH

- Psychoarchaeology
- AI Development Algorithm

STARTING UNITS

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

FACTION ABILITIES

- Choose between two cards when exploring with mechs
- Can get relics for two fragments instead of three
- Can turn extra fragments into command tokens

FACTION LEADERS

- Explores a planet you own
- Explores planets you take from other players
- Creates a relic out of nothing

FACTION TECH

- Gives a combat bonus to your units
- Ready planets you explore

PROMISSORY

Allows others to get relics for two fragments

FLAGSHIP

Mechs in its system roll additional dice


MECH

Rolls extra die and can transform into a ship

HOME SYSTEM

Naazir: 3 1
Rokha: 1 2

COMPLEXITY



THE NEKRO VIRUS

RECURSIVE SCOURGE

STARTING TECH

- Daxvive Animators
- Valefar Assimilator X
- Valefar Assimilator Y

STARTING UNITS

1 dreadnought	2 fighters
1 carrier	2 infantry
1 cruiser	1 space dock

FACTION ABILITIES

- Can't vote on agendas or research tech
- Copies tech by destroying units and predicting agendas
- Can turn research into command tokens

FACTION LEADERS

- Converts action cards and command tokens to trade goods
- Draws an action card when gaining tech
- Devours a planet for tech and trade goods

FACTION TECH

- Can copy up to two faction tech that are normally unique to other players

PROMISSORY

Protection against having your tech copied by the Nekro

FLAGSHIP

Accompanying ground forces can fight in space


MECH

Stronger against players whose tech you have copied

HOME SYSTEM

Mordai II: 4 0

COMPLEXITY



THE NOMAD

TEMPORAL WAYFARER

STARTING TECH

- Sling Relay

STARTING UNITS

1 flagship	3 fighters
1 carrier	4 infantry
1 destroyer	1 space dock

FACTION ABILITIES

- You have two extra leaders
- You gain trade goods by predicting or voting on agenda outcomes
- You have a powerful, upgradeable flagship

FACTION LEADERS

- Doubles gained trade goods
- Moves forces between planets
- Resets an entire combat round
- Can rebuild flagship for free
- Allows your flagship to activate many times in one round

FACTION TECH

- Your flagship becomes even stronger
- You can ready any player's exhausted agent

PROMISSORY

Allows others to borrow your flagship for one combat

FLAGSHIP

Can warp between systems that contain your mechs

MECH

Can prevent damage to your ships in its system

HOME SYSTEM

Arcturus: 4 4

COMPLEXITY



THE CLAN OF SAAR

NOMADIC ENGINEERS

STARTING TECH

- Antimass Deflectors

STARTING UNITS

2 carriers	4 infantry
1 cruiser	1 space dock
2 fighters	

FACTION ABILITIES

- You gain a trade good when you gain control of a planet
- You can score objectives even if your home system is taken
- Your space docks can move

FACTION LEADERS

- Allows a slow ship to move farther
- Allows you to place produced fighters and infantry at any dock
- Destroys all infantry and fighters in one system

FACTION TECH

- Your space docks can move farther
- Others cannot activate asteroid fields that you occupy

PROMISSORY

Allows another player to force you to give up an invaded planet

FLAGSHIP

Has the anti-fighter barrage unit ability

MECH

Can be placed when you gain a planet by spending a trade good

HOME SYSTEM

Lisis II: 1 0
Ragh: 3 1

COMPLEXITY



SARDAKK N'ORR

SWARMING LEGION

STARTING TECH

- None

STARTING UNITS

2 carriers	1 space dock
1 cruiser	1 PDS
5 infantry	

FACTION ABILITIES

- All of your units are stronger
- Your dreadnoughts roll extra dice when bombarding

FACTION LEADERS

- Places free infantry
- Allows you to invade without ships from adjacent planets
- Allows you to skip space combat and crash-land infantry to invade

FACTION TECH

- You can sacrifice your dreadnoughts to destroy ships
- A hit your ground forces take in combat is dealt back

