

ARBOREC

Disposition: Mysterious ~ Tendencies: Expansionist

STARTING FLEET

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

COMMODITIES: 3

HOME SYSTEM: 3/2 (Nestphar)

MECH

• Letani Behemoth

Cost 2 | Combat 6

Sustain Damage, Production 2, Planetary Shield

Deploy: When you use *Mitosis* faction ability you may replace 1 of your infantry with 1 mech from your reinforcements instead.

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.

LEADERS

• Agent: Letani Ospha

Action:

Exhaust this card and choose a player's non-fighter ship; that player may replace that ship with one from their reinforcements that costs up to 2 more than the replaced ship.

• Commander: Dirzuga Rophal

Unlock: Have 12 ground forces on planets you control.

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

You may produce 1 unit in that system.

• Hero: Letani Miasmiala - Ultrasonic Emitter

Action:

Produce any number of units in any number of systems that contain 1 or more of your ground forces. Then, *purge* this card.

FACTION ABILITIES

• Mitosis:

Your space docks cannot produce infantry.

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

STARTING TECHNOLOGIES

• Magen Defence Grid Ω (red - level 1)

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

SPECIAL UNITS

• Letani Warrior I (Infantry)

Cost 1(2) | Combat 8

Production 1

FACTION TECHNOLOGIES

• Letani Warrior II (GG) (Infantry)

Cost 1(2) | Combat 7

Production 2

After this unit is destroyed, roll 1 die. If the result is 6 or greater, place the unit on this card. At the start of your next turn, place 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.

PROMISSORY NOTE

• Stymie Ω

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

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

Then, return this card to the Arborec player.

ARGENT FLIGHT

Disposition: **Dedicated** ~ Tendencies: **Military**

STARTING FLEET

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

COMMODITIES: 3

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

MECH

• Aerie Sentinel

Cost 2 | Combat 6

Sustain Damage

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

FLAGSHIP

• Quetzacoatl

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

Sustain Damage

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

LEADERS

• Agent: Trillossa Aun Mirik

When a player produces ground forces in a system: You may *exhaust* this card; that player may place those units on any planets they control in that system and any adjacent systems.

• Commander: Trrakan Aun Zulok

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

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.

• Hero: Mirik Aun Sissiri - Helix Protocol

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

PROMISSORY NOTE

• Strike Wing Ambuscade

When 1 or more of your units make a roll for a unit ability: Choose 1 of those units to roll 1 additional die. Then, return this card to the Argent player.

FACTION ABILITIES

• Zeal

You always vote first during the agenda phase. When you cast at least 1 vote, cast 1 additional vote for each player in the game including you.

• Raid Formation

When 1 or more of your units uses *Anti-Fighter Barrage*, for each hit produced in excess of your opponent's Fighters, choose 1 of your opponent's ships that has *Sustain Damage* to become damaged.

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

STARTING TECHNOLOGIES

Choose TWO of the following:

• 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.

• Neural Motivator (green - level 0)

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

SPECIAL UNITS

• Strike Wing Alpha I (Destroyer)

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

FACTION TECHNOLOGIES

• Strike Wing Alpha II (RR) (Destroyer)

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

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

• Aerie Hololattice (Y)

Other players cannot move ships through systems that contain your structures. Each planet that contains 1 or more of your structures gains the *Production 1* ability as if it were a unit.

BARONY OF LETNEV

Disposition: *Disdainful* ~ Tendencies: *Military*

STARTING FLEET

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

COMMODITIES: 2

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

MECH

• **Dunlain Reaper**

Cost 2 | Combat 6

Sustain Damage

Deploy: At the start of a round of ground combat, you may spend 2 resources to replace 1 of your infantry in that combat with 1 mech.

FLAGSHIP

• **Arc Secundus**

Cost 8 | Combat 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.

LEADERS

• **Agent: Viscount Unlenn**

At the start of a space combat round, you may *exhaust* this card to choose 1 ship in the active system. That ship rolls 1 additional die during this combat round.

• **Commander: Rear Admiral Farran**

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

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

• **Hero: Darktalon Treilla - Dark Matter Affinity**

Action:

Place this card near the game board; the number of non-fighter ships you can have in systems is not limited by laws or by the number of command tokens in your fleet pool during this game round.

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

FACTION ABILITIES

• **Munitions Reserves**

At the start of each round of space combat, you may spend 2 trade goods: 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.

STARTING TECHNOLOGIES

• **Antimass Deflectors** (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.