PROMISSORY

Lends another player your combat bonus in ground combat

FLAGSHIP

Gives a combat bonus to accompanying ships

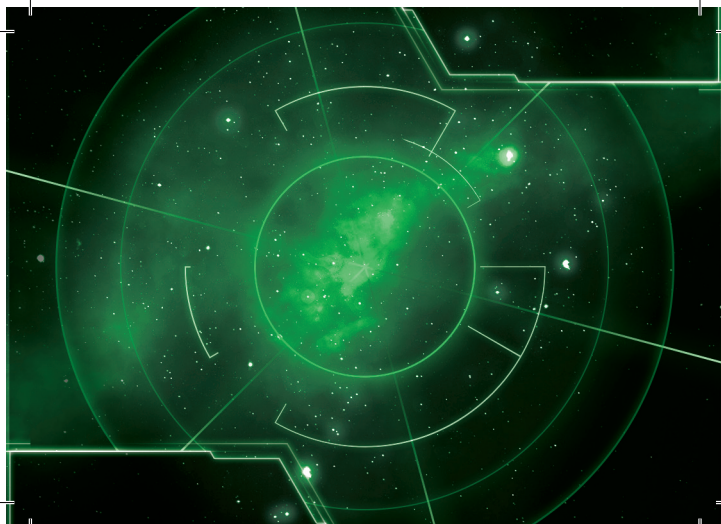
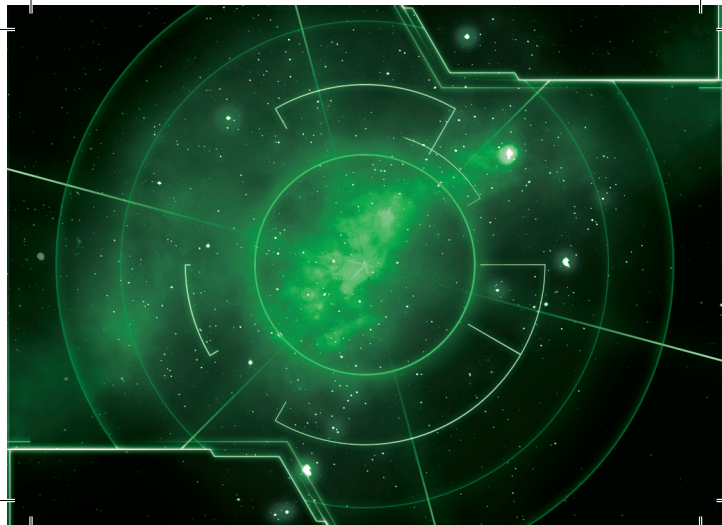
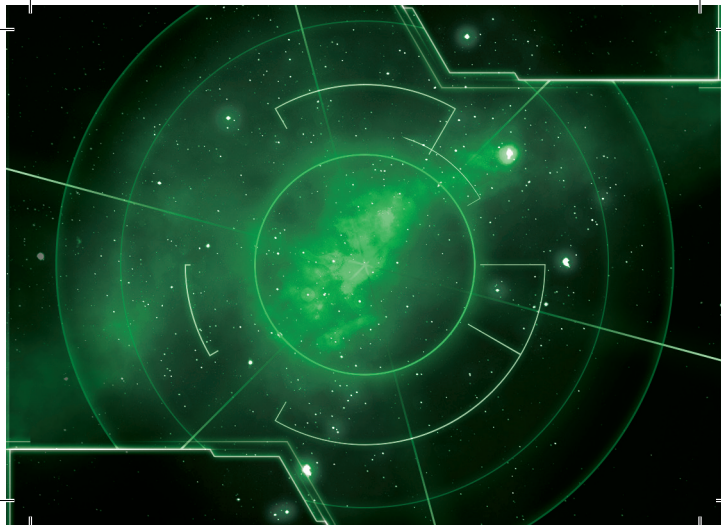
MECH

Reflects hits when it sustains damage

HOME SYSTEM

Tren'lak: 1 0
Quinarra: 3 1

COMPLEXITY





THE FEDERATION OF SOL

LIGHT OF JORD

STARTING TECH

- Neural Motivator
- Antimass Deflectors

STARTING UNITS

2 carriers	5 infantry
1 destroyer	1 space dock
3 fighters	

FACTION ABILITIES

- You can drop reinforcements on planets you control
- You gain an extra command token each game round
- Your infantry are stronger
- Your carriers transport more

FACTION LEADERS

- Allows one ground force to roll an extra die in combat
- Reinforces your planets with additional infantry when invaded
- Removes all of your command tokens from the board

FACTION TECH

- Your infantry have a high chance to respawn in your home system
- Your carriers can sustain damage