SPECIAL UNITS: None

FACTION TECHNOLOGIES

• **L4 Disruptors (Y)**

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

• **Non-Euclidian Shielding (RR)**

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

PROMISSORY NOTE

• **War Funding** Ω

After you and your opponent roll dice during space combat:

You may reroll all of your opponent's dice.

You may reroll any number of your dice.

Then, return this card to the Letnev player.

CLAN OF SAAR

Disposition: Melancholy ~ Tendencies: Objective

STARTING FLEET

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

COMMODITIES: 3

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

MECH

• Scavenger Zeta

Cost 2 | Combat 6

Sustain Damage

Deploy: After you gain control of a planet, you may spend 1 trade good to place 1 mech on that planet.

FLAGSHIP

• Son of Ragh

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

Sustain Damage

Anti Fighter Barrage 6x4

LEADERS

• Agent: Captain Mendosa

After a player activates a system:

You may *exhaust* this card to increase the move value of 1 of that player's ships to match the move value of the ship on the game board that has the highest move value.

• Commander: Rowl Sarrig

Unlock: Have 3 space docks on the game board.

When you produce fighters or infantry:

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

• Hero: Gurno Aggero - Armageddon Relay

Action:

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

Then, *purge* this card.

FACTION ABILITIES

• Scavenge

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

• Nomadic

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

STARTING TECHNOLOGIES

• Antimass Deflectors (blue - level 0)

Move into and through asteroid fields.

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

SPECIAL UNITS

• Floating Factory I (Space Dock)

Move 1 | Capacity 4

Production 5

This unit is placed in a space area 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) (Space Dock)

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*.

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.

EMBERS OF MUAAT

Disposition: Grim ~ Tendencies: Military

STARTING FLEET

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

COMMODITIES: 4

HOME SYSTEM: 4/1 (Muaat)

MECH

• Ember Colossus

Cost 2 | Combat 6

Sustain Damage

When you use your *Star Forge* ability in this system or an adjacent system, you may place 1 infantry from your reinforcements with this unit.

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.

LEADERS

• Agent: Umat

Action:

Exhaust this card to choose a player.

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

• Commander: Magmus

Unlock: Produce a War Sun.

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

• Hero: Adjudicator Ba'al - Nova Seed

After you move a war sun into a non-home system other than Mecatol Rex:

You may destroy all other players' units in that system and replace that system tile with the Muaat supernova tile.

If you do, *purge* this card and each planet card that corresponds to the replaced system tile.

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.

STARTING TECHNOLOGIES

• Plasma Scoring (red - level 0)

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

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 Ω (RR)

Your ships can move into supernovas.

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

PROMISSORY NOTE

• Fires of the Gashlai

Action:

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

Then, gain your war sun unit upgrade card.

Then, return this card to the Muaat Player.

EMIRATES OF HACAN

Disposition: Nomadic ~ Tendencies: Economic

STARTING FLEET

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

COMMODITIES: 6

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

(Arretze, Hercant, Kamdorn)

MECH

• **Pride of Kenara**

Cost 2 | Combat 6

Sustain Damage

This planet's card may be traded as part of a transaction. If you do, move all of your units from this planet to another planet you control.

FLAGSHIP

• **Wrath of Kenara**

Cost 8 | Combat 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.

LEADERS

• **Agent: Carth of Golden Sands**

During the action phase:

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

• **Commander: Gila the Silvertongue**

Unlock: Have 10 trade goods.

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

• **Hero: Harrugh Gefhara - Galactic Securities Net**

When 1 or more of your units use *Production*:

You may reduce the cost of each of your units to 0 during this use of *Production*.

If you do, *purge* this card

FACTION ABILITIES

• **Masters of Trade**

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

• **Guild Ships**

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

• **Arbiters**

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

STARTING TECHNOLOGIES

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

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.

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.

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.

EMPYREAN

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

STARTING FLEET

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

COMMODITIES: 4

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

MECH

• **Watcher**

Cost 2 | Combat 6

Sustain Damage

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

FLAGSHIP

• **Dynamo**

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

Sustain Damage

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

SPECIAL UNITS: None

LEADERS

• **Agent: Acamar**

After a player moves ships into a system that does not contain any planets:

You may *exhaust* this card; that player gains 1 command token.

• **Commander: Xuange**

Unlock: Be neighbors with all other players.

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

You may return that token to your reinforcements.

• **Hero: Conservator Procyon - Multiverse Shift**

Action:

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

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

Then, *purge* this card.

FACTION ABILITIES

• **Voidborn**

Nebulae do not affect your ships' movement.