PROMISSORY

Allows other to drop reinforcements on planets they control

FLAGSHIP

Generates an infantry each game round


MECH

Can be dropped along with infantry

HOME SYSTEM

Jord: 4

COMPLEXITY



THE TITANS OF UL

ANCIENT CONSTRUCTS

STARTING TECH

- Antimass Deflectors
- Scanlink Drone Network

STARTING UNITS

1 dreadnought	3 infantry
2 cruisers	1 space dock
2 fighters	

FACTION ABILITIES

- You can awaken living PDS on planets you explore
- Your PDS can produce units and fight in combat
- Your cruisers can transport other units

FACTION LEADERS

- Cancels a hit produced against a unit
- Gains trade goods when your units use production
- Improves your home planet and grants it space cannon

FACTION TECH

- Your cruisers can sustain damage
- Your PDS become stronger in ground combat

PROMISSORY

Terraforms a planet, improving its resource and influence values

FLAGSHIP

Can transform a PDS into this flagship

MECH

Can be awakened as an alternative option to PDS

HOME SYSTEM

Elysium: 4

COMPLEXITY



THE WINNU

HERITORS OF REX

STARTING TECH

Choose any 1 technology that has no prerequisites

STARTING UNITS

1 carrier	2 infantry
1 cruiser	1 space dock
2 fighters	1 PDS

FACTION ABILITIES

- You can take Mecatol Rex without spending influence
- You get a free PDS and space dock when you gain control of Mecatol Rex

FACTION LEADERS

- Reduces the cost of unit production
- Grants a combat bonus near Rex and legendary planets
- Performs the primary ability of any strategy card

FACTION TECH

- Creates a wormhole on Mecatol Rex
- Swaps the resource and influence values of a planet

PROMISSORY

Allows another player to benefit from your chosen strategy card

FLAGSHIP

Rolls an extra die for each opposing, non-fighter ship


MECH

Places PDS or space docks on planets it invades

HOME SYSTEM

Winnu: 3

COMPLEXITY



THE XXCHA KINGDOM

HEART OF THE COUNCIL

STARTING TECH

- Graviton Laser System

STARTING UNITS

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

FACTION ABILITIES

- Can annex adjacent, empty planets with the diplomacy strategy card
- Can spend command tokens to quash an agenda and draw a new one

FACTION LEADERS

- Refreshes a planet and removes an infantry from it
- Provides extra votes for each planet
- Resolves two additional agendas however you choose

FACTION TECH

- Cancels a player's turn when they activate your system
- Cancels a player's action card when it is played

PROMISSORY

Allows another player to quash an agenda

FLAGSHIP

Can use the space cannon ability


MECH

Can use the space cannon ability

HOME SYSTEM

Archon Ren: 2
Archon Tau: 1

COMPLEXITY



THE YIN BROTHERHOOD

CHILDREN OF MOYIN

STARTING TECH

- Sarween Tools

STARTING UNITS

2 carriers	4 infantry
1 destroyer	1 space dock
4 fighters	

FACTION ABILITIES

- You can indoctrinate an enemy infantry, causing them to switch sides
- You can sacrifice cruisers and destroyers to hit enemy ships after each combat round

FACTION LEADERS

- Can turn destroyed cruisers and destroyers into fighters
- Produces extra infantry and counts as a green technology
- For each planet, either readies it or doubles your infantry on it

FACTION TECH

- Can sacrifice ships to produce hits before combat begins
- Produces extra infantry when you use production

PROMISSORY

Allows you to lend your indoctrination ability to others

FLAGSHIP

Explodes when destroyed, destroying all nearby ships

MECH

Can spend influence to place when indoctrinating

HOME SYSTEM

Darien: 4

COMPLEXITY



THE YSSARIL TRIBES

SHADOW OPERATIVES

STARTING TECH

- Neural Motivator

STARTING UNITS

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

FACTION ABILITIES

- You can discard an action card to stall your turn
- You draw extra action cards and choose which to keep
- Your action card hand has no size limit

FACTION LEADERS

- Can copy the effect of any other player's agent
- Can look at hidden information of those who activate your systems
- Forces each player to give you a desirable card or lose three cards

FACTION TECH

- During your turns, players that pass cannot play action cards
- Allows you to look at a player's action cards and take one

PROMISSORY

Allows another player to take an action card from your hand

FLAGSHIP

Can move through systems with other players' ships

MECH

Can be placed for free after you stall your turn

HOME SYSTEM

Retillion: 2
Shalloq: 1

COMPLEXITY