• **Aetherpassage**

After a player activates a system, you may allow that player to move their ships through systems that contain your ships.

• **Dark Whispers**

You have 2 faction promissory notes.

STARTING TECHNOLOGIES

• **Dark Energy Tap** (blue - level 0)

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

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

FACTION TECHNOLOGIES

• **Aetherstream (BB)**

After you or one of your neighbors activates a system that is adjacent to an anomaly, you may apply +1 to the move value of all of that player's ships during this tactical action.

• **Voidwatch (G)**

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

PROMISSORY NOTES

• **Dark Pact**

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

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

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

• **Blood Pact**

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

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

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

FEDERATION OF SOL

Disposition: **Determined** ~ Tendencies: **Expansionist**

STARTING FLEET

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

COMMODITIES: 4

HOME SYSTEM: 4/2 (Jord)

MECH

• ZS Thunderbolt M2

Cost 2 | Combat 6

Sustain Damage

After you use your *Orbital Drop* ability you may spend 3 resources to place 1 mech on that planet.

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.

LEADERS

• Agent: Evelyn Delouis

At the start of a ground combat round:

You may *exhaust* this card to choose 1 ground force in the active system; that ground force rolls 1 additional die during this combat round.

• Commander: Claire Gibson

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

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

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

Action:

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

Then, *purge* this card.

FACTION ABILITIES

• Orbital Drop

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

• Versatile

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

STARTING TECHNOLOGIES

• Antimass Deflectors (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 (instead of 1) in status phase.

SPECIAL UNITS

• Spec Ops I (Infantry)

Cost 1(2) | Combat 7

• Advanced Carrier I

Cost 3 | Combat 9 | Move 1 | Capacity 6

FACTION TECHNOLOGIES

• Spec Ops II (GG) (Infantry)

Cost 1(2) | Combat 6

After this unit is destroyed, roll 1 die. If the result is 5 or greater, place the unit on this card. At the start of your next turn, place 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

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.

GHOSTS OF CREUSS

Disposition: Enigmatic ~ Tendencies: Expansionist

STARTING FLEET

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

COMMODITIES: 4

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

MECH

• Icarus Drive

Cost 2 | Combat 6

Sustain Damage

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

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.

LEADERS

• Agent: Emissary Taivra

After a player activates a system that contains a non-delta wormhole:

You may *exhaust* this card; if you do, that system is adjacent to all other systems that contain a wormhole during this tactical action.

• Commander: Sai Seravus

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

After your ships move:

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

• Hero: Riftwalker Meian - Singularity Reactor

Action:

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

Then, *purge* this card.

FACTION ABILITIES

• Quantum Entanglement

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

Game effects cannot prevent you from using this.

• Slipstream

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

• Creuss Gate

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

STARTING TECHNOLOGIES

• Gravity Drive (blue - level 1)

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

SPECIAL UNITS: None

FACTION TECHNOLOGIES

• Wormhole Generator Ω (BB)

Action:

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

• Dimensional Splicer (R)

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

PROMISSORY NOTE

• Creuss Iff

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

Then, return this card to the Creuss player.

L1Z1X MINDNET

Disposition: Calculating ~ Tendencies: Scientific

STARTING FLEET

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

COMMODITIES: 2

HOME SYSTEM: 5/0 ([0.0.0])

MECH

• Annihilator

Cost 2 | Combat 6

Sustain Damage, Bombardment 8

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

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.

LEADERS

• Agent: I48S

After a player activates a system:

You may *exhaust* this card to allow that player to replace 1 of their infantry in the active system with 1 mech from their reinforcements.

• Commander: 2RAM

Unlock: Have 4 Dreadnoughts on the Board.

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

• Hero: The Helmsman - Dark Space Navigation

Action:

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

Then, *purge* this card.

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.

STARTING TECHNOLOGIES

• Neural Motivator (green - level 0)

Draw 2 actions cards (instead 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.

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.

PROMISSORY NOTE

• 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.

MAHACT GENE SORCERERS

Disposition: Imperious ~ Tendencies: Objective

STARTING FLEET

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

COMMODITIES: 3

HOME SYSTEM: 3/5 (1xth)

MECH

• Starlancer

Cost 2 | Combat 6

Sustain Damage

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

FLAGSHIP

• Arvicon Rex

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

Sustain Damage

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

LEADERS

• Agent: Jae Mir Kan

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

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

• Commander: Il Na Viroset

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

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

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

• Hero: Airo Shir Aur - Benediction

Action:

Move all units in the space area of any system to an adjacent system that contains a different player's ships. Space combat is resolved in that system; neither player can retreat or resolve abilities that would move their ships.

Then, *purge* this card.

FACTION ABILITIES

• **Edict:** When you win a combat, place 1 command token from your opponent's reinf. in your fleet pool if it does not already contain 1 of that player's tokens; other player's tokens in your fleet pool increase your fleet limit but cannot be redistributed.

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

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

STARTING TECHNOLOGIES

• Bio Stims (green - level 1)

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

• Predictive Intelligence (yellow - level 1)

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

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

SPECIAL UNITS

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

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

FACTION TECHNOLOGIES

• **Crimson Legionnaire II (GG)** Cost 1(2) | Combat 7
Same, plus: 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.

• Genetic Recombination (G)

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

PROMISSORY NOTE

• Scepter of Dominion

At the start of the strategy phase:
Choose 1 non-home system that contains your units; each other player who has a token on the Mahact player's command sheet places a token from their reinforcements in that system.
Then, return this card to the Mahact player.

MENTAK COALITION

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

STARTING FLEET

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

COMMODITIES: 2

HOME SYSTEM: 4/1 (Moll Primus)

MECH

• **Moll Terminus**

Cost 2 | Combat 6

Sustain Damage

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

FLAGSHIP

• **Fourth Moon**

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

Sustain Damage

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

LEADERS

• **Agent: Suffi An**

After the *Pillage* faction ability is used against another player:

You may *exhaust* this card; if you do, you and that player each draw 1 action card.

• **Commander: S'Ula Mentarion**

Unlock: Have 4 cruisers on the game board.

After you win a space combat:

You may force your opponent to give you 1 promissory note from their hand.

• **Hero: Ipswitch, Loose Cannon - Sleeper Cell**

At the start of a space combat that you are participating in:

You may *purge* this card; if you do, for each other player's ship that is destroyed during this combat, place 1 ship of that type from your reinforcements in the active system.

FACTION ABILITIES

• **Ambush**

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

• **Pillage**

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

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

STARTING TECHNOLOGIES

• **Sarween Tools** (yellow - level 0)

When 1 or more units use *Production*, reduce 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.

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.

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.

NAALU COLLECTIVE

Disposition: *Seductive* ~ Tendencies: *Military*

STARTING FLEET

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

COMMODITIES: 3

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

MECH

• Iconoclast

Cost 2 | Combat 6

Sustain Damage

During combat against an opponent who has at least 1 relic fragment, apply +2 to the result of this unit's combat rolls.

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.

LEADERS

• Agent: Z'eu

After an agenda is revealed:

You may *exhaust* this card to look at the top card of the agenda deck. Then, you may show that card to 1 other player.

• Commander: M'aban

Unlock: Have 12 fighters on the game board.

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

• Hero: The Oracle - C-Radium Geometry

At the end of the status phase:

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

If you do, *purge* this card.

FACTION ABILITIES

• Telepathic

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

• Foresight

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

STARTING TECHNOLOGIES

• Neural Motivator (green - level 0)

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

• Sarween Tools (yellow - level 0)

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

SPECIAL UNITS

• Hybrid Crystal Fighter I

Cost 1(2) | Combat 8

FACTION TECHNOLOGIES

• Hybrid Crystal Fighter II (GB)

Cost 1(2) | Combat 7 | Move 2

This unit may move without being transported.

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

• 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.

PROMISSORY NOTE

• Gift of Prescience

At the end of the Strategy Phase:

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

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

NAAZ-ROKHA ALLIANCE

Disposition: Optimistic ~ Tendencies: Scientific

STARTING FLEET

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

COMMODITIES: 3

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

MECH

• Eidolon

Cost 2 | Combat 6(x2)

Sustain Damage

If this unit is in the space area of the active system at the start of a space combat, flip this card. (This card begins the game with this side face up.)

• Z-Grav Eidolon

Cost 2 | Combat 8(x2)

If this unit is in the space area of the active system, it is also a ship. At the end of a space battle in the active system, flip this card.

FLAGSHIP

• Visz el Vir

Cost 8 | Combat 9x2 | Move 1 | Capacity 4

Sustain Damage

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

LEADERS

• Agent: Garv and Gunn

At the end of a player's turn:

You may exhaust this card to allow that player to *explore* 1 of their planets.

• Commander: Dart and Tai

Unlock: Have 3 mechs in 3 systems.

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

You may *explore* that planet.

• Hero: Hesh and Prit - Perfect Synthesis

Action:

Gain 1 relic and perform the secondary ability of up to 2 readied or unchosen strategy cards; during this action, spend command tokens from your reinforcements instead of your strategy pool. Then, *purge* this card.

FACTION ABILITIES

• Distant Suns

When you *explore* a planet that contains 1 of your mechs, you may draw 1 additional card; choose 1 to resolve and discard the rest.

• Fabrication

Action:

Either *purge* 2 of your relic fragments of the same type to gain 1 relic; or *purge* 1 of your relic fragments to gain 1 command token.

STARTING TECHNOLOGIES

• Psychoarchaeology (green - level 0)

You can use technology specialties on planets you control without *exhausting* them, and even if those planets are *exhausted*.

During the Action Phase, you can *exhaust* planets you control that have technology specialties to gain 1 Trade Good.

• AI Development Algorithm (red - level 0)

When you research a unit upgrade tech, you may *exhaust* this card to ignore any 1 prerequisite.

When 1 or more of your units use *Production*, you may *exhaust* this card to reduce the combined cost of the produced units by the number of unit upgrade technologies that you own.

SPECIAL UNITS: None

FACTION TECHNOLOGIES

• Supercharge (R)

At the start of a combat round, you may *exhaust* this card to apply +1 to the result of each of your unit's combat rolls during this combat round.

• Pre-Fab Arcologies (GGG)

After you *explore* a planet, *ready* that planet.

PROMISSORY NOTE

• Black Market Forgery

Action:

Purge 2 of your relic fragments of the same type to gain 1 relic.

Then, return this card to the Naaz-Rokha player.

NEKRO VIRUS

Disposition: *_error* ~ Tendencies: *_error*

STARTING FLEET

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

COMMODITIES: 3

HOME SYSTEM: 4/0 (Mordai II)

MECH

• Mordred

Cost 2 | Combat 6

Sustain Damage

During combat against an opponent that has an "X" or "Y" token on 1 or more of their technologies, apply +2 to the result of each of this unit's combat rolls.

FLAGSHIP

• The Alastor

Cost 8 | Combat 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.

LEADERS

• Agent: Nekro Malleon

During the action phase:

You may *exhaust* this card to choose a player; that player may discard 1 action card or spend 1 command token from their command sheet to gain 2 trade goods.

• Commander: Nekro Acidos

Unlock: Own 3 technologies.

After you gain a technology:

You may draw 1 action card.

• Hero: Unit.Dsgn.Flayscale - Polymorphic Algorithm

Action:

Choose a planet that has a technology specialty in a system that contains your units. Destroy any other player's units on that planet. Gain trade goods equal to that planet's combined resource and influence values and gain 1 technology that matches the specialty of that planet.

Then, *purge* this card.

FACTION ABILITIES

• Galactic Threat

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

• Technology Singularity

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

• Propagation

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

STARTING TECHNOLOGIES

• Dacxive Animators (green - level 1)

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

• Valefactor Assimilator X / Y

SPECIAL UNITS: None

FACTION TECHNOLOGIES

• Valefactor Assimilator X / Y

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

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

PROMISSORY NOTE

• Antivirus

At the start of a combat:

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

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

NOMAD

Disposition: Altruistic ~ Tendencies: Economic

STARTING FLEET

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

COMMODITIES: 4

HOME SYSTEM: 4/4 (Arcturus)

MECH

• Quantum Manipulator

Cost 2 | Combat 6

Sustain Damage

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

LEADERS

• Agent: Arturo the Betrayer

When you gain trade goods from the supply:

You may *exhaust* this card to place an equal number of trade goods on this card. When this card readies, gain the trade goods on this card.

• Agent: Field Marshall Mercer

At the end of a player's turn:

You may *exhaust* this card to allow that player to remove up to 2 of their ground forces from the game board and place them on planets they control in the active system.

• Agent: The Thundarian

After the "Roll Dice" step of combat:

You may *exhaust* this card. If you do, hits are not assigned to either players' units. Return to the start of this combat round's "Roll Dice" step.

• Commander: Navarch Feng

Unlock: Have 1 scored secret objective.

You can produce your flagship without spending resources.

• Hero: Ahk-Syl Siven - Probability Matrix

Action:

Place this card near the game board; your flagship and units it transports can move out of systems that contain your command tokens during this game round.

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

FACTION ABILITIES

• The Company

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

• Futuresight

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

STARTING TECHNOLOGIES

• Sling Relay (blue - level 1)

Action:

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

FLAGSHIP - SPECIAL UNIT

• Memoria I

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

Sustain Damage, Anti-Fighter Barrage 8(x3)

You may treat this unit as if it were adjacent to systems that contain one or more of your mechs.

FACTION TECHNOLOGIES

• Memoria II (BGY) (Flagship)

Cost 8 | Combat 5x2 | Move 2 | Capacity 6

Sustain Damage, Anti-Fighter Barrage 5(x3)

You may treat this unit as if it were adjacent to systems that contain one or more of your mechs.

• Temporal Command Suite (Y)

After any player's agent becomes *exhausted*, you may *exhaust* this card to *ready* that agent; if you *ready* another player's agent, you may perform a transaction with that player.

PROMISSORY NOTE

• The Cavalry

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

During this combat, treat 1 of your non-fighter ships as if it has the *Sustain Damage* ability, combat value, and *Anti-Fighter Barrage* value of the Nomad's flagship.

Return this card to the Nomad player at the end of this combat.

SARDAKK N'ORR

Disposition: Aggressive ~ Tendencies: Military

STARTING FLEET

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

COMMODITIES: 3

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

MECH

• Valkyrie Exoskeleton

Cost 2 | Combat 6

Sustain Damage

After this unit uses its Sustain Damage ability during Ground Combat, it produces 1 hit against your opponent's ground forces on this planet.

FLAGSHIP

• C'Morran N'orr

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

Sustain Damage

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

LEADERS

• Agent: T'ro

At the end of a player's tactical action:

You may *exhaust* this card; if you do, that player may place 2 infantry from their reinforcements on a planet they control in the active system.

• Commander: G'hom Sek'kus

Unlock: Control 5 planets in non-home systems.

During the "Commit Ground Forces" step:

You 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.

• Hero: Sh'val, Harbinger - Tekklar Conditioning

After you move ships into the active system:

You may skip directly to the "Commit Ground Forces" step.

If you do, after you commit ground forces to land on planets, *purge* this card and return each of your ships in the active system to your reinforcements.

FACTION ABILITIES

• Unrelenting

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

STARTING TECHNOLOGIES

- None

SPECIAL UNITS

• Exotirreme I (Dreadnought)

Cost 4 | Combat 5 | Move 1 | Capacity 1

Sustain Damage; Bombard 4x2

FACTION TECHNOLOGIES

• Exotirreme II (BBY) (Dreadnought)

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.

PROMISSORY NOTE

• Tekklar Legion

At the start of an invasion combat:

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

TITANS OF UL

Disposition: Patient ~ Tendencies: Expansionist

STARTING FLEET

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

COMMODITIES: 2

HOME SYSTEM: 4/1 (Elysium)

MECH

• Hecatoncheires

Cost 2 | Combat 6

Sustain Damage

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

FLAGSHIP

• Ouranos

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

Sustain Damage

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

LEADERS

• Agent: Tellurian

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

• Commander: Tungstantus

Unlock: Have 5 Structures on the game board.

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

• Hero: Ul the Progenitor - Geoform

Action:

Ready Elysium and *attach* this card to it.

Its resource and influence values are each increased by 3, and it gains the *Space Canon* 5(x3) ability as if it were a unit.

PROMISSORY NOTE

• Terraform

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

FACTION ABILITIES

• Terragenesis

After you *explore* a planet that does not have a sleeper token, you may place or move 1 sleeper token onto that planet.

• Awaken

After you activate a system that contains 1 or more of your sleeper tokens, you may replace each of those tokens with 1 PDS from your reinforcements.

• Coalescence

If your flagship or your *Awaken* faction ability places your units into the same space area or onto the same planet as another player's units, your units must participate in combat during "Space Combat" or "Ground Combat" steps.

STARTING TECHNOLOGIES

• Antimass Deflectors (blue - level 0)

Move into and through asteroid fields.

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

• Scanlink Drone Network (yellow - level 0)

When you activate a system, you may *explore* 1 planet in that system which contains 1 or more of your units.

SPECIAL UNITS

• Saturn Engine I (Cruiser)

Cost 2 | Combat 7 | Move 2 | Capacity 1

• Hel Titan I (PDS)

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

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

FACTION TECHNOLOGIES

• Saturn Engine II (GYR) (Cruiser)

Cost 2 | Combat 6 | Move 3 | Capacity 2

Sustain Damage

• Hel Titan II (YR) (PDS)

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

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

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

UNIVERSITIES OF JOL-NAR

Disposition: Aloof ~ Tendencies: Scientific

STARTING FLEET

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

COMMODITIES: 4

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

MECH

• Shield Paling

Cost 2 | Combat 6

Sustain Damage

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

FLAGSHIP

• J.N.S. Hylarim

Cost 8 | Combat 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.

LEADERS

• Agent: Doctor Sucaban

When a player spends resources to research:

You may *exhaust* this card to allow that player to remove any number of their infantry from the game board. For each unit removed, reduce the resources spent by 1.

• Commander: Ta-Zern

Unlock: Own 8 technologies.

After you roll dice for a unit ability:

You may re-roll any of those dice.

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

Action:

For each non-unit upgrade technology you own, you may replace that technology with any technology of the same color from the deck. Then, *purge* this card.

FACTION ABILITIES

• Fragile

Apply -1 to the result of 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.

STARTING TECHNOLOGIES

• Antimass Deflectors (blue - level 0)

Move into and through asteroid fields.

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

• Neural Motivator (green - level 0)

Status Phase: draw 2 actions cards instead of 1.

• Sarween Tools (yellow - level 0)

Production: reduce total combined cost by 1.

• Plasma Scoring (red - level 0)

Bombard or *Space Cannon:* +1 die.

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.

PROMISSORY NOTE

• Research Agreement

After the Jol-Nar player researches a technology that is not a faction technology:

Gain that technology.

Then, return this card to the Jol-Nar player.

VUIL'RAITH CABAL

Disposition: Voracious ~ Tendencies: Military

STARTING FLEET

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

COMMODITIES: 2

HOME SYSTEM: 4/0 (Acheron)

MECH

• Reanimator

Cost 2 | Combat 6

Sustain Damage

When your infantry on this planet are destroyed, place them on your faction sheet; those units are *captured*.

FLAGSHIP

• The Terror Between

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

Sustain Damage, Bombardment 5

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

LEADERS

• Agent: The Stillness of Stars

After another player replenishes commodities:

You may *exhaust* this card to convert their commodities to trade goods and *capture* 1 unit from their reinforcements that has a cost equal to or lower than their commodity value.

• Commander: That Which Molds Flesh

Unlock: Have units in 3 Gravity Rifts.

When you produce fighter or infantry units:

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

• Hero: It Feeds on Carrion - Dimensional Anchor

Action:

Each other player rolls a die for each of his non-fighter ships that are in or adjacent to a system that contains a dimensional tear; on a roll of 1-3, *capture* that unit.

If this causes a player's ground forces or fighters to be removed, also *capture* those units.

Then, *purge* this card.

FACTION ABILITIES

- **Devour** - *Capture* your opponent's non-structure units that are destroyed during combat.
- **Amalgamation** - When you produce a unit, you may return 1 *captured* unit of that type to produce that unit without spending resources.
- **Riftmeld** - When you research a unit upgrade technology, you may return 1 *captured* unit of that type to ignore all of the technology's prerequisites.

STARTING TECHNOLOGIES

• Self Assembly Routines (red - level 1)

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

After 1 of your mechs is destroyed, gain 1 TG.

SPECIAL UNITS

• Dimensional Tear I (Space Dock)

Production 5

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

FACTION TECHNOLOGIES

• Dimensional Tear II (YY) (Space Dock)

Production 7

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

• Vortex (R)

Action:

Exhaust this card to choose another player's non-structure unit in a system that is adjacent to 1 or more of your space docks. *Capture* 1 unit of that type from that player's reinforcements.

PROMISSORY NOTE

• Crucible

After you activate a system: Your ships do not roll for gravity rifts during this movement; apply an additional +1 to the move values of your ships that would move out of or through a G.Rift instead.

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

WINNU

Disposition: Righteous ~ Tendencies: Objective

STARTING FLEET

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

COMMODITIES: 3

HOME SYSTEM: 3/4 (Winnu)

MECH

• Reclaimer

Cost 2 | Combat 6

Sustain Damage

After you resolve a tactical action where you gained control of this planet, you may place 1 PDS or 1 Space Dock from your reinforcements on this planet.

FLAGSHIP

• Salai Sai Corian

Cost 8 | Combat 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.

LEADERS

• Agent: Berekar Berekon

When 1 or more of a player's units use *Production*:

You may exhaust this card to reduce the combined cost of the produced units by 2.

• Commander: Rickar Rickani

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

During combat:

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

• Hero: Mathis Mathinus - Imperial Seal

Action:

Perform the primary ability of any strategy card. Then, choose any number of other players. Those players may perform the secondary ability of that strategy card.

Then, *purge* this card.

FACTION ABILITIES

• Blood Ties

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

• Reclamation

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

STARTING TECHNOLOGIES

- Choose any 1 technology that has no prerequisites.

SPECIAL UNITS: None

FACTION TECHNOLOGIES

• Lazax Gate Folding (BB)

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.

PROMISSORY NOTE

• Acquiescence Ω

When the Winnu player resolves a strategic action:

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

Then, return this card to the Winnu player.

XXCHA KINGDOM

Disposition: Diplomatic ~ Tendencies: Political

STARTING FLEET

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

COMMODITIES: 4

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

MECH

• Indomitus

Cost 2 | Combat 6

Sustain Damage, Space Cannon 8

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

FLAGSHIP

• Loncara Ssodu

Cost 8 | Combat 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.

LEADERS

• Agent: Ggrucoto Rinn

Action:

Exhaust this card to *ready* any planet; if that planet is in a system that is adjacent to a planet you control, you may remove 1 infantry from that planet and return it to its reinforcements.

• Commander: Elder Qanoj

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

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

• Hero: Xxekir Grom - Political Data Nexus

Action:

You may discard 1 law from play. Look at the top 5 cards of the agenda deck. Choose 2 to reveal, and resolve each as if you had cast 1 vote for an outcome of your choice; discard the rest. Other players cannot *resolve* abilities during this action.

Then, *purge* this card.

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.

STARTING TECHNOLOGIES

• Graviton Laser System (yellow - level 1)

You may *exhaust* this card before 1 or more of your units uses *Space Cannon*; hits produced by those units must be assigned to non-fighter ships if able.

SPECIAL UNITS: None

FACTION TECHNOLOGIES

• Instinct Training (G)

When another player plays an action card:

You may *exhaust* this card and spend 1 token from your strategy pool; 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.

PROMISSORY NOTE

• Political Favor

After an agenda is revealed:

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

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

Then, return this card to the Xxcha player.

YIN BROTHERHOOD

Disposition: Zealous ~ Tendencies: Military

STARTING FLEET

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

COMMODITIES: 2

HOME SYSTEM: 4/4 (Darien)

MECH

• **Moyin's ashes**

Cost 2 | Combat 6

Sustain Damage

Deploy: When you use your *Indoctrination* ability, you may spend 1 additional influence to replace your opponent's infantry with 1 mech instead of 1 infantry.

FLAGSHIP

• **Van Hauge**

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

Sustain Damage

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

LEADERS

• **Agent: Brother Milor**

After a player's destroyer or cruiser is destroyed, you may *exhaust* this card. If you do, that player may place up to 2 fighters from their reinforcements in that unit's system.

• **Commander: Brother Omar**

Unlock: Use your *Indoctrination* faction ability.

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

• **Hero: Dannel of the Tenth - Spinner Overdrive**

Action:

For each planet that contains any number of your infantry, either *ready* that planet or place an equal number of infantry from your reinforcements on that planet.

Then, *purge* this card.

FACTION ABILITIES

• **Indoctrination**

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

• **Devotion**

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

STARTING TECHNOLOGIES

• **Sarween Tools** (yellow - level 0)

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

SPECIAL UNITS: None

FACTION TECHNOLOGIES

• **Impulse Core** (YY)

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

• **Yin Spinner** Ω (GG)

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

PROMISSORY NOTE

• **Greyfire Mutagen** Ω

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

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

Then, return this card to the Yin player.

YSSARIL TRIBES

Disposition: *Secretive* ~ Tendencies: *Political*

STARTING FLEET

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

COMMODITIES: 3

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

MECH

• **Blackshade Infiltrator**

Cost 2 | Combat 6

Sustain Damage

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

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.

LEADERS

• **Agent: Clever Clever Ssruu**

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

• **Commander: So Ata**

Unlock: Have 7 Action cards.

After another player activates a system that contains your units:

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

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

Action:

Each other player shows you 1 action card from their hand. For each player, you may either take that card or force that player to discard 3 random action cards from their hand.

Then, *purge* this card.

FACTION ABILITIES

• **Stall Tactics**

Action:

Discard 1 action card from your hand.

• **Scheming**

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

• **Crafty**

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

STARTING TECHNOLOGIES

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

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

SPECIAL UNITS: None

FACTION TECHNOLOGIES

• **Transparasteel Plating** (G)

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

• **Mageon Implants** (GGG)

Action:

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

PROMISSORY NOTE

• **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.